

LAMBS
of a
NAMELESS GOD

*“You take away the sin of the world;
have mercy on us.”*

by
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with contributions by
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for

CHULHU
TECH

by



CthulhuTech Demo Scenarios
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Luke Walker

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INTRODUCTION

Lambs of a Nameless God is a scenario for CthulhuTech, an RPG by Wildfire LLC. This scenario is designed to be run in just three hours. No prior knowledge of Cthulhutech is needed to play this scenario, though knowledge of the survival horror genre and both the manga and movie “Akira” is helpful.

This scenario includes everything needed to play it, except some dice (ten sided dice). It uses material found in the CthulhuTech Corebook and Vade Mecum: The CthulhuTech Companion.

The scenario is divided into three parts. The next four chapters provide an overview of the scenario’s background, rules, setting, structure and themes. This is followed by three chapters which detail the scenario’s 3 Acts which form the bulk of the story. The scenario then finishes with the NPC statistics and PC sheets.

This scenario is inspired by the survival horror genre. In the modern age, we live in a safe and secure world created from compliance with established social norms. Survival horror asks the question: what happens when those social norms collapse? There are three important aspects to survival horror. The first is a **threat to survival**. This threat must be relentless so the death feels inevitable. The second is **survivors**. Due to the threat, the survivors are forced to discover exactly what they must do to survive. This is often emphasised by having the survivors themselves become a threat to each others survival. The third is the **consequences of survival**. Survival horror uses the imminent threat to put everything we value in jeopardy. This includes the society in which the survivors live, their sanity, their morality, their relationships and everything they value or love.

The survival horror aspects of this scenario are further emphasised by having a cast of teenagers. Teenagers are more volatile than adults and have less established patterns of behaviour. Yet, for them, relationships are the most important aspect of their lives. At this age, every relationship has the potential to become a true and meaningful connection. At the same time, the barriers of doubt and immature social aptitude make it a constant struggle always on the precipice of true cruelty. In this scenario, these elements create additional drama and tension as they seem more willing to victimise, isolate and die for each other. These factors culminate in Act Three where the PCs, in the face of utter annihilation, are forced to decide who and what is important enough to them to risk their own survival for, and who and what they must let go even if they desperately don’t won’t to do so.

This scenario is derived from ideas, pictures and resources that I sourced from a number of places. I would like to thank everyone who contributed in some way. In particular:

Playtesters: Sam, James, Nick and Sophie who playtested this scenario.

Matthew, Mike and Wildfire LLC: For their encouragement and sneak peeks that made this scenario so much easier to write.

Wen-M from www.deviantart.com: An amazing artist for Anima. His art inspired most of the personalities in this scenario.

I-NetGraFX from www.deviantart.com: His movie like landscapes inspired the setting for this scenario.

SYSTEM

CthulhuTech uses a rules system called Framework. This scenario contains a simplified version of Framework that is suitable for use at conventions and with those who aren't familiar with the system at all. It lacks the depth and options of the full system, and I recommend that if any of this is of interest you go check out the CthulhuTech rulebook. You will not be disappointed.

Tests

All rolls (except damage) involve rolling a number of d10s determined by your Skill. The result of this roll is the highest single die result, unless the dice contain a straight or a match of 2 or more dice, in which case those dice may be added together if that is a higher result. For example:

- if you roll 1, 3, 7, 9, your result is 9.
- if you roll 3, 4, and 6 your result is $3+4=7$.
- If you roll 2, 7, 7, 7, 10, your result is $7+7+7=21$

If the PC does not have the appropriate Skill, roll one dice and half the result (rounded up).

This result is then modified by any applicable modifiers, such as Attributes (these have already been added on the PC sheets), multiple action penalties and wound penalties. For example, you make a Dodge Skill roll and you have a Dodge of 3 and an Agility of 8. This will be notated on the PC sheet as $3d10+8$. You roll 2, 5, and 5. You get a total of 18, being 10 ($5+5$) from the roll and 8 from your Attribute.

If the result equals or exceeds the Difficulty (Diff) set by the GM, the action succeeds.

The general guideline for setting Diffs are:

Easy = 8	Hard = 22
Average = 12	Very Hard = 28
Challenging = 16	Legendary = 34

Where two PCs and/or NPCs are contesting against each other then rather than using Diffs, the winner is simply the one who rolls the highest.

Drama Points

Each PC has 10 drama points to spend during the scenario. Each drama point may be spent after the PC has made a roll to add an extra dice, or before the GM makes a roll to subtract a dice away. Drama points cannot be used on Burn tests.

In addition, if a player describes an action in a particularly cool and exciting way that builds to the scene for all involved, the GM may award them an immediate drama point to that roll.

Combat

Combat presents a few additional complications to the above rules. Time is broken into segments of time called turns. Each PC and NPC can take one action on their turn. Once all actions are done, the turn starts again.

Should it be required to determine who acts first in a round, then I suggest for speed of play, that the PCs and NPCs act in the following order:

1. Emba
2. N'athm
3. Dzin
4. Leo
5. Yuna
6. Joss

Attacks and Dodges by PCs are performed like any other contested roll. If an Attack roll succeeds, the attacker rolls a number of damage dice equal to the base damage listed on the PC or NPC sheet, plus 1d10 for each whole increment that they beat the Dodge Skill roll by 5 and then reduced by 1d10 for each point of Armour the opponent has. The results of the aggregate damage dice are added together.

Each PC has a set amount of Vitality. This is the amount of damage needed to move to the next "box" of injury on their PC sheet. Damage suffered accumulates and the PC suffers the effect from the highest "box" of injury which includes damage, normally a penalty to future rolls. The N'athm just have a total Vitality score that must be reached before being taken out.

PCs may only heal Vitality between Acts. It is suggested that this be just 1d10 but the GM may decide to boost this to 2d10 if the PCs are particularly badly injured i.e. KOed.

Para-psychics

Para-psychic powers are a fundamental part of this scenario representing both the potential of youth and the need to question who we really are. Para-psychics are people who naturally and intuitively harness cosmic power. Normally, only those with latent ability at birth may manifest these abilities. However, in this scenario, the dream singularity called 1-iR-0 has rapidly evolved a number of survivors toward eruption.

Once erupted, a para-psychic has access to one or more para-psychic powers. To use these powers, the para-psychic must spend Orgone. Orgone is the para-psychic's reservoir of stable internal energy. For the purposes of this scenario, there is no way to recover Orgone once spent. Once Orgone is spent, the result is either specified under the power or the player makes a roll (using the para-psychic power) against a Diff or opposed roll in the normal manner.

A lot of details are kept from the players in this scenario to ensure that the para-psychic powers remain mysterious and unreliable. It is suggested that the GM keep track of the Orgone levels, the Burn mechanics and the exact details of the para-psychic powers.

Burns

If a para-psychic uses up all of his Orgone, then he may continue to use para-psychic powers by drawing on unstable external cosmic energy at the risk of suffering a Burn. A Burn is where the para-psychic loses control of his powers. On each use of para-psychic powers without Orgone, the GM makes a Burn test for the PC. The first time, the Diff is set at Easy. However, this Diff increases by one class (Easy to Average etc) for each additional use thereafter until it caps at Legendary (Diff 34).

If the Burn test fails then the para-psychic suffers a Burn. Effectively, the para-psychic loses control of the power (though it will often still work as intended) and the GM decides what it does instead. This could include 1d10 Vitality damage or some other effect. The GM is encouraged to use a Burn to create the greatest possible drama for the PC involved.

At the start of this scenario, Joss, Dzin and Emba have already erupted with some para-psychic powers. Dzin and Emba will also dramatically increase their powers ability in Act Three when Leo also erupts.

The para-psychic powers that have already manifested at the start of the scenario are described on the PC sheets. New powers that appear in Act Three are described as handouts.

Full details of the PCs Orgone and Powers are:

Leo - Orgone 10 - Burn 3d+6

Power Boost (4d+6) – for 2 Orgone, Leo can increase his unarmed damage (not his knife which would break) by +2d10, increase his Strength and Tenacity by 6, gain Armour of 1d10, or quadruple his jumping distance.

Emba - Orgone 12 - Burn 3d+7

Empathy (3d+7) - for 1 Orgone, Emba can read other people's emotions granting her a +3 bonus in any social Tests.

Clairvoyance (2d+7) – for 2 Orgone, Emba may pick up intuitive hints about people, places, objects, or events.

Dzin - Orgone 13 - Burn 4d+8

Telekinesis (2d+8) – for 1 Orgone, Dzin can lift 50 pounds within 30 feet or make TK strike with Damage: 1d10.

Aura Masking (3d+8) – for 1 Orgone, Dzin may hide his emotions and gain +1 to any social Tests for being difficult to read.

Gravikinesis (3d+8) – for 4 Orgone, Dzin can control gravitic forces. Dzin can make large utility vehicle-size or smaller attract or repel each other as well as double or halve their speed. He can levitate up to 400 pounds. He can make GK Strikes with Damage: 2d10 with a 5ft burst radius. He can gain Armour of 1d10 and fly at a speed of 15mph.

Psychological Disorders

Each para-psychic also suffers from one or more psychological disorders as a result of their powers.

At the start of this scenario, Joss and Dzin already suffer from such disorders and these are set out on their sheets.

At the start of Act Three, the surge in para-psychic powers accelerates the descent into madness as Dzin, Emba and Leo are all inflicted by new disorders.

