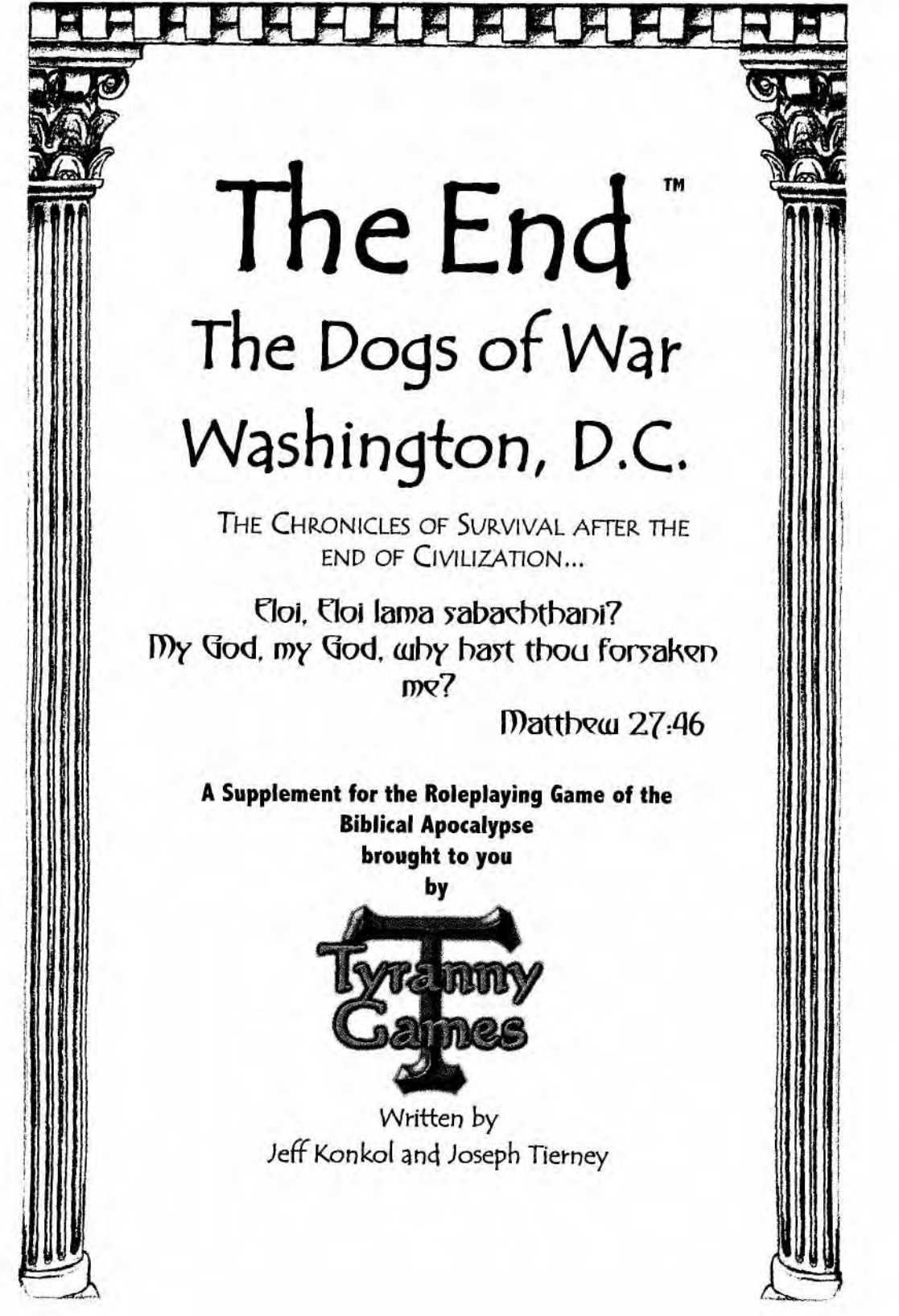


THE END

The Dogs of War
Washington, D.C.





The EndTM

The Dogs of War

Washington, D.C.

THE CHRONICLES OF SURVIVAL AFTER THE
END OF CIVILIZATION...

Eloi, Eloi lama sabachthani?
My God, my God, why hast thou forsaken
me?

Matthew 27:46

**A Supplement for the Roleplaying Game of the
Biblical Apocalypse
brought to you
by**



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SPECIAL THANKS:

Thank you to the families and friends of all involved.

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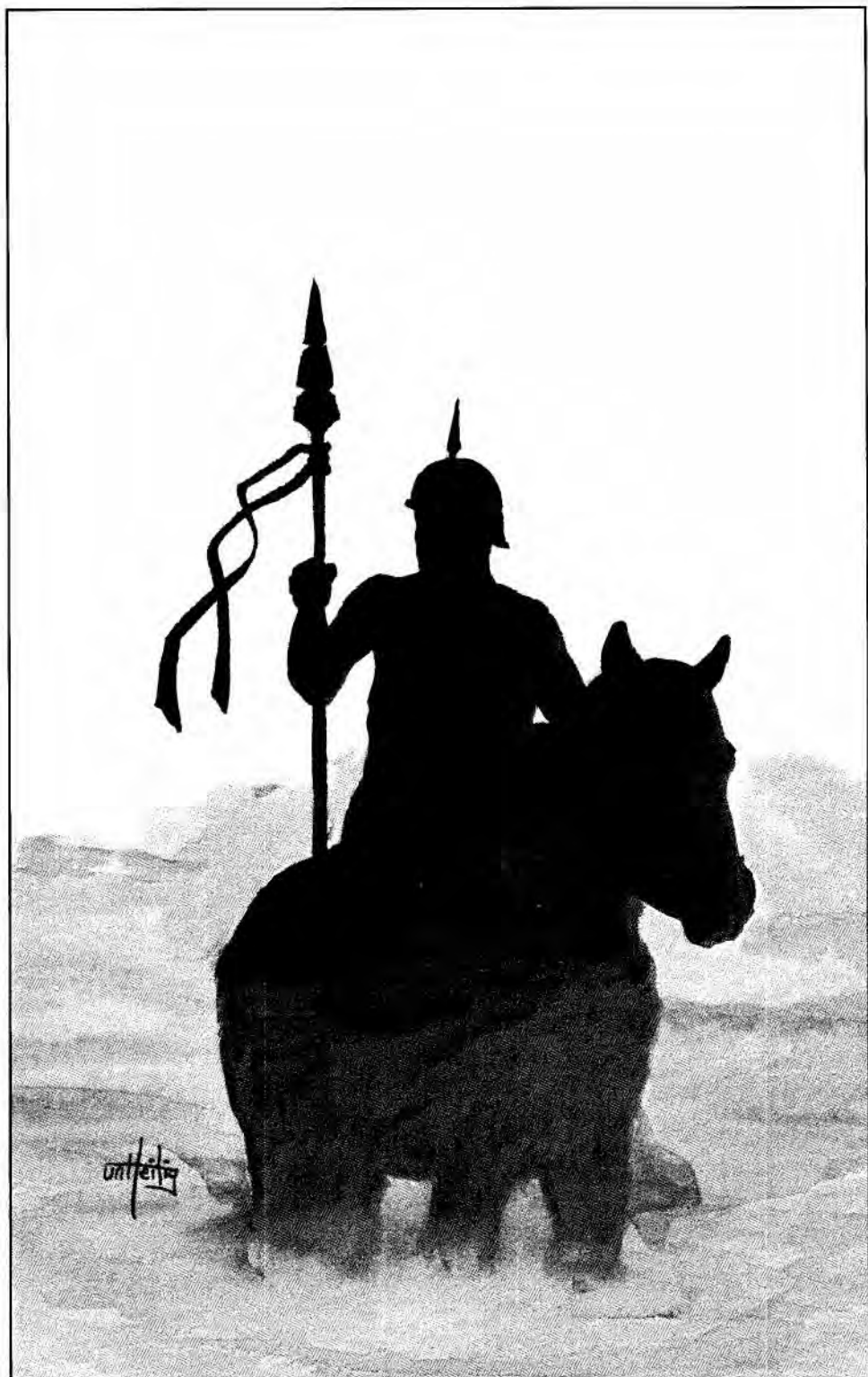
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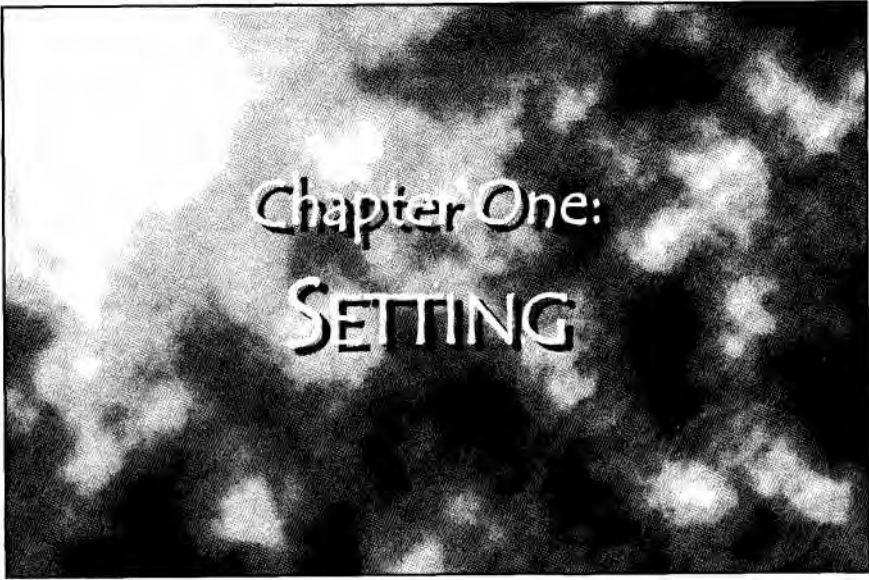
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Chapter One: SETTING

HISTORY

Washington During the Rapture

The Rapture hit the "Modern Alexandria" as quietly as it hit the rest of the earth. As elsewhere the first signs were mostly ignored. In fact, the Sub-dermal Universal Credit chip, or S.U.C. was exceedingly popular in Washington D.C. Further, the increase in the number of disappearances due to the coming was so minute when compared with "normal" D.C. statistics that it went unnoticed.

The breaking of the First Seal was not as easy to ignore. Like most major cities, D.C. had (and has) a serious rodent problem. The bubon-

ic plague ran rampant through D.C., especially in the poorer areas such as the slums near the White House. Outbreaks of the plague still occur in the D.C. area, most often when scavengers poke too deeply into the ruins. Fortunately, these outbreaks are somewhat limited by War as he detests interference in his domain by his brother Pestilence. D.C. was also struck hard by "Gold" disease. Most of the wealth of Washington suffered greatly and evidence of purges along Embassy Row and in portions of the suburbs is still recognizable. Numerous riots took place in Oakmont and Bethesda as desperate victims unsuccessfully attempted to storm the National Institutes of Health and the Naval Medical Center.

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The breaking of the Second Seal brought D.C.'s current patron into the world. Although he was originally concerned with other areas of the world, War was nonetheless enthralled with the majesty of the capital and the U.S. military establishment in general, and he vowed to return to the Pentagon eventually.

With the breaking of the Third Seal, real catastrophe befell the United States and the politicians that ran it. The maneuvering that surrounded the Mid-East conflict had already dampened the people's enthusiasm for the current crop of public servants. The food riots and agricultural fiascos were the straws that broke the camel's back. Years of laboring under the yoke of oppressive taxes and self-effacing barons of popularity exploded into violence as the people's confidence in government was finally shattered. The people marched on Capitol Hill and assaulted the White House. The newly appointed President, his Vice President and the Majority and Minority Speakers of the House and Senate were all assassinated in grisly fashion. The scorch mark where the Democratic Speaker of the House was detonated can still be seen on Pennsylvania Avenue. The White House was only protected from being sacked by the quick thinking ex-Secretary of State (now President) who called in the Marines

and training elements of the Rapid Deployment Forces to restore order.