The disorders that have already suffered at the start of the scenario are contained on the PC sheets. New disorders that appear in Act Three are set out as handouts.

These disorders are used solely for roleplaying purposes. The GM should encourage the players to play these disorders to complicate the PCs lives and may even request that a player consider his PC taking a certain action that is consistent with the disorders he suffers.

It should be noted that Yuna is the only PC that doesn't suffer either para-psychic powers or the resultant psychological disorders. For some inexplicable reason she remains grounded by the bounds of reality, perhaps due to her own faults and frailties. Don't worry. Yuna has plenty to get on with in any case.

SETTING

The year is 2085. Ten years ago, most people believe that Anchorage was abandoned by the New Earth Government (**NEG**) due to a devastating attack by an alien race known as the Migou. The Migou have since that time established and maintained a substantial beachhead on Earth that contains everything within the Arctic Circle.



The harsh winter weather and the seemingly unrelenting attack by the Migou have taken its toll. Anchorage is now an empty husk barely resembling its former self: inhospitable without the luxury of modern comforts. It is on a strip of coastal lowland and extends up to the lower alpine slopes of the Chugach Mountains. To the north, south and west lie treacherous mudflats and beyond fiords and tidal inlets.



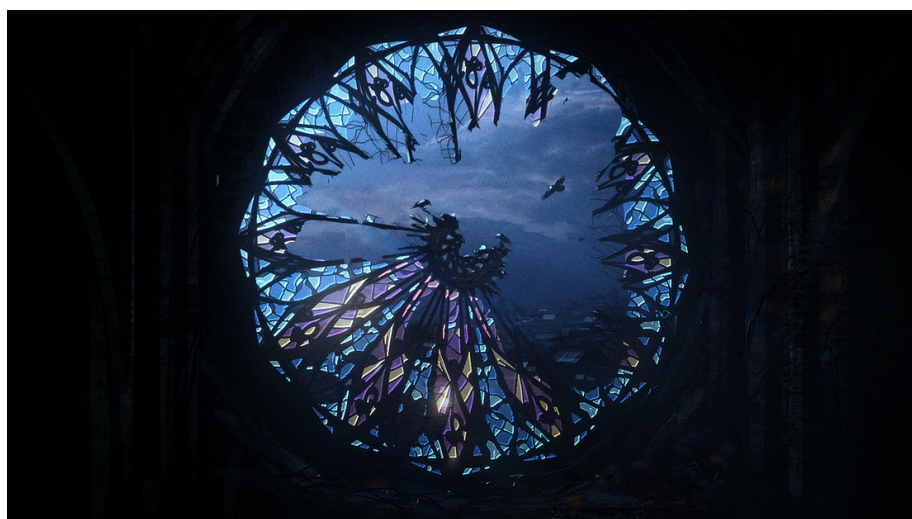
Average daytime temperatures range from 13 to 26 °C in summer to -15 to -1 °C in winter. It only remains frost free for 100 days of the year. From May through August, Anchorage enjoys almost 24 hours daylight. The day with the least amount is on Winter Solstice with five hours and 28 minutes of daylight.

For some reason, unknown to anyone, those who were 10 years old or younger when the attack occurred survived it. Most chalk this up to fact that the Migou (or the Claw People as they are known by the survivors) did not see children as a viable threat.

These survivors now range between the ages of 10 to 20 and know little else but this new life. They band together in small groups surviving in the ruins. During the winter, the various groups of teenagers hold up against the cold weather and darkness. They spend their time preparing for the spring, both practical (such as planning food gathering missions) and frivolous (making cool new clothes). With the coming of summer, they all break from their hibernation and get their first chance to celebrate the coming summer and enjoy seeing those they haven't seen for months.



Those teenagers that have survived have a central meeting place in which they meet regularly throughout the summer. This meeting place is called "All Fathers" and is in the remains of a mostly intact cathedral near the centre of the city.

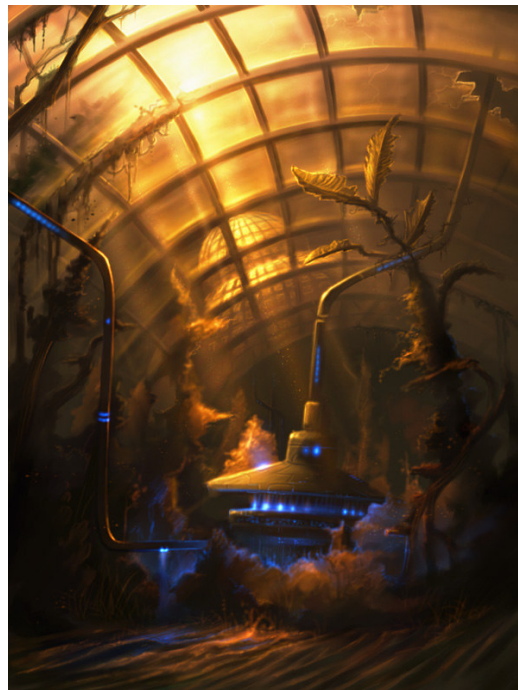


Above All Fathers is a series of rooms which Yuna, Leo, Emba and Dzin (the **All Father's Gang**) call their home. It has been modified to withstand the winter comfortably and provides them with status as being so close the central meeting place. In the main room, a broken rose window of stained glass overlooks central Anchorage, which is used to herald the change in seasons based on the levels of sunlight.

Despite the seeming difficulty of living in such a harsh landscape, the teenagers survive due mainly to Maia's garden called Asphodel. Maia is the oldest survivor (she is just about to turn 20). The hydroponics system was created in Anchorage before the Migou attack. It was designed as a test facility for sustainable food production in harsh environments. Asphodel is found deep underground. It manages to manufacture a form of solar energy as well as draw water from the sea and desalinate it.

Despite Maia's careful skill, Asphodel is quite badly overgrown. Her main helper is Ran, who is best friend to Emba.

Due to the relatively plentiful food supply, the survivors have time to spend on things other than gathering food. Also, Asphodel does provide a heat source to most of the survivor's winter dwellings.



The city still sees the rare skirmish between Migou and NEG forces. The inhabitants view these conflicts much like a natural disaster as they no longer remember the nature of the sides. As far as they know the world died with them. Also, the Migou occasionally scour the ruins to extract humans for unknown purposes, taking them to a place the survivors call the Facility, a few miles north of Anchorage.



There has been no recognisable rescue attempt by the NEG in the last 10 years. Most of the survivors assume that the rest of the world was destroyed along with Anchorage 10 years ago, probably by the Claw People.

The Facility is the Migou base of operations, built on top of the decimated ruins of the Elmendorf Airforce Base and Fort Richardson to the north. Both were large military facilities before the demise of the city. To get to the Facility from Anchorage requires a day's walk through what is now wild terrain and Migou sentry devices.



The Facility is the location of what remains of the 1-iR-0 Project (pronounced by people on the Project as “One Iro”). After the First Arcanotech War, the NEG started the Project as an experiment in using dimensional energy drawn from the Dreamlands to create more efficient D-Engines. It used cutting edge theories on dream magic operated by lucid dreamers, each called a Unit, suspended in stasis.

However, the experiment came to the attention of Gurathnaka just as he was devouring the Dreamlands. As each lucid dreamers felt their own dreams being devoured, they initiated a desperate plan to survive and all fled into the single dreamscape, which now calls itself 1-iR-0. This concentration of the dreams and nightmares formed an inescapable singularity. As the boundaries between reality and dreams collapsed, many of the lucid dreamers went insane. Their resultant anguish swept across Anchorage and destroyed the minds of everyone over the age of 10. Though it is the true cause of the devastation, the fact that it occurred at the same time the Migou attacked, means it remains unknown and blame is instead attributed to the Claw People.



The 1-iR-0 Project continues as a shade of its former self under the supervision of the Migou. The Migou discovered the remnants of the Project and were intrigued by its possibilities. For unknown reasons, 1-iR-0 seems to be trying to alter the survivors. Every year, the Migou retrieve a few survivors to gauge the results. Otherwise, they leave them alone so as not to interfere with the process.

Survivors of Anchorage

Joss

Joss used to be known as a quiet kid. Many people think that he is the brother of Leo, but the two never talk.

Joss was the best friend of Evo. However, he failed to spend last winter with him and Faye as he had done in previous years. On his return, he is quite a different person and for no reason refuses to have anything to do with Evo.

Joss is a charismatic orator. He has started to gather more support as he commonly preaches about the survivor's taking the fight back to the Claw People. There are whispers that Joss has some secret weapon for this purpose.

If the leaders of the community, Yuna, Maia, Evo, Myles and Shock were to rally behind Joss, the survivors would be united. However, Joss fails to convince the older ones of his plan. This has started to create a schism between those who are 15 years and younger and the older ones.



Maia

Maia is the mother to all the survivors. She is the oldest teenager and will shortly turn 20. She believes that when this happens the Claw People will come and take her away. She is concerned to leave her legacy intact.

She maintains Asphodel, her garden, with help from Ran, ensuring that everyone has food and heat to get through the long winters. This requires careful skill and knowledge of the garden's systems. No one is sure where she learnt this. Without her, many would suffer.

Maia is very tall and has a deep, soothing voice. Though gentle, she does stand up for what she believes in and the welfare of the survivors as a whole.

Ran

Ran is the best friend of Emba. Whilst Emba is a quiet and retiring person, Ran makes jokes and remains connected to what matters most for the younger crowd – fashion, relationships and gossip.