The opening of the Fourth Seal was rather redundant for the people of D.C. since they were all dying anyway. The Hand of God, a poisonous fog, frequently visited D.C., further decimating the remaining population of the once great city.

The loss of California to the Pacific Ocean, when discovered four days after its actual occurrence was greeted with bored indifference by the survivors.

The rise of the Anti-Christ reflected a down time in D.C. The worldwide nature of the crises facing mankind had drawn all the action towards the United Nations in New York. The remains of the capital were reduced to a broken shell in which a few proud remnants of America, such as the soldiers at the Navy Yard and Bollings AFB, bravely attempted to live on. Gradually, the city was cut off from the rest of the Eastern Seaboard by natural disasters and the alarming growth of the natural world. Communication with D.C. ceased as the world came to The End.

Washington, D.C. at a Glance

Population: 4,000

Leader: War

Government: None

Attitude: Hostile, Varies

Electricity: Varies

Supplies needed: Virtually everything, weapons, medical supplies and manpower

THE COMING OF WAR

"When he broke the second seal, I heard the second animal shout, 'Come.' And out came another horse, bright red, and its rider was given this duty: to take away peace from the earth and set people killing each other. He was given a huge sword."

-The Book of Revelation

After the breaking of the Second Seal, War's considerable power and effort were initially wrapped up in the battle against the agents of Hell. The Second Horseman marched across the earth battling resurgent demons and spirits in an effort to achieve God's will. However, he never forgot the potential inherent in the jewel on the Potomac-Washington D.C.

D.C. originally attracted War's attention as he was arranging the Mid-East conflict. His subtle presence in the halls of Congress and the President's war room gave him a glimpse of the potential that was present in humanity. War's visit to the Pentagon to confirm the orders to launch the strike convinced him to make the Pentagon and D.C. his home.

However, War was initially too proud of his role. Like his brothers, he enjoyed adding his own personal touch to his work. Hence the Pentagon would be his crowning achievement- a great monument to the glory of conquest. War was deeply moved by the images he saw before him. Unfortunately, unlike his brothers, War was not "subtle." His obsession with the Pentagon was obvious to his brethren. Therefore, while he was busy with his work

across the globe, they conspired against him. Food riots devastated the economic infrastructure and population of the city as Famine struck the streets of D.C. Pestilence ran rampant in the crowded, desperate streets of the city. Death followed to claim his brother's brood. It was too late by the time War realized that his brothers' actions would undermine his utopia. As a result, when God closed the Heavens, War found himself the master of a dead city instead of the ruler of a glorious, if contentious, future.

In a stubborn refusal to accept defeat, War tore the Pentagon from the ground and raised it high into the air on a pillar of stone. The Pentagon became a monument both to War's glory and his folly. It symbolized his failure, but served to remind both God and his brothers that he would not be deterred. In the tradition of one of Before's greatest general's, War vowed, "I shall return."

Since the end of the Rapture and Tribulation, War has begun to make his dream a reality. He has sought to build a New Society in his own image. To this end, he has attempted to bring as much of humanity as possible into his domain. The process is a slow one, however. War's inability to define himself now that God no longer determines his role, combined with the marked lack of people, has contributed largely to the new society's failure to take shape. Truth to tell, War has been unable to decide what form the new world should take and is experimenting with different social structures and situations of conflict.

THE BOSTON MASSACRE

Those who have purchased and used The Boston Massacre Guidebook (TYG 0021) will note that War's armies play a significant role in the region. For those who are unfamiliar with the Boston Massacre, it focuses on a young colony that has come together in the wreckage of Boston. The colonists, although they are winning most of the battles, are losing a war of attrition against forces which appear to be sent from the former U.S. capitol. Too make matters worse for the colonists, they come to harbor a group of refugees who, unbeknownst to colonists, are infected with a contagious and deadly plague.

The information in The Boston Massacre is presented from the point of view of the colonists. Although

the second Horseman of the Apocalypse and his armies are involved, little more than rumors and suppositions about their motivations are provided. So what is really going on?

In an effort to fuel his growing armies, the Horseman War generates a supernatural effect that is known as the Call of War. This summons can be felt within the hearts of men and women for hundreds of miles in every direction. Those that succumb to it find themselves drawn to Washington D.C. War uses the call to bring people into his sphere of influence. The Call is his most powerful and most effective method of recruiting new soldiers into his army.

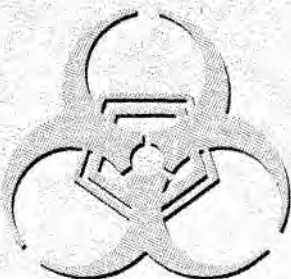
Over time, however, War came to realize that the Call of War was not being heard to as large an extent as he originally calculated it would be. People were being drawn from the west and the south, but very few were arriving from the northern regions. Curious and somewhat frustrated, War dispatched scouting parties to investigate.

The scouting parties returned months later with two significant pieces of information: (1) A terrible plague had taken root in the vicinity of New York; and (2) for whatever reason, the Call of War was not being felt within roughly a 200 mile radius centered around the city of Boston.

War was perplexed and disturbed by these findings. He surmised that the plague in New York City was likely the work of his brother, Pestilence. If not for the fact that the call was being blocked somehow from within Boston, the city of Washington D.C. would now be a ghost town as the Call of War would have certainly drawn thou-

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The Boston Massacre



sands of infected people from New York. Looking for answers, War carefully studied his own city and came to the understanding that certain important buildings of old were now Icons, containing a supernatural power of their own. These Icons protect the inhabitants and preserve the old world. He surmised that somewhere within Boston there was an Icon that was protecting the surrounding regions from his Call. War was grateful for the strange coincidence, but at the same time terrified. If it were his brother's aim to spread his influence through Washington, it would not take him long to discover the same things about D.C. and its Icons.

War needed to act quickly to take the city of Boston before Pestilence could decimate the population and learn to exploit the Icons. This strategic aim presented many problems of its own, however. War's armies had the size and strength to easily level the city of Boston in a matter of weeks, but War needed to take the city while only inflicting minimal damage to the buildings lest he inadvertently destroy the Icon that he wished to study.

To make matters worse, Pestilence would be aware of any troop movements War made in the direction of Boston. Any armies he

sent to Boston would almost certainly become infected with Pestilence's plague, and consequently could not be allowed to return to Washington. This creates the unenviable tactical situation of needing to cleanly take a defended city using only expendable soldiers.

War resigned himself to the reality of a slow, and costly war of attrition against the city of Boston using his least desirable servants- the Bikers from Hell. He rallied conscripts and somewhat expendable soldiers and sent them north with orders to methodically lay siege to the city of Boston in the hopes of eventually making the defenders within surrender.

Ultimately, War seeks to capture Boston and its people, gain control of the Icon that is blocking his power, and turn it to his will much as he has done with the Pentagon. As long as he has the time to deploy and protect his troops properly between Washington and New York, and further has control of when the Call will be felt in New York, he feels that he can overcome his brother's plot against him and manage the spread of Pestilence's influence.

Boston at a Glance

Population: 991 (approximately 495 able combatants)

Leader: Lt. Col. Henry Jefferson

Government: Republic

Attitude: Friendly

Electricity: Nominal

Supplies needed: Virtually everything, weapons, medical supplies and manpower

THE SETTING

Washington D.C. is the domain of War, the second Horseman of the Apocalypse. D.C. evinces everything that Hobbes noted when he described life as "brutish, nasty, and short." D.C. should be a tough area for players. They will be faced with constant threats, deadly combat, and delicate situations. The players will enter a complex political situation where they will be considered wild cards. They will be wooed, assaulted, intimidated, and used. In other words, D.C. should be a painful experience. You, as the Judge, should make it so.

The setting is not, however, intended as the ultimate hack and slash adventure. If the players have not figured it out by now, the combat system in *The End* does not favor violence as a solution to problems. If the players choose to fight their way through Washington D.C., they will lose (if the Judge is doing his job). A party will only survive D.C. if they are able to negotiate the various challenges presented by the city's environs and inhabitants. They should be made to understand that constant firefights would be futile. Players should begin to see that only role-playing their encounters will get them through alive. Those players that fail to learn this lesson should meet with a well-deserved death.

HOW TO GET THERE

Washington D.C. is located on the eastern seaboard of the United States. This lack of centrality has long hampered the country and this continues in the world of *The End*. The Call of War reaches far and wide, but many of those called have

been unable to find an efficient method of following it, while those who have tried have faced other dangers.

Road Travel

Approaching D.C. is easy if a player stays on the beaten path. Highway travel is still possible. I-95 is in fairly good condition coming from the north or south. In fact, travelers will find that it has been mysteriously and efficiently cleared. Very astute travelers might even notice that some of the wreckage along the road is fairly new (Spot Check, DC 18). US 50 is also still passable coming in from the coast, as is I-66. From the West, I-70 and 270 are passable. I-495 and portions of the Capital Beltway are also passable, although only barely (some things never change). The concrete and asphalt of the Beltway has suffered greatly from the effects of the Greens, Blues, and Wastes.

Water Travel

Water travel is once again a popular method of transportation. Rumor has it that at least one group of pirates is plying the East Coast like the Vikings of old, keeping close to land and beaching to avoid storms.

Air Travel

Air travel is also possible. Those arriving by helicopter have a variety of places to put down, but may be intercepted by diligent Dogs of War. Those arriving by plane have a number of choices available to them: Bollings AFB, the Washington National Airport, Dulles and various small strips about the city. Baltimore - Washington International was destroyed during

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THE DOGS OF WAR

the Tribulations. No one is clear on how. Unfortunately, the Dogs maintain a strong presence at each of them. Dulles is firmly within the hands of Dogs as are the smaller airstrips. The only exception to this is Washington National which remains largely uncontrolled. All of this is mostly an academic exercise, however, since very few people fly the very few remaining functional airplanes.

Rail Travel

Rail travel is also still available, but outside of the city only handcars and small railcars are adaptable

enough to maneuver around the wreckage and rotted on the lines.

Off Road Movement

For the most part, the geography of Washington D.C after the Rapture is only vaguely similar to that of the city Before. The key to understanding the layout and movement is to realize that the roads and highways are usually the only workable thoroughfares. Movement off road is very difficult and dangerous. As a result, most activity and most areas of habitation border major road systems.



THE DOGS OF WAR

Washington D.C. is also neatly framed by the phenomena of the new world. To the North, the ever-expanding Greens block off exploration. To the West, the Wastes provide a forbidding barrier. In the East, the Aquatic Gardens are rapidly limiting transportation in combination with expanding wetlands. D.C. is approachable from the south, but as that is the only reasonably safe entrance and exit, it has become a highly dangerous route. Bandits eager to steal, rape or kill unsuspecting travelers lie in ambush all along the few passable roadways a few miles outside of the city.

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THE GREENS

Nature has reasserted itself across the globe. In the Washington D.C. area, this is most apparent in the Rock Creek Park where the forest and heather around the zoo and the park have become a veritable jungle of growth. Stretching east from Connecticut Avenue all the way to Catholic University and down to the northern borders of the campus of Howard University, the Greens are slowly encroaching on Washington D.C.

The Greens vary from tangled heather to stretches of Mid-American rainforest. Wherever the Greens are present, there is thick undergrowth that limits movement (base movement reduced by 10') and

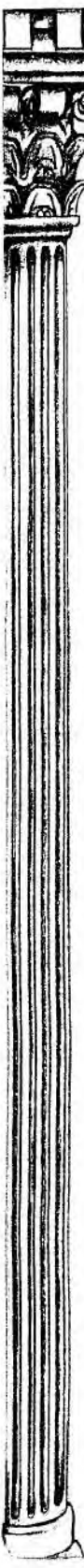


sight (visibility 40'). The exceptions to this are the numerous stands of young coniferous trees. Although they obscure vision, they tend to keep the forest floor well carpeted with needles, which choke out the heather. Elsewhere the tangles dominate the sprawl. Formerly tame wild grapes and climbing vines have grown voracious appetites, moving across the floor of the young canopy with alarming speed. Some of these vines have begun to form almost web-like structures that collapse inward upon careless travelers. Characters coming in contact with the "tangle" must make a reflex save (DC 10) or become caught within the vines. Once a character is caught in a "tangle," he is allowed to make one reflex save each round in order to extricate himself. The difficulty on this save climbs by one, however, for each save that is failed. Thus, the second save is at DC 11. If the second save is failed, the third save is at DC 12, and so on. This is definitely a messy situation in, say, combat. Some of the vines, frequently mutated versions of old berry-bearing species such as raspberries or crabapples are also poisonous. Some poisonous spiked plants have also been making their appearance (see The Aquatic Gardens for details). Their origin is unknown, but most suspect they migrated from somewhere in the Aquatic Gardens.