Ran helps Maia with Asphodel. She constantly asks Emba to leave her gang and join her, saying how important Maia's work is. However, Emba refuses without giving any real reason.

Ran has a lot of anxiety that her carefree nature often means she isn't taken seriously by her friends or boyfriends. She is attracted to Dzin quite a bit, as he shares her fun loving manner. However, her anxiety often makes her turn on him unexpectedly and this makes her feel deeply guilty. Needless to say this contradictory behaviour leaves Dzin confused and lacking confidence.



Evo

Evo has never really joined a gang, though he has close associations with his sister Faye and former best friend Joss.

Evo is the person to go to if you want something other than the basics of life that Maia provides. Evo is the central hub of trade and scavenged goods amongst the survivors. This role occupies most of his time and the other survivors consider him to be a very serious person. Though everyone is glad to have him around, most don't try and befriend him in any way. Strangely enough, his longest relationship is with Shock. Even after it finished, Evo remains loyal to her and often provides her with access to information and items he obtains before anyone else.

Evo, with the help of J, is currently finalising preparations and gathering supplies needed to leave Anchorage and find out what happened to the rest of the world.



Faye

Most people would have disappeared into relative obscurity next to someone as well known as Evo, though not Faye. Faye is the most naturally cool person you could meet. Where as Shock crafts her style and Yuna exudes confidence, whatever Faye does just has others in awe of her. She is smart, rebellious, approachable, and dangerous. She wields two blades with a fluid dancer's grace.

Recently, Faye started dating the wanderer, J. This took no one by surprise except Evo. J is one of Evo's primary scavengers and he resents this new relationship. He suspects she may have done this to guarantee that she is not left behind when Evo leaves Anchorage. However, Evo continues to show concern for Faye's safety based on what he knows of J.

J

Most survivors speak of J as some kind of myth. J is a wanderer. Until his relationship with Faye, no one ever really got close to J. J has formed business relationships with Maia and Evo. He has also been seen recently speaking with Yuna, much to Faye's annoyance. No one can explain why J treats Yuna differently to the others. He simply says that the two of them share a lot in common, without further explanation.

J doesn't take any food from Maia nor does he hibernate with anyone over winter. It is rumoured that he has been far beyond the borders of Anchorage.

J is Evo's main source of exotic items scavenged from places where no one else has yet been. J has also been helping Evo plan his expedition into the wilderness, to try and discover what happened to the rest of the world.

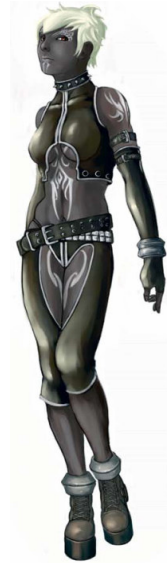


Shock

Shock is the queen bee of the survivors. She is a Nazzadi, though few survivors really know what that means except for her appearance, which most just find cool.

Shock is never without a boyfriend. She is currently dating Myles, though it is clear that neither is serious. She seems to currently have a fascination with Leo, and seems to think that she can play him off with Joss. She has had no success yet as Leo does not seem to be affected by this ploy, and he rarely even speaks with her. Shock has had a relationship with Evo and uses that to get the best scavenged clothing each year so she can set the style.

Shock is also always planning the next gathering. Upcoming is the first gathering of the year and, in Shock's opinion, the most important. She spends much of her time informing the others of this event and expects everyone to be present.



Felix's Gang

The youngest of the survivors, Felix's gang is a tightly knit group as no one else went through what they did in the early years, little more than babies.

Darryn is the oldest and likes skateboarding. He often speaks for the three, except when Tina, the youngest, decides to talk about something she likes then no one gets a word in.

Felix is quite intelligent for his age and seems more grounded than most of those older than him. He is friends with Leo and Evo.

Myles and the Luxburg High School Sprint Team

The largest gang of survivors, this group is only restrained from using this power due to their laidback leader, Myles. Myles is currently dating Shock, but many people believe he has a crush on Yuna. Most of his gang see the match to be a good one, given Yuna's popularity and the gang's size.

Dzin was a member of this gang at one stage but he walked out. They now refuse to have him back.



STORY

The central story of this scenario revolves around the impact that the 1-iR-0 has on the survivors of Anchorage. After the attack by Gurathnaka ten years ago, and the subsequent monitoring by the Migou, 1-iR-0 suffered from a multitude of dreams and nightmares all occupying the same dreamscape. Through the resultant insanity, only one coherent motivation remained - the urge to survive.

In the last ten years, 1-iR-0 has been breaking down the boundaries between dreams and reality in Anchorage. This effort is focussed on the only people that are perceived to be capable of saving 1-iR-0 from its predicament – the Anchorage survivors. The effect of this process did not begin to manifest until last year, when the survivors started to be plagued by horrible nightmares. By the start of winter, the survivors were unable to sleep during daylight hours at all. This wasn't all that devastating during the winter months as the days were short. However, as summer approaches and the nights disappear completely, the survivors are dreading months without sleep.

The final goal of 1-iR-0 is to erupt some of the survivors into powerful (and unstable) para-psychics in a manner similar to that seen in the Zone, by making their dreams real. Some survivors show more latency than others but 1-iR-0 has cautiously spread its impact over all survivors to reduce the levels of stress caused. However, if for some reason the number of survivors were to fall dramatically, then the metamorphosis would become dangerously fast and the resulting few para-psychics would be even more powerful and unstable.

Unfortunately, this does happen in this scenario. The presence of 1-iR-0 and the madness that it causes has attracted N'athm like moths to a candle. N'athm are identity cannibalising, madness inducing shape shifters. Over the last year, the N'athm observe the survivors, content to feed off the survivors' tragedy and madness. As the lack of sleep and the levels of distress suffered by the survivors increase, the number of N'athm explodes. A few of them, jealous for the more intense direct experiences of the survivors, decide to replace a number of the survivors. As soon as the other N'athm become aware of this breakaway group they will no longer hold back and there will be a feeding frenzy as all N'athm attempt to get as much of the pain, fear and misery that they can before it is all gone.

Act One

Act One establishes the fragile society of the survivors. It is set at the first Gathering following winter where the survivors are desperate for human contact. During that Gathering, the Migou attack and take Maia, Ran and Emba. The breakaway N'athm also use this opportunity to replace several survivors en masse.

Act Two

Out of necessity, Maia must be rescued. Evo puts the PCs in contact with J, who he knows can get into the Facility. Two N'athm parading as Faye and Emba travel with the PCs to buy time for the breakaway N'athm to focus on establishing their hold on Joss by feeding his growing paranoia and rage. At the Facility, the PCs become aware of the 1-iR-0 Project and the N'athm. They also understand that the survivors including themselves are in serious jeopardy.

Act Three

On return to the survivors, the PCs find that the situation has deteriorated. Joss now has a stranglehold over the few survivors who haven't been replaced by N'athm. The PCs face a number of obstacles amongst themselves and with the other survivors as they must fight desperately to survive. The only hope left is to gather together anyone who the PCs care about and leave. To do so, they must make the hard choice as to whom they are prepared to die for and who, despite desperately not wanting to, they leave behind.

SURVIVAL

Fundamentally, *Lambs of a Nameless God* is a story of survival horror. There are four elements necessary for a story to be considered survival horror. These are isolation, a threat to survival, survivors, and the consequences of survival. This section outlines those parts of the scenario that fall into one of these four key elements. This will allow GMs to both emphasise them as well as creating a greater flexibility to change them.

Isolation

Isolation is a necessary part of any horror. If you have the ability to escape or ignore the events or have someone else deal with them for you, then the fear is reduced considerably.

In this scenario, the very landscape and climate epitomises isolation. Though the survivors have formed a semblance of society the PCs must rely upon themselves alone as that society crumbles around them. In addition, the Migou are presented as a nameless and unbeatable force that removes any hope that there might be any outside assistance.

Threat to Survival

In survival horror, the threat to survival is the catalyst for the drama and horror. It must be an unequivocal and inescapable threat to survival so that the protagonists will be forced to face it and make the necessary choices to survive. A tool that is often used in the survival horror genre to emphasise the threat is cannibalism. The reason for this is that cannibalism isn't just the loss of life but the total destruction of oneself.

In this scenario, the immediate threat to survival is the N'athm. This threat is such that the only positive outcome that is achievable in this scenario is immediate survival itself. By fleeing Anchorage, the PCs will avoid death today but that doesn't mean their future is certain. Also, in this scenario, cannibalism takes on two forms. The first is the devouring of dreams by Gurathnaka and the second is the devouring of identity by the N'athm. To image conscious teenagers, the cannibalism of their identities is horrific.

Survivors

This is where survival horror really comes into its own. In order to emphasise the horror of facing a threat to survival, focus is put on to the survivors who are tested and changed by their trials. As a result, the survivors often become a threat to survival themselves. This element is often emphasised by having a threat that looks similar to the survivors, such as zombies. This creates a fine line between the threat and a survivor who becomes a threat.

In this scenario, the PCs are part of a society of survivors. That society crumbles as survivor turns on survivor and even PC turns on PC. The fact that the N'athm look exactly like the survivors will create added paranoia to push the PCs into making the hard decisions. The fate of the 1-iR-0 Project shows the PCs what happens to a closely knit group when survival becomes paramount and how quickly they turn on each other.

Consequences of Survival

Survival horror doesn't just deal with a struggle to live. It uses this desperate struggle to put other things we value at stake such as society, sanity, relationships, identity and morality. In choosing not to die, we are often forced to decide what we are prepared to sacrifice to achieve that goal. The choices we make are often more horrific than any threat we face.

In this scenario many things are threatened: the society which the survivors built, the relationships which they treasure, and their very identity. To emphasise the PCs' choices, they are given powers that exaggerate their abilities and weaknesses. This ensures that they are able to carry out their decision along with the horrific consequences that go with it. The fate of every survivor will ultimately be decided by the PCs.

ACT ONE: THE GATHERING

This Act is set in and around All Fathers. It should take roughly 1 hour to play which takes into account the slow process of getting into character and establishing the setting which the PCs find themselves in.

This Act is a slice of everyday life for the survivors. By its end the PCs should have had some interaction with all the other survivors, as well as become aware of Joss' return and Evo's plans. The Act also plants the seeds for the two Acts to come. There should be some hints that the N'athm are on the move but due to the confusion of the Migou attack, no sense will be made of this until later.

The events of this Act should be sequenced as follows

1. Introduce the PCs at the beginning of spring in their rooms above All Fathers.
2. The Luxburg Sprint Team raid the PCs' food supply and Myles tries to kiss Yuna.
3. The PCs arrive at the Gathering and meet the other survivors.
4. Joss' return from the Wastes is the hot topic.
5. Evo is annoyed that Joss has managed to overshadow his plans to leave Anchorage.
6. The Migou attack splitting the PCs.
7. Emba is attacked by Myles in the ensuing chaos.
8. After the attack, Maia and Ran are missing. Both hold the keys to Asphodel.
9. Evo requests the PCs go to the Facility to rescue those taken, led by J. A N'athm disguised as Faye insists on coming too.

Behind the Scenes

Every year, after the worst of winter has passed, the survivors of Anchorage attend a Gathering. This year is the same but things have begun to change under the surface.

1-iR-0 is close to achieving its final goal having called Joss out into the Wastes during the winter. The meeting invigorated both sides, causing everyone's dreams to be filled with nightmares and preventing anyone being able to sleep during daylight hours. Everyone dreads the coming summer but no one has yet spoken of their problems, hoping it will simply go away.

The N'athm population has begun to swell, causing even greater havoc with dreams. With the arrival of Joss, they know that it is only a matter of time before the survivors break down. A breakaway group has decided to try and infiltrate the survivors directly, getting first pickings. Faye was the first to be replaced, followed shortly by Myles. The infection now spreads inexorably through the Luxburg High School Sprint Team.

This breakaway group plans to increase the level of tragedy and horror experienced by the survivors by inciting Joss' growing madness and then attempt to secure the lion's share of torment before the other N'athm swarm the survivors completely in a feeding frenzy.

The Migou have been monitoring 1-iR-0 and are aware that the distortions in the local dreamscape are growing. They are concerned that these distortions may come to Gurathnaka's attention so they decide to create a fail-safe by extracting the three people capable of operating Asphodel (Maia, Ran and Emba). The Migou reason that the survivors will only last a matter of weeks without it. Unfortunately, the escalation occurs much faster than even the Migou predict.

Beginning of Spring

The scenario begins with the PCs gathering around the rose window awaiting the first rays of sunlight to hit the glass window high up above All Fathers. The fragile refracted sunlight provides a beautiful light display signalling that winter has ended.

This opening scene is a quiet one. It gives the players a moment to get into character and interact with the other PCs. The PCs have spent the last few months together. They are all bored and are eager to cement outside relationships. In addition, there are numerous necessities that need attention such as the stocking of food in preparation of next winter. However, even these necessities are put off whilst the survivors indulge in the year's first pleasures. Normally restless after the long winter, all the PCs are irritable having suffered from bad nightmares throughout the winter.

Myles and Yuna

At an opportune moment, the PCs hear several people raiding their remaining food stores. Though raids are not uncommon amongst the survivors and are often viewed as something of a game, they are relatively rare these days as the survivors fully utilise Asphodel's food production. This should be presented as a fake scare, with the raiders seemingly like shadows and noise being distorted by All Father's architecture.

The raid is made by Myles and the Luxburg High School Sprint Team. Once the PCs have caught them, Myles agrees to give up on one condition - a kiss from Yuna. This scene shows both the fragility of survival and the fickleness of youth and it should be played for full effect on the other 3 PCs, who will not be pleased by Myles request.

During the raid, the PCs may also notice that the Sprint Team seems unusually organised this year, and that several of the members have an unusual, almost predator-like look about them. The PCs are likely to attribute this to Myles audacity being a show of superiority.

The Gathering

Once the raid is resolved, Myles reminds the PCs of the Gathering that night and promises to see them there. The PCs have the opportunity to make any last minute preparations before the Gathering begins.

At the Gathering, everyone is present. The centre of attention is Joss, who has returned from a winter in the Wastes. He seems different, more confident and persuasive. He gathers together survivors with talk of fighting back against the Claw People. This is a good moment for the GM to introduce the concepts of the Claw People and the Facility.

Evo is also present and annoyed that Joss has stolen his limelight. He has just finished his preparations for an expedition out of Anchorage to find out what has happened to the rest of the world. Both J and Faye plan to travel with him. Most do not think Evo will succeed, and believe he is leaving as is unable to fit in with the survivors and keep a girlfriend.

The Gathering will be a chaotic affair in which all the NPCs will be first introduced to the PCs. I suggest using the pictures presented in the Setting chapter to help the players with visual recognition. I myself printed these on card and made standups. Given that the PCs have met Myles and will spend Act Two with Faye and J, it is suggested that you allow each of the remaining NPCs or NPC groups a small scene with one or more of the PCs.

During this Gathering, the PCs may again notice a few odd things going on. Maia seems even more ethereal and sad than previous years. Her sense of impending death at the hands of the Claw People is taking its toll. Also, Faye seems different. Whilst she is normally a predator in her own right, she seems much more approachable this year. She even talks with Yuna as if such was not a big deal.

Migou Attack

In the middle of the festivities and as night set in, the Migou attack. The GM should present the Migou as an incomprehensible and unstoppable force of nature of unimaginable power. Their goal is to identify Maia, Ran and Emba and extract them. They will kill anyone or destroy anything that gets in their way. The first sign of the Migou's attack is a titanic black shape sliding past outside one of the large windows of All Fathers. Preferably this should be noticed by just Emba. This is followed by a deathly silence, which causes an uncomfortable pregnant pause for anyone trying to warn others. Give it time for the anticipation to build.

The Migou Mantis that caused the shadow then shears a part of the roof off All Fathers causing destruction on a massive scale. The huge serpentine probe it puts into the building is blacker than the night around it and the only light it gives off is from the cluster of cold green eyes on its front. Under the cluster is a collection of tentacles and claws that fire silent beams of pale green light. The beams unerringly hit their target in a single shot at the base of the spine, paralyzing the victim instantly whilst keeping them awake and aware. The head of the probe then washes over the victims. Underneath the probe there is a mass of appendages tipped with advanced biometric measurement devices that subject each paralyzed victim to unspeakable tests. Those it doesn't take are left behind still paralyzed, and sometimes temporarily insane. In addition, to the probe, several Migou in stealth powered armour unseen to the human eye surround the building, using the same beams to paralyze victims and preventing escape.

In the playtest, I had Yuna and Leo separated from the others and come across Emba after Myles attacked her (see below). Elsewhere, Dzin found himself with Ran and both were paralyzed. Dzin used his telekinesis to save himself and left him guilty about abandoning Ran to her fate.

Myles and Emba

During the attack, the N'athm make their move to cement their position. Emba finds herself alone with Myles. Despite the chaos, Myles seems friendly to begin with and confesses to her that he has always liked her. However, in a disturbing reflection of the previous scene with Yuna, he requests a kiss in exchange for helping her survive. If refused, he becomes forceful. The kiss of an N'athm involves the cannibalisation of one's identity. With excruciating agony, the N'athm meld and swallow facial features and vocal chords of their victims.

The kiss doesn't get all that far between Myles and Emba. He goes for her voice first, which feels as if something is slithering up her throat. However, the kiss is interrupted by the Migou, before anything truly paranormal can be attributed to it. This break should be followed quickly with Emba being found by one of the PCs. It is important that there is a break between the two as Emba is actually taken by the Migou and replaced by a N'athm at this stage. Anyone who hears the story will assume Emba was shocked by the attack and Myles (uncharacteristically) tried to sleaze a move on her.

Evo's Plan

Without any warning, preferably just at the moment a PC is caught or paralyzed and unable to escape, the Migou attack stops and the Migou forces withdraw as silently as they came. All Fathers is a scene of devastation with piles of bodies of silently screaming victims.

Evo discovers that Maia and Ran are missing. In an attempt to reduce widespread panic, he approaches Yuna and Leo with this knowledge. He suggests that the PCs go to rescue them. If they ask how (given that no one has ever returned from the Facility), he tells them that J has been to the Facility. He suggests that J guide them. Surprisingly J agrees, particularly if Yuna is obviously involved. Surprisingly, Faye does not seem upset at Yuna's involvement. Evo suggests that the PCs go quickly as the longer Maia is gone the more the survivors will suffer.



A Survivor confronts the Migou Probe

ACT TWO: THE FACILITY

This Act covers the PCs attempt to infiltrate the Facility and rescue Maia and Ran (and unknowingly Emba). They are accompanied by J and two N'athm disguised as Faye and Emba. It should take roughly 45 minutes to play.