In addition to the vines, the growth of the Greens has resulted in another serious danger: deadfalls. The Greens devoured most remnants of civilization beneath them, but by no means has this been an even process. For example, a house may now resemble a small hill upon which trees have taken root. The moss-covered driveway immediately

adjacent, however, may remain perfectly flat. Similarly, a wooden structure will fall prey to the Greens at a different rate than its stone foundation. The result of all this is that the ground in the Greens can change radically from footstep to footstep. Characters may find themselves plunging through the forest floor into the basement of a decayed house. Many travelers have indicated that, at times, the very soil of the Greens seems to slip away from their feet. To account for this, unless the party is traveling with someone with solid wilderness and forestry skills, each character should be required to make a reflex save (DC 10) every hour to avoid falling victim to a deadfall or slipping down a steep incline. Damage can range from 1d6 to 6d6 at the Judge's discretion. If the players are carefully scouting and moving at 2/3 of their normal rate, each player may take advantage of the highest Wilderness Skill in the party for purposes of the Reflex save.

The Greens are also home to sentient threats. First and foremost are the animals that have made the Greens their habitat. They can smell humans from great distances. They know every ambush point and can conceal themselves in the shadows. In the world of The End, the animals are in control. Before the Rapture, Washington D.C. boasted one of the nation's finest zoos. The vast majority of the creatures that inhabited the zoo are now free, and have grown to dire size. These animals pose a serious threat to people living within the non-overgrown regions of the city. They are nothing short of a lethal terror to those who travel within the Greens. Wolves, bears, boars, and great cats should be considered the



dominant threats to travelers through the Greens, although other varieties of animals could be used. Wolves are superior trackers and hunt in packs. The bears, mostly brown bears but some larger species as well, have all developed a taste for human flesh and can smell blood from miles away. The boars are not particularly adept trackers, but could be quite dangerous to any who might happen upon them. And finally, the great jungle cats hunt with almost supernatural stealth, cunning, speed and power.

To make matters worse, the animal threats within the Greens are more coordinated due to the involvement of the Beast in the area. Although this does not equate to GPS tracking and radio communication, this does complicate and magnify the threat level of animals in the region. Upon discovering a heavily armed group of humans, for instance, wolves may track and hound the interlopers while waiting for bears and great cats to move into the area to assist with the kill. In short, the animals are united and exhibiting a much higher level of intelligence than they did before the Rapture.

Even with all of the physical challenges, the Greens are still braved by many. The reasons for this is twofold. First, the Greens (like the Wastes) are a vast repository of resources. These resources are not protected from the Blues like those in the Wastes, but can still occasionally generate an excellent find. Second, and most importantly, the Greens are a marvelous source of food. The Rock Creek teems with fish and the forest is well stocked with game. Edible plants (many of which resemble various poisonous

plants) are plentiful. In an age where food stocks are rapidly decaying, the Greens are a salvation, and it's precisely this potential that makes them the next major battleground for the salvation of D.C.'s population.

The Greens represent the future. Whether humanity likes it or not, hunting and gathering will be the norm until the region's population returns to its former numbers and Nature is tamed again. Unfortunately for humanity, the odds are a little bit more even than when the frontier was first conquered.

THE WASTES

The Wastes are War's creation. They comprise a large dustbowl that includes part of the Arlington National Cemetery and spreads eastward between Interstates 395 and 66 until it meets Interstate 495. Unlike most other areas where nature has reasserted itself, Nature appears to have weakly conceded the existence of this unnatural dustbowl. In fact, the only things slowing the spread of the Wastes are the Interstates that border it. These oft-used creations of man seem to survive both natural and unnatural pressures to change.

The Wastes were originally created by War as a buffer around his Citadel, serving as an impassable, trackless expanse that would easily expose any potential attackers to War's vigilant eye. However, after a while War realized that he really had little in the way of enemies and he began to use the Wastes as a training ground for his troops. He allowed the dust storms to become more frequent and the fluctuations in temperature to be a little more extreme.

Traveling through the Wastes is very difficult. First, vision is limited



(20'). A duststorm passes through almost every half hour. These storms carry a fine white dust that gets into everything. Some theorize that this dust comes from the bones of those that die in War's conflicts. Whatever the dust's origin, it can choke a man without a mask (Reflex Save DC 10, failure means character suffers -2 Dex, -2 Con until out of the storm), or quickly stall a vehicle (Reflex Save by Driver of Vehicle against DC 10 modified by Driver's driving skill if any). The dust makes travel exceedingly hard (characters slowed to 1/3 movement), and it isn't the only threat. The temperatures shift in the same manner as a desert: bitter cold at night and boiling heat in the day (See DMG regarding exposure). The end result is that traveling the roads is easier than going through the waste, even if it is less safe due to the depredations of bandits and the encroaching wilderness.

Rumors hint at many sources of danger. Some travelers in the waste claim to have come face to face with military units of "zombies." These soulless men and women attack with great speed and ferocity showing no mercy for their victims. The origin of these zombies is not known, but one story has it that Death has raised an army of War's victims to mock him and tear down his fledgling empire. The story is true and the battles rage constantly through the Waste. Any characters traveling the waste should have and 1 in 6 chance of encountering between 4 and 20 well armed Soulless allied to Death.

One very real danger of the Wastes is the large number of serpents that writhe about its dusty floor. For some reason, a unique variety of serpent has taken up residence in the Wastes. They have become so common that their hissing at night is reminiscent of crickets on a calm night in the country.

Unfortunately, they are also moderately poisonous (save DC 12). Although their bite is not fatal, it saps the endurance of any player bitten. For game purposes, the player loses one half his hit points for a period of (20 - Constitution) days. These losses are cumulative for each bite.

Less common than the normal serpents of the waste are their larger cousins. Travellers who know the wastes and have learned to deal with the smaller serpents refer to the more dangerous serpents as "the Big Ones." As lackluster as a such a nickname may be, it is descriptive. More details regarding the serpents can be found on Page 107.

The dangers inherent in venturing into the Wastes are not sufficient deterrents to many of the meek. This is especially true in light of the unique locations that lie within its borders. One characteristic of the Wastes is that even though it covers what was present before the Rapture, it did not destroy it. The same unnatural aspect that protects it from the resurgence of Nature also seems to slow or even stop the Blues. As a result, the resources contained within the homes and business of Arlington and the other suburbs are well preserved. The one drawback is that layers of dust, sometimes yards thick, often cover them. However, the dust is an excellent preservative and reports exist of people eating food off of the plates in uncovered houses. Undestroyed food and items are valuable commodities in the End and many of the meek are more than willing to scavenge in the Wastes. The list of potential finds is extensive. For example, both Northern Virginia Doctor's Hospital and Arlington Hospital were lost in the Wastes. Medical supplies are in

short supply, and as a result, they are in high demand.

The cemetery is also a point of interest. Within its bounds lies the Tomb of the Unknown Soldier. This site is said to be revered by War himself and has proven resistant to the Blues and the Wastes. The cemetery itself is said to be haunted, a rumour that may or may not turn out to be true.

THE PENTAGON

The Pentagon. The Citadel of Second Horseman of the Apocalypse is an imposing place, especially since most people only get to see it at a distance. Surrounded by the Wastes, the Pentagon is inaccessible to all but the hardest of travelers. In addition, rumour has it that very nasty creatures populate the Wastes denying entry to all who were not provided with an invitation.

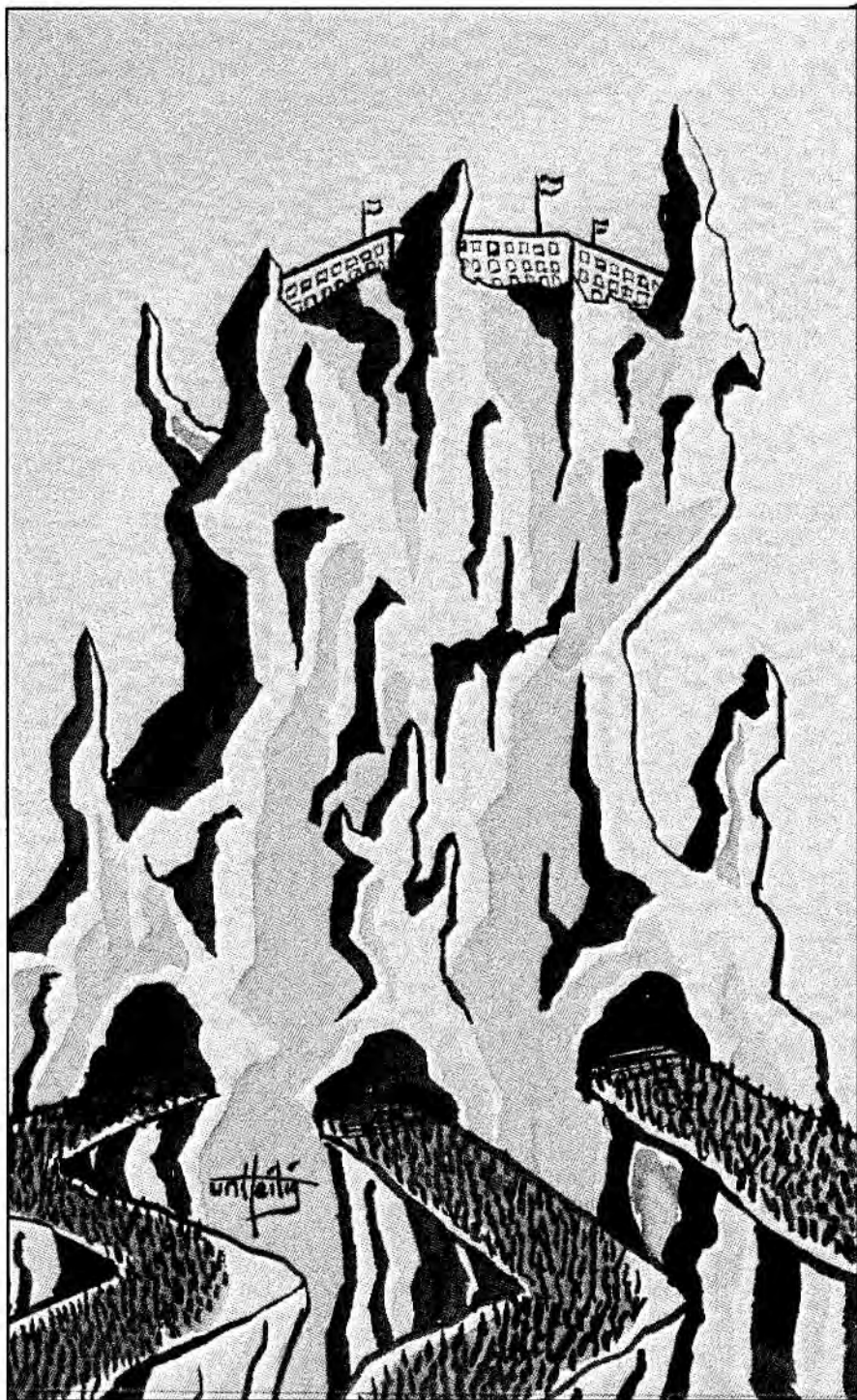
When War was first loosed upon the earth, he gloried in laying waste to all its nations. But, when the Lord closed the doors, War was on the outside and forced to find a home. The Pentagon was ideal. War spent his rage in tearing the ground underneath the great building and raising it far into the sky to what appears an impossible height. In a symbolic gesture, War sought to remind the Lord that he, too, would someday storm heaven. As a result the citadel towers over the skyline of Washington.