This Act seems like your typical "infiltration into an enemy facility" gig on which many RPG scenarios are based. However, this is not the case. The focus of this Act is in uncovering the 1-iR-0 Project, the true nature of Joss and the plans of the N'athm. It is not about defeating the Migou or even slipping into their base. As such, an obvious entry point for the Facility is given to the PCs by J. The Migou, as with Act One, remain a nameless and incomprehensible force that merely drives story elements and reinforces isolation.

The events of this Act should be sequenced as follows

1. J takes the PCs into the Wastes north of Anchorage.
2. The PCs enter the Facility using numerous conduits.
3. Emba and Yuna are separated from the others.
4. Dzin, Leo, Faye and J discover the 1-iR-0 Project and rescue Maia, Ran and Emba.
5. Emba's true nature is revealed as she turns on Yuna.
6. Faye kills J and then tries to kill Dzin and Leo. Whilst talking to her, they become aware of the N'athm's plans.
7. The PCs speak with 1-iR-0 and hear its mad and hopeless plea to save it.

Behind the Scenes

The Facility is the Migou's base of operations in Anchorage. It sits on the site of the Elemendorf Air Force base. Upon arriving in Anchorage and finding that all adults had already died, the Migou immediately occupied the site and discovered the 1-iR-0 Project.

Over the last 10 years, the Migou have found that the Facility is highly unstable and, to reduce risk to themselves, run most of the Facility remotely. They are not concerned that the survivors may make their way into the Facility as the survivors would not be able to operate any of the technology found there. Instead, the Migou rely upon a few basic security measures and fear to keep any incursions rare.

After the recent extraction at the Gathering, the Migou decided to recycle the organic material of Maia, Ran and Emba by adding them to the 1-iR-0 Project in an attempt to stabilise it. However, early attempts with Maia all fail. The failed attempts do, however, manage to provide Maia an insight into the future.

The N'athm seize upon the opportunity of the PCs leaving the survivors to try and dispose of them. By removing many of the more capable survivors, they reason that this will give them free reign over the others. Also, the N'athm are aware that Emba wasn't fully devoured before the Migou kidnapped her. So they need to ensure that she isn't found or that anyone who finds her doesn't return.

Whilst the PCs are away, the situation with the survivors deteriorates. The Luxburg High School Sprint Team is entirely converted into N'athm, as is Evo, an easy target as he is a loner. Fearing for their lives, Felix's Gang and Shock flock to Joss's protection. No one trusts anyone.

The Wastes

The journey into the Wastes is relatively uneventful. It provides a brief respite contrasting with the manic events at the end of the previous Act. The PCs have a chance to interact again, this time with some history and topics of conversation. The spotlight will likely be between Yuna and J, in which he explains that he intends to leave Anchorage with Evo and hints at Yuna coming too. If questioned about the Facility, he will produce a Migou artifact he found inside but will say little else.

The journey is important for a number of reasons. The first is to emphasise the sense of isolation and devastation that surround the PCs. Leaving Anchorage would be a very dangerous if not a suicidal undertaking. The second is a sense of history. Ten years ago, every adult above the age of 10 years old died without violence. This gives an eerie feeling as the city hasn't seen much devastation except by way of decay. Many vestiges of the past adorn the street. Cars sit empty, houses are hollow husks and the bones of the dead litter the place. The journey should raise some questions in the minds of the PCs about what really happened 10 years ago. The idea of a massive invasion by the Claw People ended the world seems unlikely.

The Facility

After just one night in the Wastes, the PCs come up to the Facility. The landscape begins to change first, partially due to the remains of the Airforce base and partially due to the Migou's alterations. There is much more open space, the ground seems dizzyingly bright and almost reflective and a low buzzing can be heard running through the area.

J finally explains his plan. Though the automated defence systems on the main entrances would slice any intruder apart, there are many bioorganic conduits running through the site. The entries are guarded by large blisters of shards of razor sharp metal. J knows that these blisters will open up and if pressure is applied to the inside of the blister. How this is done is up to each group and as a default can be done by reaching through the shards and touching the inside. This should feel incredibly dangerous but it is best if no real damage is sustained. The best option is if Dzin uses his telekinesis to open the blister. This may be his first open use of his power and it should signal what will come in Act Three.

Inside the conduits is far from pleasant. The conduits themselves are high claustrophobic with barely enough room to crawl along on your belly. The fact that the walls are capable of acting like muscles to squeeze and push along material in the conduits is only discovered after it is too late. The conduits force a split in the group sending Yuna and Emba into the dark recesses of the Facility and the other toward the 1-iR-0 Project.

The Facility is extensive. However, it is completely unoccupied except for the 1-iR-0 Project. There is no significant security on the inside. The Facility is full of incomprehensible devices. Many things that look to be inorganic are capable of basic functions of life, and many things that look like they should be alive perform ghoulishly automated functions. Examples include parts of bodies being embedded in walls purely for their motor function or elevators propelled on the outside by a carpet of human feet.

1-iR-0 Project

The one room in the Facility which has amenities for living beings is one containing 1-iR-0 Project's bank of lucid dreamers. When the PCs first step into this room they will be dazzled by the intense lights. Once their eyes adjust they see that they are in a massive tube of people encased in glass. The automated facilities are capable of gruesomely shredding the dreamers completely apart into their constituent elements whilst keeping them alive. None of the lucid dreamers show any response except for the one embedded in the middle of the far wall, through which the 1-iR-0 peers out of ever waking eyes at its former selves. Maia, Ran and Emba are also here. They are dressed in the same white gowns as the lucid dreamers but have yet to be encased.

The discovery of Emba should come as a shock, particular to her player. Ideally, this reveal should be done just before flashing back to Yuna and Emba's first scene together after separating from the group for added tension. The real Emba remembers little more than already seen in Act One. However, she can only speak in a whisper as if her voice has been badly damaged or partially stolen.

N'athm Attack

Before the PCs can speak with 1-iR-0, the N'athm attack. It is best to start this by having Faye kill J surprisingly and without mercy. As J is built up to be the strongest of the survivors, this should come as something of a shock and lend weight to the danger of the N'athm.

As soon as J's death and Faye's betrayal sinks in, switch back to Emba and Yuna. Play the scene for a little longer and allow the tension to build. Yuna will have a desperate fight to survive. This is a good opportunity to encourage Yuna's player to creatively use the environment for an advantage. Perhaps she can slip through a tunnel filled with a web of nerves, hide under a dissembled and still living body or in a pool of twitching cloned organs. Whatever happens, Yuna should survive even if it means joining up with the other PCs if no other hope seems likely. However, she should be pushed to make some pretty nasty choices to survive.

Back with the other PCs, which are in a more open space, Faye takes the opportunity to talk first. Faye is comfortable that the main threat has been removed, though she isn't about to enter into a James Bond style speech to explain the plot. Instead, she tries to increase their fear by playing with them. For example, she offers to allow one to live if he kills the other.

Maia's Madness

Some attempt to integrate Maia into the Project has been made but it has been unsuccessful. The combination of her mind having brushed against the insanity of 1-iR-0 and watching parts of her body being unravelled have driven her mad. Maia has seen the upcoming changes that the survivors will suffer. Though she isn't outwardly insane, she becomes erratic. She is deathly afraid of Dzin, confides in Yuna and doubts everything that 1-iR-0 says. Ran notices these changes and is visibly worried. Maia desperately wants to go back to the survivors on the pretence of warning them of the danger. All the while, she secretly plots to kill all the survivors before they can be turned into abominations.

Signs and Portents

Following the resolution of Faye's and Emba's attack, the PCs have an opportunity to take stock. They may also speak with 1-iR-0 who will explain to the PCs what happened with the Project, at least as much as they are aware. He desperately implores the PCs to free them from their shackles so they can return to their bodies and live. Maia will note that this is impossible, but 1-iR-0 lacks understanding of that fact. 1-iR-0 must be left to die.

The remaining decision is what to do next. The PCs have managed to rescue Maia and Ran and overcome two of the N'athm. They also have warnings from different sources that something bad is about to happen. Though returning to the survivors is inevitable, this should be the moment when the PCs come up with their plan of what to do on their return.

Para-psychic Eruption

At the end of this Act, three of the PCs gain additional para-psychic power and disorders. The GM should take each player out of the room and given them the additional handout designated for their PC. Ask any questions that they may have in regard to it. It is recommended that Yuna's player be treated the same even though she isn't erupting. Instead, use the opportunity to tell her that in the next Act when Yuna meets Joss, Yuna will be given a silent mental command to return to him at the first opportunity, in a way that doesn't arouse the other PCs suspicions. This will allow this to happen more naturally in the next session and come as a greater shock to the other players.

ACT THREE: THE END

This Act is open in structure and should take 1 hour to play through, though it can easily take up more if you have the time available. Its shape is dictated by the PCs actions.

There is no solution to this scenario other than survival itself. The players will naturally hold on to hope and look for a solution but toward the end of the Act this fact should sink in. The more that the end feels inevitable, the more seriously the PCs will take those few decisions that are left to them.

The only faint hope is that of escape. Though the PCs can just flee desperately into the Wastes, it is much wiser to explore Evo's preparations. This is the only opportunity the GM needs to engage the PCs with the events of this Act. By presenting this option, the PCs are forced to make further choices in how to deal with the rapidly deteriorating situation, as well as judgements as to who to save and when to leave someone behind.