On the outside, the citadel is a combination of the rock from which it was built and the ground that was torn from the earth to raise it up. From a distance, it appears smooth and solid. Yet, when approached, many crags and battlements can be seen jutting out from its sides. Dark flags and banners festoon its walls. Five gates open from its base. Each



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gate is covered by a wrought iron palisade.

No adequate information exists concerning the inside of the Citadel. The Pentagon is a great unknown for the meek and they will be tempted to explore it. The Judge should make very clear that this is an exceedingly dangerous mission and may want to discourage such activity entirely. Venturing into the Citadel should be considered a suicide mission.

THE AQUATIC GARDENS

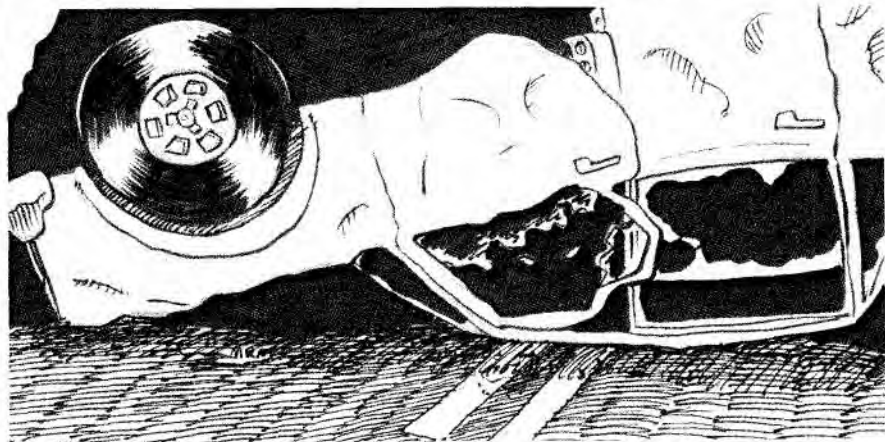
The Aquatic Gardens are a mysterious swath of the Greens that lie to the east of the city. Across the Anacostia River from the National Arboretum, the Aquatic Gardens have spread north from the original fourteen-acre domain of the Kenilworth Aquatic Gardens and down the east banks of the Anacostia and threaten to engulf highways 22 and 50. Even parts of East Capitol Drive across the river from RFK stadium occasionally drop below the water table.

The Gardens provide an eerie backdrop to the east. Mysterious lights and rustling noises, as well as groaning and whispering, make it

seem as if the swamps and marshes of the Gardens are voicing their discontent with the world. People in the city, from time to time, report an odd glow emanating from portions of the Gardens. Travelers along the highways claim to have been lured from the road by dancing lights reminiscent of the will-o-wisps of legend. Whatever the cause, the general feeling is that these noises and lights are the work of some malevolent force bent on encroaching even more on Washington D.C.'s rapidly diminishing space.

Travelers to the Gardens report that travel has become quite difficult. The most efficient manner of travel is by flatbed boat or canoe. This is particularly true since a traveler to the Gardens will not be able to float everywhere he or she wants to go, but will have to carry their craft over semi-solid ground to the next point, and there are numerous dangers for those traveling solely by foot.

First, there are soft areas that function as quicksand. Similar to the deadfalls encountered in the Greens, unless the party is traveling with someone with solid wilderness and forestry skills, each character should



be required to make a reflex save (DC 10) every hour to avoid falling prey to quicksand. Once a character is caught in the quicksand, he is allowed to make one reflex save each round in order to extricate himself. The difficulty on this save increases by two, for each save that is failed. Thus, the second save is at DC 12. If the second save is failed, the third save is at DC 14, and so on and so forth. Other individuals may attempt to provide aid to a trapped compatriot. Each person who wishes to provide aid will grant the trapped individual a modifier of +3 to his saving roll attempt. Each person who decides to help also puts himself at risk, however. Every person that is aiding a trapped individual must make a reflex save (DC 7) each round to avoid slipping into the quicksand. Those who fail three consecutive saving throws, die.

Second, the Gardens are overrun with dangerous flora and fauna. The swamps and marshes teem with poisonous plants, spiders, and snakes, and crocodiles and alligators that have escaped from the zoo often inhabit the waterways. Most of the spiders and snakes are of the normal variety. However, 10% are extremely aggressive and poisonous species (example: water moccasin). Predatory plants have also recently started to appear. A number of different types exist, but the majority use either beautiful flowers or attractive fruit to lure unsuspecting prey. Two varieties of predatory plant exist: passive and active. The passive predators rely on the consumption of their fruit. They seek to have their seeds implanted within a body so that when that body dies, the seedlings contained in the fruit are nourished with the finest in fertilizer.

The active predators seek to lure prey within reach of their poisonous spines. They lash out at passers by in order to poison prey within their root area. Avoiding the vines requires a reflex save (DC 7). Failure on this save indicates that the victim has been poisoned with a strong paralytic toxin. Unless treated immediately, poisoned victims will lose their ability to move within three rounds. The duration of the paralysis is merely twelve hours, but this time period is generally long enough to prove fatal in a dangerous region like the Aquatic Gardens.

Third, the most advanced (and dangerous) flora and fauna are described in Chapter 5: The Denizens of D.C. Amongst the creatures described in Chapter 5 that are commonly found in the Aquatic Gardens are the Flower Trap (Page 106), the Fang Vine (Page 109) and the Garden Soul (Page 110).

Dangerous as they are, the Aquatic Gardens hold great fascination for the Washington D.C. meek. The center of the gardens lies a beautiful swath of land where it is always warm. At the heart of this land, in a small grove, there is a shrine to some unknown goddess. Furthermore, the shrine is said to heal whatever wound afflicts one who enters it. This is not entirely true. The shrine does have the ability to heal those who drink the water from its fountain, however there is a price. Those who receive healing from the shrine owe its creator one favor. The creator of the shrine is Mariel, one of the angels God sent to collect the good and innocent during the Tribulation. She became overcome with grief at having to leave so many behind. Such was her compassion, she established the shrine and tended

it even after the gates of heaven closed and shut her out. Unfortunately, Mariel was unprepared for the baseness of some humans. During the Tribulation a group of humans who figured out what the shrine did closed it off and began charging admission. Then they began killing those who did not pay. Mariel was heartbroken and it changed her forever. She began to resent humanity and further resent the fact that she was stuck here on earth because of them. She gave life to the gardens and isolated herself from the remnants of the human race. In time, however, the newly mortal part of her began to crave company and affection. Thus, she began allowing those who were strong enough to pass through the Aquatic Gardens to spend time in her shrine. Still, Mariel does not generally show herself.

THE UNDERGROUND

The underground consists of the sewers and the subway system that run beneath the shattered streets of Washington D.C. The underground offers challenges similar to the surface world. As on the surface, life is brutish, nasty and short. The hazards of the underground are often mundane. Pitfalls dot the slowly eroding sewer and subway systems. Safely traversing them should require frequent reflex saving rolls. Gas leaks are frequent in the underground. Gas released by leaks in failing pipes often lurks in enclosed spaces. These vapors are highly explosive, and can be set off by a cigarette, match, or even a spark. To make matters worse, nitrogen and other oxygen displacing gasses have a tendency to seep in and gather in

enclosed underground areas. Although it may seem illogical at first, a person can suffocate in under ten seconds when exposed to underground gasses if unaware. You may reason that this is impossible as most people can easily hold their breath for a minute or more, but physical prowess, lung capacity, and other factors rarely come into play. When a person comes into contact with an odorless gas in an enclosed area they continue breathing. The gas enters the lungs and immediately begins displacing oxygen from the brain. This causes the person to pass out, generally in less than ten seconds (Reflex Save DC 18, each round). Once the person has passed out in such an environment he is as good as dead. Others who are nearby can attempt to rescue their fallen friend, but if they enter the area and so much as take a breath, they may suffer the same fate. Inducing proper ventilation is the only way to render such an area safe for passage.

The Subway

Once one of the finest subway systems in the world, the D.C. Metro is still holding up in the face of the Blues. The Metro is divided into five lines that are color-coded. The five lines have faded somewhat, but the subway seems to be quite slow to succumb to the Blues. In some parts, trains still run in one form or another. Most unusable trains have been cleared off the tracks, but some are still dragged along the lines by horses or people. The red and orange lines are particularly well kept. The Blue, Yellow, and Green lines are somewhat less usable, but still passable. Part of the reason for this resilience is the constant use the sub-

way gets from various post-Tribulation D.C. residents. Its' longevity is also a reflection of the amount of use the system experienced Before. The psychic energies present in the people who once made the subway part of their life still seem to be present.

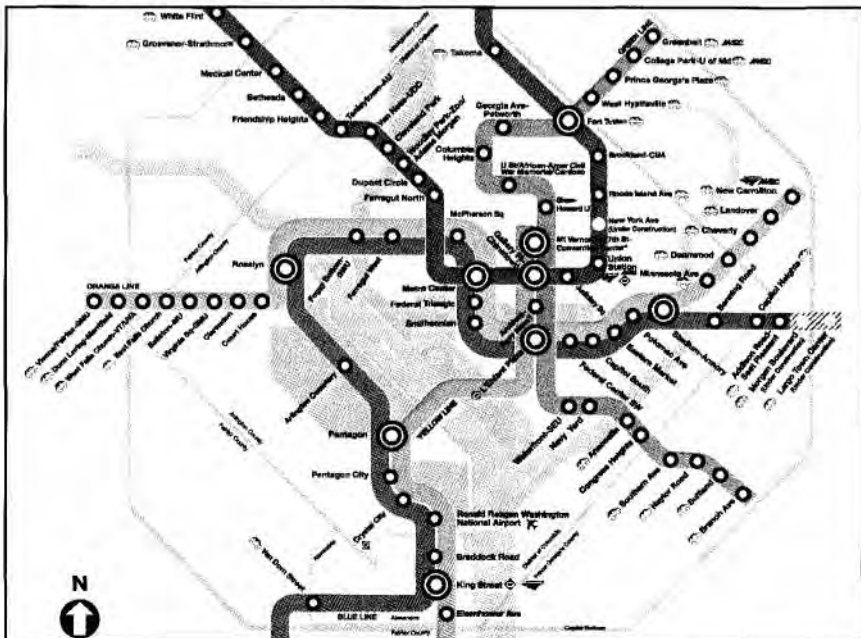
Unfortunately, like many of the places in The End, parts of the Subway have developed their own vicious character. The rats that grew fat and aggressive feeding on the corpses of those taken to their reward often rampage through the underground. Traveling in packs of anywhere from 5 to 100, the rats have little fear of anything except fire (Of course, fire is not a great idea with the large amounts of trapped gas present underground). The rats are a little smaller than their sewer rat cousins, but still a threat.

In recent days, the subways have become a battleground. The Crackheads and their patron, who

use the subway as their home, have come under attack by the Bikers from Hell. If this were not enough, animals often use the subway system as a means to strike deep within the city during the daylight hours. Finally, as icing on this chaotic cake, a few packs of Crazies have started nesting and hunting within the subways.

The Sewers

The Sewers also provide access points all over the city. Although not as passable as the Metro system, the sewers can be exploited in certain areas. The sewers, however, are just as dangerous as the subway system. They teem with rats, alligators, snakes, and even crocodiles. Moreover, they are less stable and more prone to cave-ins and other unpleasant disasters courtesy of the Blues. The rats are particularly vicious and large.