There is no real sequence of events to this Act. However, there are a number of events that can be used:

1. The PCs return to find the survivors besieged.
2. Darryn and Tina are encountered, having been put on top of poles to act as "lookouts".
3. Joss tries to force Yuna to join with him against Leo and the others.
4. Maia, driven mad by visions of the future, tries to euthanize the survivors by destroying Asphodel. Ran kills Maia to stop her.
5. Myles and the Luxburg Sprint Team are roaming All Fathers looking for survivors to feed on.
6. Evo uses his preparations as bait to trap one or more PCs.
7. Shock is killed and her identity devoured by the N'athm, preferably Myles or Evo.
8. Felix looks to the PCs to save him.
9. The PCs must decide who will benefit from Evo's preparations and flee Anchorage.

Behind the Scenes

The energies of 1-iR-0 reach their culmination to create a survivor that they consider powerful enough to free them from Gurathnaka. However, the situation goes out of control as the survivors begin to die rapidly at the hands of the N'athm. As the number of receptacles that can hold the growing energy dwindles, several survivors erupt dangerously. The first is Joss. The second in Dzin. Maia, Emba and Leo are also affected. However, with Maia's death their time is limited as Joss and Dzin become aware that with each one that dies the more powerful they become. In the end, either Joss or Dzin will die leaving the other completely out of control.

Around this central conflict, the N'athm feeding frenzy occurs, leaving Yuna, Shock, Ran and Felix's Gang between a rock and a hard place. Any chance of remaining is lost when Maia is killed by Ran to stop her from killing all the survivors, and immediate survival becomes their sole concern. Survivors focus on Evo's preparations to leave Anchorage. However, there are only limited resources for three people, forcing anyone deciding on that option to make some hard decisions. The Migou do not return in this Act. They realise their errors too late and decide not to be involved with the resulting dream inferno, simply waiting the disaster out.

Who lives and who dies? The PCs choices and actions will decide.

Joss

Since the PCs left, Joss has gained in both power and insanity. Most of those who haven't been turned into N'athm have flocked to his protection, including Shock and Felix's Gang. However, his protection means complete obedience and he uses his para-psychic powers to bend the mind of his followers. Though Felix remains wary, Shock is literally enthralled by him. Joss realises Felix's reluctance and to keep him in line, he has stranded Darryn and Tina on top of massive poles around the outskirts of Anchorage to act as "lookouts". The N'athm have tried to climb the poles to get to them but so far have failed. Both Darryn and Tina are heavily traumatised by this abuse.

Joss is subconsciously fulfilling the plan of 1-iR-0. He intends to gather the survivors around him and destroy any of the others who erupt. This will grant him greater power. He also plans to have Yuna stand beside him when he fulfils this destiny. He understands that she is the lynchpin of the All Fathers Gang, and he suspects Leo will be the greatest para-psychic threat to him. This is wrong, of course, as Dzin holds more power. Joss will try and persuade Yuna for her support with whatever it takes including logic, blackmail, mind control and of course force.

During the final Act, Joss is likely to be the most obvious antagonist for the PCs. His confrontation with Leo, his growing power and his "kidnapping" of Yuna make him a force to be reckoned with before the PCs may execute any plan of action.

Evo and the Expedition

Evo has become a N'athm. He was a priority target to ensure that the survivors didn't have a means to escape and as a loner he was easily taken. Whilst Myles and the Sprint Team are the most obvious group of N'athm to the PCs, Evo is more devious. He will greet the PCs as their friend and be saddened by Faye's death. He will use the preparations he has made as bait for a trap. He explains that he still needs to gather food and fuel from Asphodel as well as some old maps that J had given Faye. He suggests that the group splits and invites one of the PCs to help him prepare the sled. If he is successful, he will attempt to attack and kill this PC, possibly planning for a N'athm to take their place. Evo's preparations include a tracked vehicle capable of seating 3 people and enough fuel and supplies for those people. He believes he is able to get to Seattle with what he has but hopes (faintly) that he can re-supply along the way. It should be clear to the PCs that only 3 people can reliably escape Anchorage this way.

If you need more time for Act Three, then it is possible that Evo has sabotaged the sled. It will take Ran or Emba sometime to fix it. Ran would be the best candidate, preferable traumatised and unwilling after she has killed Maia for added tension.

Maia's Euthanasia

Maia's plan upon returning to Anchorage is to use Asphodel to kill the survivors. She believes she can use the arcanotech devices to effect the environment in such a way that many will die immediately and that the others will soon follow. She attempts to keep her plans from the PCs, and in fact she should have every reason to go to Asphodel on their return.

The two people capable of discovering Maia's plan before she executes it are Ran and Emba. If Maia is unopposed then Ran will stop her. This intervention turns unexpectedly violent (Maia is normally a pacifist) and Ran is forced to kill her. Her brain immediately rationalises her horrific act in believing that Maia must have been a N'athm. Unfortunately, to uphold this fiction, Ran automatically assumes everyone is a N'athm. Emba is perhaps the only person who can break through to Ran by forcing her to face the fact that Maia wasn't in fact a N'athm. Admitting a murder of a close friend, even if necessary for survival, leaves Ran distraught.

If the GM wants to add more jeopardy into this final Act, Maia's plan could have been partially executed creating a great deal of environmental hazards, such as extreme temperature, floods of acidic or radioactive liquid and earth tremors.

Myles and the Luxburg Sprint Team

After Joss, Myles and the Luxburg Sprint Team are the most obvious antagonist of this Act. They are all N'athm and they are central to the feeding frenzy, prowling the streets of Anchorage like a pack of wild animals. They are currently rounding the survivors toward Joss' group and picking off any stragglers.

Though they can be used at any time during this Act, it is suggested that if the PCs travel back to their rooms above All Fathers, then the Sprint Team should attack. This will be disturbingly familiar given the earlier raid, but where the previous one ended with a teenager's fancy, life is now at stake.

If either the players of Yuna or Emba seemed to enjoy the previous scenes with Myles, he can be reintroduced as a form of resolution. If he realises he is beaten, he will revert back to his original likeable self in order to try and save his life. This is unlikely to stop the PC killing him but it should add extra gravity to the act.

Shock and Felix's Gang

Shock is not mad. However, she is no longer of sound mind. She is scared witless. She is very much the hapless victim and this role is a staple in this genre. It is suggested that she be used in a way to put the PCs into further jeopardy. They will be forced to make decisions as to whether to save her and possibly die themselves or leave her to her fate. Her assimilation by the N'athm will be exceptionally cruel and brutal as she holds her appearance and identity dearer to her than anything.

Felix is presented as the plausible alternative option for survival. If the PCs decide to flee Anchorage they must already decide to leave one of their number behind. However, Felix has also survived so the PCs should be aware that they are also leaving others behind too. Are any of the PCs willing to give up their place for him?

The End

This Act should be absolute chaos. The PCs may have a plan but, between their own growing lack of cohesion and the various actions of other survivors, executing and accomplishing it will be a struggle. This Act will work best if the PCs start with real hope of resolving the situation. This hope is then slowly stripped from them bit by bit as they see more horror and make harder decisions. In the very end, escape should be hard won and be a relief as much as from the threat of death as from being away from the place where so many atrocities were performed by themselves and others.

The likely climax will be with the confrontation with Joss. This will likely involve Leo and Dzin. The confrontation is clearly not productive in terms of survival but it is almost inevitable. Myles and the Sprint Team can add further pressure to this climax as needed. At the end of this conflict, either Dzin or Joss will die. When this happens, the other will feel himself erupt further. The GM may give them one final choice about whether to proceed or not. If Dzin decides to proceed then Dzin may be able to retain enough control to use his powers to help the other PCs escape, such as destroying the remaining N'athm or simply leaving.

Around the periphery, Emba will have her hands full dealing with many of the greater issues such as the survival of Felix, Ran's trauma and Shock's death. Her voice will return over the course of the Act but it is best if she can easily be drowned out by the excitable voices of the other PCs.

The Act finishes when the PCs are either all dead or they escape. The final shot of the Act should be the tracked vehicle leaving the ruins of Anchorage, which will likely be on fire and destroyed. For a final image, the daylight fades and the rose window stops sparkling, bringing eternal night to the place which the survivors called home.

NON-PLAYER CHARACTERS & HANDOUTS

N'ATHM

CLAWS

Attack: 3d+5

Damage: 1d10

Dodge: 2d+5

Vitality: 30 (for Faye, Emba, Evo & Myles) or 10 (for others)

Special: Night vision

JOSS

TK STRIKE

Attack: 3d+9

Damage: 2d10

UNARMED

Attack: 2d+6

Damage: 1d10

Dodge: 2d+6

Vitality: 11

0

-1

-3 + slow

-6 + crawl

KO

Special: Orgone 14 - Burn 4d+9

Mindworm (3d+9) – at a cost of 4 Orgone, Joss may erase or rewrite one part of a subject's memory and can create a suggestion that will get them to do almost anything that fits within existing (even hidden) desires and beliefs.

Empathic Projection (2d+9) – at a cost of 2 Orgone, Joss can create strong emotions in 3 people that weren't there before, or strongly influence or wipe out existing emotions.

Telekinesis (3d+9) – for 1 Orgone, Joss can lift 250 pounds within 25 yards, make TK strike with Damage: 2d10, or gain Armour of 1d10.