THE BLUES

As everywhere else, the Blues have taken their toll on the Washington D.C. area. Only the major highways, such as Interstate 95 and Route 66, are still passable. Other minor highways, such as Hwy 1 and Hwy 5, are only usable close to the city. Outside the city, they trail away into resurgent forest or swampland. As for the suburbs, they are generally decaying into fragmented shells of their former glory. Alexandria is a ghost town. The rotting buildings surround crumbling businesses while the recently deceased provide fertilizer for the regrowth of the heather. Mount Ranier and Brentwood have been swallowed up by the mysterious and rapidly growing Aquatic Gardens. The resurgent Rock Creek Park has similarly swallowed Chevy Chase and Bethesda, while the Wastes have consumed most of Arlington.

In contrast, the core of Washington D.C. is still vibrant. The constant use by the thousands drawn to the city has offset the arrival of the Blues. In addition, certain places of historical significance seem to be immune to the effects of the wasting. These "Icons" serve to shore up the area and further arrest nature's growth. Thus, the portion of Washington D.C. north of the Potomac and Anacostia rivers and south of the Rock Creek Park and Missouri Avenue still resembles the D.C. of old. The central areas of Washington D.C. along Constitution, Pennsylvania, and Independence Avenues appear much as they did before the Rapture. The military areas along the banks of the rivers are also in excellent condition.

The advance of The Blues seems to depend on a number of factors. First, the age of the buildings and structures involved is directly related to the amount of decay. The older the building, the longer it lasts. For example, the new mini-mart disappeared almost as quickly as it arrived, whereas the old estates, in some cases, still hold on. However, many older buildings have not fared as well. Those of the older buildings that were shored up recently in crucial areas with modern supports, for instance, have collapsed as the new work faded more quickly than the original.

A second factor governing the decay involves the amount of psychic energy involved in the "item" in question. The level at which human society cared about or associated with the item is often determinative of how long it takes to decay. For example, the subway system was instrumental to the city's functioning. Therefore, it is taking a long time to decay (if it ever will). On a



smaller scale, oak dinner tables last longer than plastic countertops, china longer than modern dishware, and a cherished painting longer than a magazine.

Yet a third factor is the amount of natural or non-natural material present in the item. Items made of all natural ingredients decay more slowly than man's abominations. As a result, things such as books, tools, and houses last substantially longer than computers or new cars. The care and time put into the writing and binding of a book along with its natural ingredients and age often, ironically, make them some of the last items to suffer from unnatural decay. Unfortunately, they are very susceptible to natural disasters...

Another factor that slows the onset of the Blues is the presence of other resistant items. The presence of many resistant items slows or even stops the Blues. Most importantly, human use greatly reduces and even stops the decay. Those items in constant contact with human society appear to resist the Blues even for a period after human contact has passed. Therefore, post-Tribulation human use of items is the key to preserving them.

All these factors reinforce each other. For example, books in the Smithsonian are in little danger of decay. They are in the center of the city, surrounded by Icons and other items of significant psychic import and are, by their nature, difficult to destroy. An important result of this combination of effects is that people in the center of D.C. have better access to the old world resources. Central D.C. is prime real estate. This, of course, plays directly into War's manipulative hands. "Turf" has once again taken on real importance.



LANDMARKS

The Mall

The Mall is essentially a park that stretches between the Washington Monument to the Capitol along the border the western portions of D.C. The once beautiful swaths of grass have since grown into wild stretches of young trees and tall grass. The once clean-cut symmetry has now grown into a ragged imitation of itself marked only by footpaths or trampled vegetation.

Moreover, the Mall has become dangerous. The resurgent growth provides the perfect cover for ambush and movement for the animal kingdom. The big cats and other predators of the Animals make occasional forays into the Mall. Humans also find the area conducive to concealing movement or attacks. Many areas in the Mall bear burns and other scars of battle.

Even so, the Mall is not a no-man's land. It is still a vital conduit in the downtown area and many are willing to brave its dangers. The Mall is an important pathway to any number of key landmarks such as the Archives, the Library of Congress, the White House and any number of museums.

Jefferson Memorial

The Jefferson Memorial is located in the Tidal Basin of the West Potomac park in the shadow of the Pentagon. The Memorial suffered greatly during the Rapture. The site of a major clash between rioters and U.S. Marines, the outer dome and colonnade is badly damaged. The dome is punctured in at least two

spots and the colonnade scorched and broken. The inside of the Memorial fared substantially better. The walls, which are decorated with quotes from the Declaration of Independence and other patriotic works, are slightly eroded but still readable. The elements are beginning to take their toll, however, as leakage from the damaged dome has left standing water in a number of locations.

The National Archives

The National Archives were one of the greatest collections of literary and scientific knowledge on the continent. This has not changed. The Archives remain one of the greatest repositories of western thought. However, the institution that once held the Constitution, the Bill of Rights, and the Declaration of Independence has seen better days. The rats of The End have made inroads on some of the levels. Still, the majority of the works contained are in excellent condition.

The current controllers of the Archives are the Smithsonians. On one hand, this is beneficial to the Archives because the Smiths take excellent care of the books and other items. On the other hand, this quality care comes with a price. The Smiths increasingly ritualistic and paranoid attitudes are effectively closing off access to this well of knowledge.

The Library of Congress

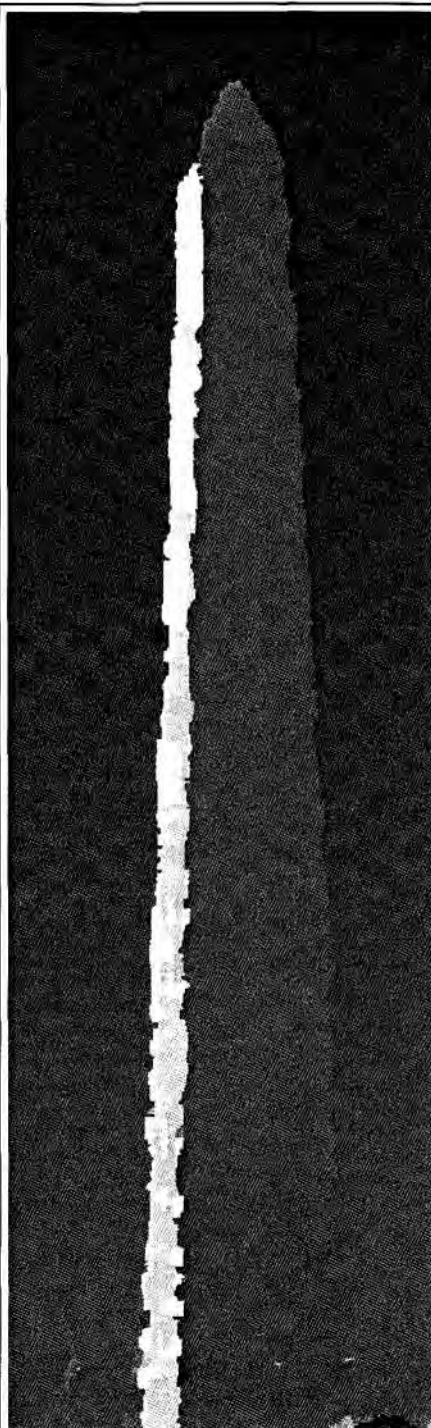
The Library of Congress was one of the world's greatest libraries. It still is, kind of. Early in the Tribulations, the Smithsonians attempted to remove a large portion

of the volumes to a "safer" location. Since parts of the library had been mistakenly trashed during the anti-government riots, the Smiths felt that removing this vast store of knowledge to a safer location was imperative. Unfortunately for the Smiths, moving 84 million volumes, written in almost 500 languages, turned out to be a tedious and dangerous process. Moreover, these activities left the Smiths exposed to attack. The Dogs repeatedly clashed with the Smiths over certain pieces of knowledge. It is unclear what the Dogs' interest in the volumes is, but they are often seen spiriting loads of books to the Citadel. In one particularly violent clash, the James Madison Memorial Building burned to the ground.

The Library of Congress is unclaimed territory. The Smiths realized they could not defend it and have resigned themselves to a long process of removal and storage. Meanwhile, many other players in the city come and go in search of information or profit. The Crackheads, for instance, have made a tremendous profit collecting books from the library on behalf of the Smiths.

Foggy Bottom

In the Before, Foggy Bottom was a popular spot to mingle with students and members of government. Now Foggy Bottom is returning to its roots. Originally a fog enshrouded swamp on the banks of the Potomac, Foggy Bottom is now slowly sucking the abandoned cafes and restaurants into the mire. The newly resurgent swamp has swallowed streets and become home to mysterious colored fogs that cause



many to think of the Hand of God. In addition, alligators have been making their presence felt in the area. On the edge of this sinkhole, George Washington University still flourishes as Ellen Simpson and the Faithless have set up in its ruins. A little known fact is that the metro lines still run beneath the steadily advancing swamp.

Embassy Row

Embassy row runs from Dupont Circle up along Massachusetts Avenue. The classic houses and mansions of the more than 150 foreign embassies and chanceries were mostly destroyed by the Blues or in the fighting that flared up during the Tribulation. It is now an excellent place to scavenge. The remains of the diplomatic strongholds of various countries provide interesting pickings. Furthermore, the old embassies were often built with bomb shelters or reinforced steel blockhouses to protect the diplomats and their secrets.

C&O Canal

The Canal is a product of history. Originally developed to feed the Georgetown area with industrial supplies, the canal was little used Before. However, the many tunnels linking the canal to the sewers, subway, and the metro have made it an extremely popular area. For example, the animals have successfully used it to infiltrate all along the banks of the Potomac as well as into Foggy Bottom and other areas of downtown.

Georgetown University

The once great Jesuit institution of learning is now nothing more than rubble and debris. The Hand of God passed through the area during the Tribulations, killing nearly 100% of the inhabitants. Fires started within many of the buildings, and with no one to fight them, they quickly grew out of control. The buildings that could burn were burned to the ground. The rest were simply gutted and cracked by the fires. The Blues, Greens, and scavengers have done the rest.

Veteran's Hospital

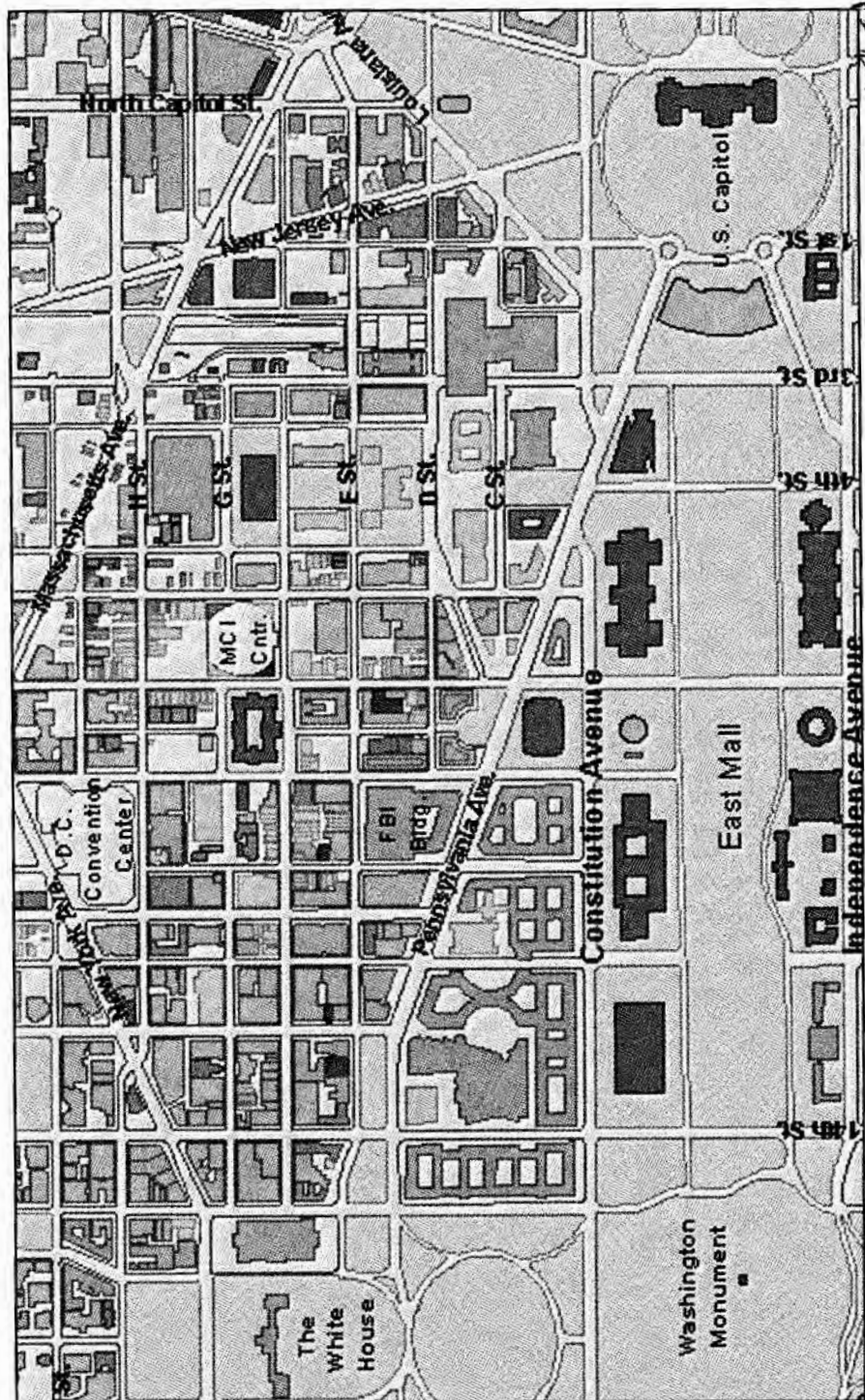
Hospitals are hot commodities in the world of The End. The Veteran's Hospital is even more valuable. Its prime location and raw size make it a crown jewel for any D.C. faction. Although it was thoroughly looted before hand, Malthanos and his Bikers now call the complex their home. Its ambulance bays have been converted into cycle workshops, and modifications have been made so that cycles can pass through the lower floors without too many hindrances.

Gallaudet College

Gallaudet College was badly burned in the food riots during the last days. The College lies mostly in ruins, and the Blues are slowly reclaiming the charred remains of its buildings. All of this is good cover for the new residents of the college: the scouts of the Smithsonians.

THE END

THE DOGS OF WAR



The Ellipse

Directly in front of the White House lies a once beautiful area known as the Ellipse. Lying under the shadow of the Washington Monument, the Ellipse is testimony to the harsh struggles of the last days of Before. It was here that the crowds burned the bodies of captured politicians in the anti-government struggles. In turn, the Ellipse was also the location upon which the victorious defenders of the White House burned the dead and dying bodies of the defeated mob.

Today, the Ellipse is simply a blackened and charred pile of bones as if a cemetery for the unburied. Nothing grows over the bones and animals will not enter the area. Some say the place is haunted while others maintain it is simply evidence that God has forsaken man and will not return.

Union Station

The white marble columns of Union Station still survive even if they are only home to a few people. In between Gallaudet College and the Capitol, Union Station is still a center of commerce and transport. The trains that once passed through here are gone, but various handcarts and other contraptions still runs. The metro is still active to some extent. Union Station's glory has not passed, simply faded.

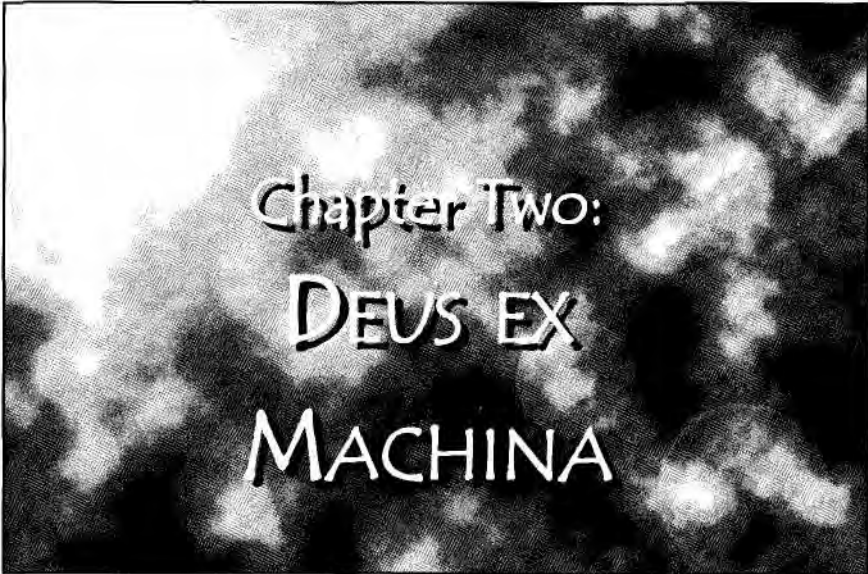
Union Station is home to the Crackheads and the site where they hold their nightly markets. The various factions that benefit most from the markets defend it fiercely.

The White House

1600 Pennsylvania was the scene of many conflicts in the last days, but now it is mostly quiet. The East Room was severely damaged in the fighting, as was Green room. Other than a few holes here and there, the White House is in excellent condition. However, no one visits the former Presidential Residence. The local inhabitants believe that it is cursed. Others just shun it due to the fact that no one who enters there has returned. It looks fine from a distance...

In reality, one of War's few supernatural creations frequents the White House, the Unknown Soldier, and is the source of these rumors. The Unknown Soldier is detailed on Page 104.





Chapter Two: DEUS EX MACHINA

This sourcebook begins to set forth the cosmology of the new world that exists after revelations. Many beings of great power, having served their divine purpose, were forced to remain with the meek in the new world. These beings, although diminished by their lack of contact with God and Satan, are still tremendously powerful.

The second Horseman, War, is the central figure in Washington, and consequently much of the material presented here revolves around him. For lack of a better term, he should be considered the main character. War is not alone, however, in having designs and plans for the new world. The machinations of many other magical beings are felt throughout this sourcebook. As an aid to the Judge, many of these magical beings and their respective roles will be touched upon here. Some of these figures are resident within Washington, and are affiliated with factions of their own. Others are not.

Much of the information provided here about many of the magical figures in the world of The End is presented in the context of its impact on Washington and the Horseman War. Many of these figures and their actual goals will be presented in supplements of their own in the near future. Their true motivations will become known at that time.

Simon, the Angel

Simon is somewhat of a minor player in the greater scheme of things, although his role could become much larger if certain things were to come to pass. Simon's immediate focus and conflict revolves around his arch-enemy, Malthanos.

Simon has a significant understanding of the Horseman, having shared an existence as a servant of God with them. He is largely unaware of the growing conflict between War and Pestilence, and War and Death for that matter.

Simon does have a great degree of control over the forces of health and life through his Word of God magic, such to a degree that he could actually grow into a powerful ally for anyone who would oppose Pestilence.

War has clearly not processed this fact as he has seemingly cast his lot much closer to the camp of Simon's enemy, Malthanos. Simon has likewise not considered the possibilities as he has made no efforts to bargain with his abilities.

Malthanos, the Devil

Malthanos is a player of similar scheme and dimensions as Simon. At first glance he is more powerful than his arch-enemy, as Malthanos has the ability to alter the hearts and minds' of people, and thus has a much easier path to accumulating allies and servants.

Malthanos could grow into a significant force in his own right if he were not living within War's sphere of influence. He is currently benefiting greatly from the call of War, as it constantly brings new people close to him, where he can bring them into his service. War is far more powerful, however, and has become aware of Malthanos.

Malthanos has recently started trading some of his troops to War in exchange for supplies. It is his hope that eventually his relationship with War will grow strong enough that he can bargain for War's aid in destroying Simon.

Like Simon, Malthanos is largely unaware of the actions of Pestilence and Death in the region. Malthanos, being from the pit rather than heaven is implicitly less familiar with the Horseman than his angelic rival.



Pestilence

Pestilence is one of the four Horseman, and is comparable in power to War. His touch has not been felt within Washington itself, but can be clearly observed in New York and the regions north of there. War believes that Pestilence seeks to destroy him, and that if it were not for the existence of an icon within Boston that has blocked War's own summons from hitting the northern, plague stricken regions, D.C. would already have been wiped out by the touch of Pestilence.

Death

Death is one of the four Horseman, and is comparable in power to War. The presence of his power can be clearly observed in the wastes where the dead have risen to march against War's citadel. War believes that Death seeks to destroy him, but that he is likely not in league with his brother, Pestilence. Death's movements against War have been mild thus far, and War is grateful for that. If Death were to direct his attentions to the north and aid Pestilence in destroying Boston before War can gain control of it, War's campaign would be substantially damaged. War ultimately considers Death to be the most dangerous of his brothers, as his sphere of influence is potentially the largest.

Famine

Famine, the last horseman, is primarily occupied with his pursuits in his private playground of Africa. However, he does keep an eye on the proceedings. Although not involved in the conflict, Famine believes that

after the smoke clears, he will only need to face one other horseman.

The Beast

The Beast, released during Revelation, was not permitted to return to the pit from whence it came. Its role, and to a large extent its power have been greatly reduced. Humanity no longer wears its mark, and it no longer has the power or desire to spread its dominion as it did before. At the height of its power, during Revelation, the Beast was easily more powerful than any of the individual Horseman could hope to be.

The Beast, as its namesake might suggest, now uses the animal kingdom. Its ancient physical form longer available to it, the Beast is a spiritual presence that only takes direct actions through its servants. The Beast has recently started to develop some influence over humanity by working to cultivate the animalistic within those who have already succumbed to insanity. It has done through its creation of the Path of the Beast and its support of the Anarchists.

The Beast makes Washington D.C. one of its focuses seemingly out of convenience more than anything else. War seems to be the most ambitious and most aggressive of the Horseman. The Beast does not necessarily understand the conflicts that exist between the Horseman, nor has it chosen any sides. By remaining in D.C., however, the Beast guarantees itself a ringside seat, and ultimately the opportunity to decide for itself which side or sides of the conflict it wishes to jump in on.

THE PATH OF THE BEAST

The Path of the Beast is a set of feats that is available to some within Washington, and may become available to the characters throughout the course of the game. Although the Beast has only, thus far, made this path accessible to the hopelessly insane, it does have the power to make the Path available to anyone if it so wishes. Once the Path is made available to an individual, that individual can freely learn any and all feats on the Path, provided that the prerequisites have been met.

The feats on the Path of the Beast have prerequisites. In addition, some of the feats on the path have additional prestige class prerequisites. These prerequisites are listed under the heading "Special Requirements". Characters that satisfy the feat prerequisites but do not satisfy the special requirements may still learn the feat, but will have to pay an additional cost. This cost will be listed under the "Special" section of each feat.

Kindred Souls

Animals and those who have succumbed to the touch of the beast will recognize you for what you are.

Prerequisites: base attack bonus of +2 or higher

Special Requirements: Two or more ennui effects.

Benefit: Animals and other individuals that come within 30' of you will automatically recognize that you have started the path of the beast. Other followers of the beast are likely to view you as an ally, or at the

very worst a competitor. Animals, although still potentially hostile, or less likely to outright attack you. You gain a +3 circumstance modifier on all Animal Empathy skill checks.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may not be taken multiple times.

Scent of Insanity

Your study of the beast has taught you to recognize and understand the madness in others.

Prerequisites: Kindred Souls

Special Requirements: Three or more ennui effects.

Benefit: Through social contact, you can come to understand the insanity of others. You may freely use this ability at the end of each minute you spend in one on one conversation with another human being. To successfully use Scent of Insanity you must roll under your Wisdom score on a D20. If successful, you will learn of one ennui effect that the individual suffers from, provided that there is one. Successfully using this feat on an individual multiple times may allow you to learn of all his ennui effects. If at any point you fail while using this feat, however, you will lose the ability to use it on the target you failed against until the target gains a new ennui effect. For example, a person with this feat starts a conversation with a person she meets on the street. After one minute of conversation she uses Scent of Insanity and succeeds. The Judge informs her of one of her target's ennui effects. She continues

The Path of the Beast

Kindred Souls

Scent of Insanity

Touch of Feral

Scent of the Hunter

Bloodlust

Scent of the Beast

Berserker Rage

Gift of Pack

Frenzy

Eyes of Night

Tools of the Beast

Bestial Surrender

the conversation, and after a second minute succeeds using Scent of Insanity for a second time. The Judge informs her of another of her target's ennui effects. She manages to draw the conversation out for a third minute, but fails her third attempt at this feat. She is no longer able to use this feat against that individual until that target gains a new ennui effect.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may not be taken multiple times.