Power Boost (2d+9) – for 2 Orgone, Joss can increase his unarmed damage by +1d10, gain Armour of 1d10 (this may stack with Telekinesis), and triple his jumping distance.

Paranoia – Joss suffers from a pervasive suspiciousness and mistrust of others.

Rage Disorder – Joss has virtually no patience, flying off the handle at anything that bothers him.

LEO

Power Boost (4d+6) – you can increase his natural strength and resilience, which also increases your jumping distance.

Psychogenic Amnesia – you forget past experiences after some trauma or stressful experience.

EMBA

Clairvoyance (2d+7) – you may pick up intuitive hints about people, places, objects, or events.

Avoidant Disorder – you suffer from hyper-sensitivity to rejection, low self-esteem, and avoidance of normal relationships, despite wanting to engage in them.

DZIN

Gravikinesis (3d+8) – you can control gravitic forces. You can make large utility vehicle-size or smaller attract or repel each other as well as double or halve their speed. You can levitate up to 400 pounds, propel objects away from you and fly at roughly walking speed.

Megalomania – you have grandiose vision of your own self-importance, belief in your unlimited success, and that everyone else is intrinsically inferior to you.

YUNA

You are a cold blooded killer. To everyone else you are what everyone teenage girl wants to be. Confident, charismatic, beautiful and popular. You are the undisputed leader of the All Fathers Gang. But you are only all that when the going is good. Deep down you know that if things get bad, you are prepared to kill and this thought doesn't faze you at all.

Though you get a lot of attention from male survivors you aren't really interested in any of them. By committing to one, you reduce your options and, in a dying world, options are all one has left. Still you enjoy the attention and you make friends easily. Friends help you forget what you did eight years ago when you shot your two best friends to ensure you had enough food to survive the winter.

You like your coterie, the "All Fathers Gang". They are a bunch of misfits and many people seem surprised that you stick with them.

Your prized possession is your two pistols, disturbingly (though unknown to anyone) named after the two girls you killed.



Agility	Intellect	Perception	Presence	Strength	Tenacity
7	5	5	8	5	6

SKILLS

Intimidate 3d+8, Persuade 3d+8, Streetwise 3d+5, Athletics 2d+7, Marksmanship 2d+5, Misdirect 2d+8, Seduction 2d+8, Criminal 1d+7, Dodge 1d+7, Fighting 1d+7, Observation 1d+5, Survival 1d+6

COMBAT

CS-40 DEFENDER x2	Attack: 2d+5 (or 2d+3 x2)	Damage: 2d10					
UNARMED	Attack: 1d+7	Damage: 1d10					
Dodge: 1d+7	Vitality: 10	<table border="1"> <tbody> <tr> <td>0</td> <td>-1</td> <td>-3 + slow</td> <td>-6 + crawl</td> <td>KO</td> </tr> </tbody> </table>	0	-1	-3 + slow	-6 + crawl	KO
0	-1	-3 + slow	-6 + crawl	KO			

LEO

For some unknown reason, Leo is the one person who you genuinely want to earn the trust of. He suffers from some injury in his soul that you find both pitying and frightening. You envy him the strength he has to face his demons, no matter the cost. You could never do that.



DZIN

Dzin is a load of fun to be around. He makes you laugh. However, when the going gets tough he will be the first you give up on. He is way too needy and soft. You had hoped that he and Emba might get hooked up but now you regret making suggestions along those lines. Emba has enough problems.



EMBA

Emba is like your younger sister to you. However, you have started to suspect she knows the truth about you and this has you worried. You don't trust that the friendship you share will stop her from selling you out if things go bad. But until that time you hope to keep her nice and close. That's what friends do after all. Or was that enemies?



JOSS

You see a lot of Leo in Joss and that attracts you to him. You know Leo has it out for him, which is a shame. Joss could be useful to you if you could figure out a way to get through to him. However, as it stands, like Leo, he scares you on some level that you aren't comfortable with.



EVO

Always playing the adult in a world where that word is now meaningless. Though he seems influential, this virtue only exists for as long as the others believe in it. If things were to change, he would be powerless. You think that his loneliness stems from the fact he understands his true lack of worth.



MAIA

You don't bite the hand that feeds you, unless you have another hand on stand by. Despite yourself, you find that you like Maia out of some desperate need for a mother to tell what to do and keep you safe. You are sure she knows this and like you is just using a façade to make her own life better.



SHOCK

Shock is a necessary evil and you like her for it. Playing the Queen Bee is everything to her. She doesn't seem to realise that her hive is full of losers and kids without much hope. Still, without her, life would be dull and you would have to waste your time fulfilling her role yourself.



MYLES

As the leader of the largest group of survivors, Myles represents significant untapped potential. Numbers are almost everything in Anchorage, it is just a matter of time before someone realises this and tries to take advantage of it. You hope Emba, who secretly likes him, doesn't feel too bad when it happens.



FELIX

It must be hard being so young in Anchorage. You respect him as a survivor, seemingly untouched by the disaster he has faced. However, you are bothered that he seems so unaffected. If you could find a way to get him to understand the true consequences of what he is going through, you would.



J

J is someone who you didn't think much of until recently when he began talking to you. It was like he could smell the blood on you and considered you a kindred spirit. You suspect he might be the one person besides Leo who could fulfil your need to have someone to unleash on your enemies.



RAN

Everyone sees Ran as a frivolous girl, and she is. However, as the closest person to Maia, you are interested in her future. You had hoped Emba would have replaced Ran in her role due to its influence, but Emba seems incapable of betraying a friend, even for her own considerable benefit.



FAYE

In better times, you and Faye would have been a tag team of high school bitches. However, in lean times, you are opponents. She seems to be in contest with you at every turn. It is something of a legend that neither of you have spoken to the other in years.



EMBA

You are a true friend. However, for some reason no one seems to notice you. At least, your friends are nice to you. They smile when they see you and look after you. You know that they have other things more important on their mind than you but deep down it hurts.

It doesn't help that you are so sensitive. When you were young, you remember seeing so much pain. You couldn't help but feel it yourself. Even the sight of blood makes you want to vomit.

In the last two years, you have begun to gain confidence. With each friendship you have you complete your soul. You realise that everyone else is just as unsure of the world as you are. They just hide it better. This makes the one who can see truth truly powerful.

As you have taken more notice of those around you, you soon realise that some things are best left hidden. Unfortunately, you cannot tell which is which before you uncover it.



Agility	Intellect	Perception	Presence	Strength	Tenacity
6	7	9	3	4	7

SKILLS

Dodge 3d+6, Observation 3d+9, Education 2d+7, Misdirect 2d+3, Survival 2d+7, Technician 2d+7, Athletics 1d+6, Fighting 1d+6, Medicine 1d+7, Persuade 1d+3, Streetwise 1d+7

QUALITIES

Empathy (3d+7) - You can read other people's emotions.

COMBAT

UNARMED

Attack: 1d+6

Damage: 1d10

Dodge: 3d+6

Vitality: 10

0	-1	-3 + slow	-6 + crawl	KO
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LEO

Leo is in a lot of pain. Everyone looks up to him and he hates it. However, if there is an unknown in any equation, he would be it. You know that Joss somehow is at the heart of his pain. When the time comes, you hope you can convince Leo to not do something he will regret.



DZIN

You like Dzin. You are very much alike yet opposites. Despite what the others think they feel, he has more reason to be pain than anyone. However, every time you have tried to connect with him, it has proven awkward. Probably because Yuna tried to play matchmaker.



YUNA

You look up to Yuna a lot. She maintains an almost perfect façade, even under the greatest pressure. You can sense her self loathing deep down inside, but you doubt whether it is justified. If she breaks down, as a friend, you will stick with her and insist on helping her through the worst of it.



JOSS

Joss has been deeply injured by Leo and it will lead to terrible things. He did something many years ago, and Leo betrayed his trust, cruelly abandoning him. Joss is capable of immense power and he is being watched by others, waiting for his chance to take his rightful place.



EVO

A watcher like yourself, you like Evo. However, he deceives himself by acting the role of the custodian of a past that no longer has any meaning. You know he intends to leave Anchorage, searching for a place where he thinks he belongs. You hope he finds it and it brings him happiness, but you doubt it.



MAIA

Maia is a truly caring person. She is the life force of the survivors. However, you sense that she has convinced herself that her own death is imminent. This growing dread makes her feel impotent and this may lead to quite a change in her. A change that affects everyone.



SHOCK

Shock has always treated you very badly. You don't mind so much. It must be hard being so different to everyone else. You think that the fact that you are not bothered by her insults makes her even angrier. Maybe once she is brought down a peg, she might make a good friend.



MYLES

Myles is a nice guy, genuine and true. In fact, you have had a crush on him for over a year. It is because of his relaxed approach that so many people flock to him, especially the younger ones. You just know that one of the older ones will try and spoil him by trying to make him something he's not.



FELIX

Felix was just a baby when the world ended. People think that this was a good thing as he isn't aware how much this life sucks compared to the previous one. They are wrong. Having never known your parents is not something anyone should go through. You try and help by being an older sister to him.



J

Many people see J as a killer. He's not. He's a survivor and a good one. You are disturbed that the only person J seems genuinely scared of is Yuna. Like a hyena checking out a lioness, he has started to talk to her, to gauge just how lethal she might be and whether he can outrun her.