Touch of Feral

You feel the primal power of the Beast within you.

Prerequisites: Kindred Souls

Special Requirements: None

Benefit: Once per day, you may allow yourself to feel the touch of the Beast. Touch of the Feral takes no time to activate, and will last for a duration of three combat rounds, during which time you will gain a bonus of two to your initiative rolls, and will have your base attack bonus increased by one.



Scent of the Hunter

You may track your prey by smell.

Prerequisites: Scent of Insanity

Special Requirement: Ennui rating of 15 or higher

Benefit: You may now track the wounded with deadly efficiency. In order to use this feat you must spend a full combat rounds taking in the scent of the fresh blood of the target you wish to track. Once you have done so, you may begin tracking. You may only move at half your normal movement rate while tracking. Your ability to track by scent is automatic, provided that your prey does not do something that would obscure his smell or trail. If the prey crosses through or covers himself with a strong odor, passes through knee-high or deeper water, or enters a vehicle, for instance, the trail may be lost. You are allowed a chance to roll under your Wisdom score on a D20 to continue tracking an obscured trail, but this roll can and should be heavily modified by the Judge depending on the circumstances.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may not be taken multiple times.

Bloodlust

You feel the primal touch of the Beast within you.

Prerequisites: Touch of Feral

Special Requirements: Two or more ennui effects.

Benefit: Once per day, you may allow yourself to succumb to the

bloodlust. This feat takes no time to activate, and will last for a duration of three combat rounds, during which time you will gain a bonus of two to your initiative rolls, and will have your base attack bonus increased by three. In addition, you will gain one additional attack action on the third and final round of this feat. The benefits conferred by this feat can stack with those of other feats.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may not be taken multiple times.

Tools of the Beast

Your nails and teeth sharpen into weapons more befitting of your new disposition.

Prerequisites: Bloodlust

Special Requirements: Thug or Anarchist prestige class.

Benefit: Your fingernails and toenails permanently thicken and sharpen into claws. Your teeth slightly elongate and sharpen into fangs. You permanently lose one point of Wisdom, and one point of Charisma, but you permanently gain one point of Strength. You now inflict 1d6 base damage on all hand to hand attacks. If you are not proficient in hand to hand combat, you immediately gain it as a proficiency.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may not be taken multiple times.

Scents of the Beast

You can interpret the moods and signs of animals as if you were one of them.

Prerequisites: Scent of the Hunter

Special Requirements: Shaman or Anarchist prestige class

Benefit: You can now perceive and understand the special language of sounds and smells that animals use to communicate with one another. You will immediately be able to detect markings that denote hunting grounds and other territorial regions. When confronted by animals you will be able to clearly interpret their wishes, and likewise be able to communicate yours. If you do not possess the Animal Empathy skill, you immediately gain it. Further you gain a +3 situational modifier on all

Animal Empathy and Animal Training skill checks. This modifier stacks with the +3 Animal Handling modifier gained with Kindred Souls, giving you a total modifier of +6 on all Animal Handling checks. In addition, you will also gain a greater sense and appreciation for human emotions. This translates into a permanent +2 situational modifier on all skills marked with the editorial "I don't want to role-play" or "Why am I role-playing, again?" in The End: Lost Souls Edition core rules book.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may not be taken multiple times

Eyes of Night

Prerequisites: Scent of the Hunter

Special Requirements: None

Benefit: You permanently lose one point of Charisma when you learn this feat. Once learned, however, this feat is always active. Eyes of Night permanently alters your eyes in such a way as to make them much stronger in low-light situations. Objects are relatively clear to you in starlight, and as clear as day in even partial moonlight. You gain lowlight vision to a range of 60'.

Berserker's Rage

You hear the primal song of the Beast within you.

Prerequisites: Bloodlust

Special Requirements: You must have committed cannibalism in the past week.

Benefit: Once per day you may allow



yourself to slip into a berserker rage. This feat takes no time to activate, and will last for a duration of three combat rounds. While this feat is active you will have a +4 to hit and do +4 damage with any and all melee attacks you make. Additionally, you will automatically make any Will saving rolls while under the influence of this feat. The benefits conferred by this feat can stack with those of other feats.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may not be taken multiple times.

Gifts of the Pack

You may now form an unshakable bond of unity with other kindred souls.

Prerequisites: Scent of the Beast

Special Requirements: None

Benefit: A pack is formed when you learn this feat. You are automatically the leader of this pack. You may invite other individuals into the pack provided that they at least have the feat, Kindred Souls. You must spend 5,000 experience points to invite another individual into your pack. If the proposal is rejected, your experience is lost and the individual is not added to the pack. If your proposal is accepted, the person wishing to join the pack must spend 10,000 experience points. These fees need only be paid once, however, as pack membership is a lifetime affair.

Pack membership grants a number of benefits to its members. First, any and all members of the pack that possess the feat Scents of the Beast will gain the ability to interpret the smells and body language of all

other members of the pack so accurately to as nearly simulate telepathy. Only those with Scents of the Beast will be able to interpret such communication, although all pack members will be able to broadcast such communication. Second, if one member of the pack satisfies the prerequisites for a specific path of the beast, all members satisfy the prerequisites. For example, consider a pack of three people. One possess Gifts of the Pack and has formed a pack with the others. The second pack member possess Eyes of Night, and all of its prerequisites. The third pack member possesses Berserker's Rage, and all of its prerequisites. Each member of this example pack would have the prerequisites for every path of the beast feat fulfilled. Pack member one could, for instance, purchase Frenzy with his next feat, just as pack member three



could purchase Bestial Surrender with his next feat. Please note, however, that although prerequisites can be satisfied in such a way, special requirements cannot!

Bestial Surrender

You surrender to the madness of the beast in lieu of the madness within.

Prerequisites: Eyes of Night

Special Requirements: Two or more ennui effects

Benefit: You can no longer lose ennui through any means. Doctors, social contact, saving lives, or anything else you do will not lessen your madness. This feat is not without its advantages, however, for you no longer gain ennui normally either. Any event that would cause you to gain ennui has no effect on your psyche unless it causes you to gain more than three ennui. If you do experience an event that causes you to gain more than three ennui, subtract three from the number of ennui points you gain.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may not be taken multiple times.

Frenzy

You feel the pulse of the Beast within you.

Prerequisites: Berserker's Rage

Special Requirements: You must have committed cannibalism in the past week.

Benefit: Once per day you may allow yourself to slip into a frenzy. This feat takes no time to activate, and will last for a duration of two combat rounds. While this feat is active will gain a bonus of four to your initiative, and be able to make one additional attack action each round. Further, once this feat is learned your base attack bonus will permanently be increased by one. The benefits conferred by this feat can stack with those of other feats.

Special: Your eyes will glow like burning red embers while this feat is active. Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may not be taken multiple times.



THE MACHINATIONS OF WAR

The figure of a horseman knifes through the fading mist of dawn. Solemnly, he canters up to the huge black wall known in the Before as the Vietnam War Memorial. His huge frame slumps in the saddle as he examines the monument before him.

"What is this strange obelisk of polished stone? They claim it to be a monument to War, but it is cold and lifeless. It shows nothing of the beauty and the glory of battle! War is a magnificent, living force. No, it is a force equal to life itself! Never has there been a society without War, and never will there be. Every species of life must fight its own battles, from armies of insects vying for dominion over one another, to humanity's tremendous struggle to destroy itself."

"Life cannot exist without war, without me. We are inseparable components of one another. Conflict is the only thing that forces life to progress. Without the force of war driving it, life becomes weak and fragile. Yet they choose to remember my glorious creation, my... my child, with a listing of the dead?"

"I remember a time when Humanity understood the principals and the purposes of war. I remember a time when they used to sing hymns and praises to me in sheer joy and anticipation of my coming. When did those battle hymns become funeral dirges?"

"It is my brother, Death, who steals their hearts from me. He is the

one who has warped their understanding of my creation. I am not a tool of Death. I am a force of my own, and I deserve the recognition of that! I will not remain idle and allow Death to steal the honor that is rightfully mine. Brother, you are a fool if it is a struggle between us that you seek, for I am War, and all will understand that before I am through!"

"I have never failed! My purpose has been to spread conflict, and that is what I have done. If I am a failure, then my failing can only be that I am too proficient at my art. If such a thing can be said to be a failing... then so be it. I am War! My armies will rip across this world and remold it. The ashes of burning bodies will fertilize my new world, and the fires of burning cities will serve as my forge."

"Washington D.C. is my home now. I find it suits me. Every soul within D.C. is a soldier in my army. Some of them will fight my enemies, if any dare oppose me, and some will fight my allies. Most of them will fight themselves. It matters not who they take up arms, as long as war is waged against someone. Those that don't fight will die, for I have no time to deal with petty apathy. Willing or unwilling, everyone is a gladiator within my great Circus."

THE NATURE OF WAR

War is basically confused. He no longer has a job. God put him on the earth to carry out his role in Revelation, but God left him no instructions beyond that. Although he is certainly anything but meek, War no longer has a purpose and belongs in neither Heaven nor Hell.

It is as if he is a newborn of sorts, taking his first steps without the constant and all-consuming direction of God. In an ironic sense, he is one of the most innocent being on earth. So now War searches for meaning. He seeks fulfillment. For War, this consists of exploring who he is and what he does. Unfortunately for the remnants of mankind, that means War has little option but to explore the nature of conflict.

The search for meaning is a practical one. War may be a confused entity, but he is not stupid. He understands that to truly see himself, he must create some sort of a mirror, and the only mirror available is human society. Consequently, War

watches and learns... and he believes that he has learned quite a lot. Granted, his philosophies are sophomoric, but he is still young:

(1) War is the only endeavor that generates glory. Since there is no heaven and no hell, all that matters is what one achieves while living on earth. The only accomplishment that never fades is glory. Glory is earned only in battle. Thus, war is the only higher value left.

(2) Death is the enemy of War. The Four Horsemen came to ravage the earth, but when the rampage was done, little was left for them to do. The goals of Pestilence, Famine, and War are only realized so long as humans are present to suffer! Only



Death can profit from the deaths of all the world's inhabitants. Still, the threat of Death gives War its meaning, the sacrifice of life its nobility, and the conflict, its heroes. War and Death may go hand in hand, but without soldiers to fight in those glorious battles, how can the seeds of chaos bloom into meaningful conflicts?

(3) War is an art. War can be practiced in many forms. It may be brutal, formal, personal, or mental. These are all facets of War and must therefore be explored to better understand the nature of conflict itself. To this end, Washington D.C. has been turned into a huge experiment. Conflicts of all different types have been generated to better understand the nature of War.

(4) Humans are necessary. Human soldiers are required to fight War's many battles. To this end, the recruitment of more people has begun. In fact, this need for combatants is the root of the psychic influence that draws the meek to Washington D.C.

It wasn't long before War realized that human society in its current state was unsuitable as a mirror. The Meek were scattered and disorganized. They were fearful cowards hiding in the ruins of their dead civilization. War decided that their society must be rebuilt. He would test them through constant conflict and hone the best members of their society into a powerful, rigid force. War is essentially a social Darwinist, working on a somewhat accelerated time scale. As he does not have the patience to wait and watch while society shifts over the course of generations, War utilizes his considerable power to greatly hasten the process.

THE CALL OF WAR

On first glance, it appears that one of the primary difficulties faced by the Judge will be drawing players into contact with other groups. Since the population in the world of The End is so small, this contact might seem unlikely. The End addresses this concern by presenting players with the problem of Ennui. Ennui forces characters to deal with a need for the presence of others. In practical terms, those who do not seek out other people quickly go insane or die. Thus, associating with other humans is a necessity.