RAN

Ran is a good friend. Most people underestimate her, seeing her enthusiasm and love for all things as fickleness. However, she was the only one who offered to help Maia with Asphodel, a commitment that has required years of training and dedication. You are happy she considers you a friend.



FAYE

Something is not right with Faye. Many people would not be surprised at this comment. She has a rebellious streak a mile wide but nothing to rebel against. But that's not what you are talking about. Recently, she seems much less wild as if she has some plan that she is coordinating to achieve.



LEO

You don't have any memory of life before you were 8 years old. Your first memory is of your parents dead and of Joss with a knife in his hand. Joss insists that he is your brother but, for some reason, you can't shake the feeling that he didn't exist before that moment. What happened? What did he do? What did you do?

Now, you are left with a dilemma. You can't ignore Joss in case he holds the answers. But you can't stand his presence. Instead, you obstinately ignore his very existence. Something that an 8 year old can do without question, but now that you have grown up, many people remark on your odd behaviour. You know you have to do something soon.

This dilemma has eaten away at you. It is only because of Yuna's perseverance that you formed the necessary bonds to survive in this dying world. The All Fathers Gang is a good group. Much better than you deserve. You have no idea why but they seem to look up at you as their older brother. All that does is remind you of the way Joss looked at you whilst holding that knife; the knife you now own and look after with extra care.



Agility	Intellect	Perception	Presence	Strength	Tenacity
7	5	5	6	7	6

SKILLS

Armed Fighting 3d+7, Intimidate 3d+6, Streetwise 3d+5, Athletics 2d+7, Criminal 2d+7, Dodge 2d+7, Fighting 2d+7, Misdirect 1d+6, Persuade 1d+6, Pilot 1d+7, Regional Knowledge 1d+5, Survival 1d+5

COMBAT

KNIFE	Attack: 3d+7	Damage: 2d10					
UNARMED	Attack: 2d+7	Damage: 1d10					
Dodge: 2d+7	Vitality: 11	<table border="1"> <tr> <td>0</td> <td>-1</td> <td>-3 + slow</td> <td>-6 + crawl</td> <td>KO</td> </tr> </table>	0	-1	-3 + slow	-6 + crawl	KO
0	-1	-3 + slow	-6 + crawl	KO			

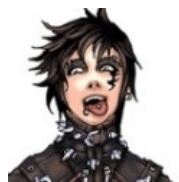
YUNA

Yuna is the perfect girl. Perhaps too perfect. For some reason she won't leave you alone. In your quiet moments, you hope that her feelings are genuine, but in reality you know that she just pities you. She keeps you close because you are an enigma to crack, someone who makes her feel better about herself.



DZIN

Dzin is a mad fool and probably your best friend. The poor guy really needs a break. You would help him but you have too much of your own problems to deal with. You just hope to stop him from doing something foolish when his chance arrives. No doubt he will fall in love with the first girl he sleeps with.



EMBA

Emba is such an angel that you fear what your presence will do to her. You know she means well, but the way she knows so much scares you. You deal with this unease by ignoring her observations. You know this is hurtful but you just don't have time to deal with her hokey predictions.



JOSS

Who? Everyone insists that there is a guy called Joss and he claims to be your brother. But you never had a brother, at least not before that fateful day that Joss killed your parents. This figment must be dealt with but he already seems to have convinced everyone of his reality.



EVO

Evo gets the job done without all the other bullshit that most others would shovel with it. If it wasn't for the fact that he hangs out with Joss, you probably have been better friends. You know he has been planning something recently and it looked like he was going to approach you about it.



MAIA

The only person you have ever confessed your fears to about Joss was Maia. She gave you a much needed embrace and comfort. You now regret what happened between you. You know she thinks you are crazy and this worries you, as Maia has the power of life and death over all the survivors.



SHOCK

Shock is an uncomplicated breath of fresh air and a complete bore. You enjoy antagonising her, especially recently when she has started to show an interest in you. You know it bugs Yuna to see her flirting with you. You might even be tempted if being with Shock didn't mean stepping into the limelight.



MYLES

You and Myles have only really spoken together once. However, that was one of the best conversations you have ever had. He listened without judgement and you listened back. Funny because he knows no one else really listens to him, not even his gang, the Luxburg High School Sprint Team.



FELIX

Felix is the younger brother you wish you had time for. He's really tough. So much so, it puts you to shame. However, you have business to attend to first and you can't let anyone get in the way. You just hope that Joss doesn't have any designs on him or his gang as you would have to intervene.



J

J is a no nonsense guy. His recent attraction to Yuna irks you in a way that you hate to admit it. J is what you know you could be if you weren't burdened by the sin of Joss. J is someone who you would not want to fight, as anyone who did would be asking for a world of hurt.



RAN

Like Emba, Ran is one of the few people who can really make you smile. You know that deep down she likes Dzin a lot and you have told him so. However, he doesn't believe you as she treats him like dirt. You know first hand that you can be cruellest to the ones you care for the most.



FAYE

Everything Faye does is in excess. She has real passion that you can see burns in her eyes. It attracts and scares you. You know that there is only room for her or Yuna in Anchorage. If Faye decides to do something about this, then Yuna better be careful.



DZIN

You are Dzin. No one takes you seriously. Not that you can blame them. You find it hard to take yourself seriously. It's like a vicious cycle. You make a joke to get accepted. But with each joke you create an expectation that must be met the next time to maintain that acceptance.

You left the Luxburg High School Sprint Team as you were just sick of it. Plus Leo is cool, if a little broody, Emba is very nice to you and Yuna...well she is just perfect. If only she would take you seriously.

Recently you've begun to change. You are growing into something else; something powerful. This prospect excites you and you are desperate to see the results. Anything has to be better than you now. It is your only way to escape your situation. You know that the change will scare others and some will be jealous; just like you would be. You need to be careful, no one must know what is happening until you are ready and the process is unable to be stopped.



Agility	Intellect	Perception	Presence	Strength	Tenacity
5	8	5	6	4	8

SKILLS

Stealth 3d+5, Trivia 3d+8, Criminal 2d+5, Dodge 2d+5, Misdirect 2d+6, Education 1d+8, Fighting 1d+5, Persuade 1d+6, Streetwise 1d+8, Survival 1d+8

QUALITIES

Telekinesis (2d+8) – you move objects of up to 50 pounds with you mind, and throw them.
 Aura Masking (3d+8) – you may hide your emotions.
 Obsessive Disorder – you are obsessed with approval from your friends, especially Yuna.

COMBAT

UNARMED

Attack: 1d+5

Damage: 1d10

Dodge: 2d+5

Vitality: 11

0	-1	-3 + slow	-6 + crawl	KO
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LEO

Leo is a badass. You are cool with that. Chicks dig that sort of crazy hair emotional stuff. You just wish you had thought of that schtick before he did. Not that you could have pulled it off. You would have needed both a better bod and an ability to resist filling every silence with incessant chatter.



YUNA

Yuna is the sweetest thing in the whole world. You think, against all odds, that she might like you. After all, she let you in to the All Fathers Gang. Sure, after that, she gave you nothing but mixed messages but some of it was good. You make her laugh by acting the fool, and you hate yourself every time.



EMBA

Emba digs you. Yuna has said so. However, she is a bit trippy and you can smell a hospital pass a mile away. Still she is nice to you and has some cute friends, so it's not all bad. You walk a fine line by pretending to really like her to keep Yuna happy and trying not to entice Emba into anything further.



JOSS

This guy is just weird. His relationship with Leo is weird. He does weird stuff. You don't really like him very much and suspect that he is careening for some kind of conflict with your group. You hope Leo can take him out as he has his eyes all over Yuna and Emba.



EVO

Evo has brains. He even wears a tie in the middle of a wasteland. You've got to respect that. He has never done you any harm and has even done you a few favours. But at the end of the day he is like everyone else. Looking for answers and getting none.



MAIA

Maia is the food lady. She is the most important person to your survival, so you pretty much like her. However, she has been pretty glum recently. No one seems to notice but not even your best jokes shake her from her recent introspective depression.



SHOCK

There is something about Shock that is more human than human. You are the only person who pities her. As the only Nazzadi in Anchorage, she is desperate to fit in and has been caught in a spiral of outrageous behaviour to maintain that. Not that different from you, really.



MYLES

Myles is a short-sighted dick. He and his "Sprint Team" are nothing but a pack of animals. You were on the receiving end of what happens when one is thrown out of the pack and you consider yourself lucky that you escaped alive. You know Emba has the hots for him too, which makes it worse.



FELIX

Felix may seem all young and friendly but he plays the game just like the others, if not better than them. He has a couple of loyal followers, he hangs out with the big kids like Leo and Evo and all he does is act like everyone's younger brother. He's a made man with stupid hair.



J

J. Girls want him and you want to be him. You are so angry that he has taken interest in Yuna recently. I mean c'mon, the guy doesn't talk to anyone in years and then in one season he is dating Faye and chatting with Yuna. Grr. Stabby, stabby, stabby head.



RAN

As Yuna tries to hook you up with Emba, Leo tries to hook you up with Ran. She is cute and you get on well together. However, there are times that she is really cruel to you, usually just when you think things are going well. If you could just find some way to get her to stop doing it, you might get together.



FAYE

Faye is like the dark side of Yuna. If Yuna were a homicidal anarchist, then she would be Faye. Luckily, you aren't into that demented chick scene so you can keep your distance. Hopefully, she will kill J on some trip in the wild and then he will leave Yuna alone.