This campaign setting also provides the Judge with a method for bringing characters into contact with other groups-'The Call of War'. The Second Horseman of the Apocalypse is in great need of soldiers for his "experiments." As a result, he has put forth a subtle psychic summons across the Western Hemisphere. This call takes any number of forms, from a burning "need" to travel towards the Eastern Seaboard, to dreams that hint of glory just over the horizon. Thus, the Judge has numerous options for drawing players into the campaign. Particularly violent players should be easily drawn to Washington D.C. by the mere promise of combat, and military grade firearms (a.k.a - treasure type H, or phat lewtz if you prefer). Those who hunger for glory will experience War entering their dreams to convince them of the existence of a place where they may prove themselves and be loved and respected. Nonviolent players can be tempted also, for War is not above portraying his domain as a battle-torn land in desperate need of a calming outside hand, or himself as a

great evil in need of being overthrown. Any of these "calls" can be used to draw the players into the region. The following examples provide some sample scenarios:

The Dream (A). The players, a civic-minded group, are all visited by a dream. Vaguely reminiscent of the dream they had during Tribulation, it hints of a land in great danger from a dark force. A wizened old man sitting in a shattered church beckons to the players. They are the last hope... Of course, the old man is War and the players should never actually find him or come across any area matching that in their dreams.

The Dream (B). The players, a rather self-important bunch, are each visited by dreams vaguely reminiscent of their Tribulation nightmares. They describe a land teeming with various groups who are in constant conflict. These dreams make it clear that a powerful leader could unite these groups into a great force. If only such a leader would come to this land... Of course, when the players do show up and proclaim themselves the new power, everyone will want to knock their blocks off. A good time will be had by all except, possibly, the players.

The Dream (C). The players, a desperate and disaffected party, are visited by a dream. Vaguely reminiscent of their Tribulation nightmare, the dream describes a utopia. A land where countless people live in harmony and a new civilization is being built. The dream hints that the players would be welcome and that this would make a fine place to settle. When the players arrive, the unpleasant truth will be unveiled.

The Call (A). A player who shows a tendency to be brutal and uncooperative and is seemingly unfazed by the prospect of being isolated and driven insane by a mounting Ennui wakes one morning with a burning need to travel. It starts slowly as a feeling of wanderlust and eventually becomes an obsession with traveling towards Washington, D.C. He will not know why, but will consciously and subconsciously seek the nation's capital.

The Call (B). A player who experiences a violent episode begins to feel a mental twinge, which is only eased by travel in the direction of Washington D.C. As players get farther from D.C. the twinge develops into headaches and general physical pain. This feeling goes away as the player travels closer to Washington D.C.



These scenarios are not the only situations that could expose players to the call of War. The Judge should feel free to invent his own "dreams" or "calls" to suit his purposes. In addition, the characters need not be the only ones drawn to D.C. For example, the sworn enemy of the party could head to D.C. prompting the party to follow. The Judge should also be aware that not all people are subject to this call. Those who have another driving concern in their existence are essentially immune to the call. War only seeks those who lack purpose. Thus, the Judge can rationalize the independence of other groups by noting that they have a governing purpose that offsets War's call.

The game system effects of the Call of War vary. Within 200 miles of the city, all characters must make a Will Save each day against DC 14. Within 400 miles of the city, characters must make a daily save against DC 12. Within 1200 miles of the city, characters must make a daily save against DC 8. Additionally, the Judge may rule that a particularly violent act triggers a save against the Call of War. This save is further modified as shown below.

A character gets a new chance to break free or succumb each day. Once within D.C., characters are no longer affected by the Call of War

but may experience it again if they attempt to leave. Failure to save means that the character attempts, consciously and unconsciously to head towards the city. Characters will be drawn to the city and make reasonable efforts to continue to head in that direction, even resorting to trickery. Characters experiencing the Call have full control of their faculties and will only resort to violence if that is within their normal scope of behavior. The Call of War is not direct mind control rather it is a strong pull. Once a character enters Washington D.C., the call ceases. The call will establish itself again, however, if the player manages to leave the Washington D.C. area.

THE VEIL OF WAR

War is not a person or creature that can be clearly identified. Rather, War is a spirit, or a concept. At least, he likes to think so. Unless he wills otherwise, he has no physical body that can be described in mortal terms. War is a particular stench or a bitter taste in the air. If one were forced to define a visible body for him, War could best be identified as a misty haze that completely envelopes Washington D.C. Since this haze completely blankets the city and immediate surrounding regions, it can be said that War is

Call of War Modifiers

Condition	Effect
Character has experienced an act of violence today	-4
Character has an ennui effect	-2 (per effect)
Character has a Path of War feat	-2 (per feat)
Character has a Path of the Beast feat	-2 (per feat)
Character is a citizen of a colony and within the colony	+6
Character is on a mission or similar endeavor	+4
Character is attempting to leave D.C.	-2

aware of everything that goes on within Washington D.C. This is known as 'The Veil of War'. The veil, for the most part, is War himself. Those who live beneath its shroud lead altered lives. In short, the veil warps and changes many fundamental aspects of The End.

1. Those who live beneath the veil no longer develop the specific ennui effects described in The End: Lost Souls Edition. Any character with preexisting ennui effects from the core rulebook will continue to suffer from them, but any new ennui effects that are developed must be selected from the new ennui effects listed in the 'Madness of War' section within this book.

2. Injuries ultimately limit the quantity of conflict, and as a result, do not serve War's purposes. Those who live beneath the veil benefit from War's blessing. As a result, while within the veil all characters naturally heal at three times the normal rate. This boost in healing rate does not extend to any medical healing received as a result of any medical skills or feats.

3. Those who live for even a single day beneath the veil will come to find it difficult to leave the region. This is represented as a penalty of two to all saving rolls to resist the Call of War.

There are times when the veil is notably absent from the skies of the city. War can coalesce into some measure of physical body when he chooses. In fact, he rather enjoys the posturing. Anyone witnessing him at such a time might describe him as a swirling vortex of translucent mist, like some sort of miniature tornado. Alternately, he often takes the first form God gave him- that of a tall

handsome man on a stark black horse. He frequently does this when he wishes to either ponder his purpose on this earth, or design schemes for future wars. Regardless of when or why he does so, the act of coalescing removes the veil from the city. This also removes the awareness and influences of War from the city, including the Call of War, providing a window of opportunity for players to escape D.C. This withdrawal helps War focus his thoughts on the matters he considers truly important.

THE TOUCH OF WAR

War also has the ability to temporarily possess the bodies of any who suffer the touch of his madness. War may only employ his powers of possession against individuals who currently suffer from one or more ennui effects developed while living under the veil's influence. His power is so great, however, that a Will Save (DC 24) is required to resist a possession attempt. War uses this possession to speak directly to his soldiers. When he leaves a body, War may choose to make the victim unaware of anything that transpired during the period of possession. This measure of subtlety allows him to easily foster and control the animosity between the various factions within the city.

War may remain within an individual body for up to one minute without difficulty. He may remain longer if he wishes to, but doing so requires him to withdraw his veil from the city. Any body that hosts war will receive an additional 50 hit points, and will regenerate these additional hit points each and every round. Consider these bonus hit

points as a shield that protects the real body from harm. If more than 50 hit points are inflicted on a body that hosts War during a single round, the body itself will be damaged, and that damage will not be regenerated at the beginning of the next round. The 50 hit point shield will be renewed, but the actual damage to the body will remain behind the 50 point shield that protects it. This supernatural effect will immediately stop when War departs from the host body.

It is important to note that although War clearly has the power to directly control those within his domain, he does so rarely if at all, as it goes against his very nature. War has no desire to orchestrate and control all aspects of a battle. He views each battle as a living thing that must be nurtured and allowed to grow in its own way. He will often use his abilities to start a fight, but once that fight has begun he will generally depart to savor its chaos and intensity from a distance.

THE MADNESS OF WAR

Outside of the veil, ennui manifests itself in ways that signify a growing level of detachment from humanity and the world in general. As ennui increases, a person's vitality, energy, and attachment to the world decrease.

The veil, however, marks the controlling and corrupting influence of War. When Ennui grips an individual beneath the veil, that individual begins to become detached and apathetic just as if he were living outside the veil. This apathy, however, marks a decrease in one's ability to resist the subtle, but pervasive influence of War. In other words, the

veil is constantly pushing the people that live within it to take violent actions. Mentally healthy individuals can easily push aside these mild but constant inclinations to act violently and without forethought. Those who gain ennui, however, cease to care as much about their actions. They let their guards down, and hence become more easily manipulated by War.

As a result of this, any ennui effects that are gained while within the confines of the veil should be selected from those listed here, rather than those listed in *The End: Lost Souls Edition*.

Loose Cannon- Character loses 1-4 Wisdom. The character starts to jump to conclusions and take matters into his or her own hands. If a short and quick solution can be found, the character is likely to take that route, with or without the support of others around him. Symptoms: general impatience.

Frenzy- Character loses 1-4 Intelligence. The character develops a tendency, in stressful or intense situations, to lose control of his words and actions and fly off the handle when angry. The character need not take suicidal actions, but should certainly be anything other than calm and collected. Symptoms: impatience and a tendency to escalate conflicts.

Sadist- Character loses 1-6 Charisma. The character begins to take pleasure from inflicting physical pain on others. The character does not necessarily delight in killing, unless of course death is finally reached after great amounts of pain. The character should not feel the need to publicly display his sadism, although he may do so if he so desires. Symptoms: Inappropriate

or even opposite emotional responses as one would normally produce in many situations. For instance, crying at jokes, or laughing at truly tragic situations, withdrawal, daydreaming.

Obsessive/Compulsive- Character loses 1-4 Charisma. The character will begin to become obsessive about one aspect of combat. He may, for instance, decide that his gun needs to be thoroughly cleaned, treated, and polished every single day, regardless of whether or not it has been fired or not. This

obsession will grow to such strength, however, that the character will become physically ill if he is unable to continually satisfy it (Daily temporary, cumulative loss of 1 point of Constitution). A character who becomes obsessed with practicing martial arts forms, for instance, would quickly become a raving lunatic if he were to suffer a broken leg or any other injury that would otherwise prevent him from satisfying his obsessive needs. Symptoms: Poor hygiene, irritability.



Trophy Hunter- Character loses 1-4 Charisma. The character will begin to view the bodies or possessions of others he defeats in combat, either verbally or physically, as his by right. The character will argue or even come to blows with friends if denied possession of what he views himself to have clearly won. The player and Judge should work together to come up with interesting trophies that the character would develop an affinity for to represent different types of victories. Symptoms: Myopia and selfishness.

Argumentative- Character loses 1-4 Wisdom. The character begins to challenge even unimportant or casual statements made in his presence. Although he will not argue a position if he agrees with it, he will vehemently argue against any statement he disagrees with, even if the debate is completely subjective and hence without an objective right or wrong opinion (e.g. a discussion about favorite colors). Although he may suspend an argument or seemingly concede, the character will not truly let an argument die until all others involved concede to his point of view. In other words, he may end an argument out of necessity only to bring it up a few hours or days in the future when all others have forgotten about it. Typical symptoms: Shouting, spitting while talking, and a lack of awareness or caring about the personal space of others.

Napoleon Complex- Character loses 1-2 Charisma. The character will start to view his role in his social interactions as one of leadership and command. He will attempt to avoid performing any tasks himself. He will insist that others perform the work, and do so in a manner that he has directed and approves of. Symptoms: megalomania.

Instigator- Character loses 1-4 Wisdom. The character will start to find happiness in causing others around him to argue, fight, or even kill one another. The character will not necessarily come to enjoy performing these acts himself, but will certainly become overwhelmed with joy if he can cause others to do so. Symptoms: kleptomania.

Deceiver- Character loses 1-4 Intelligence. The character will start to view honesty as a great weakness. Although he will retain enough intelligence to avoid telling lies that will become easily discovered, he will attempt to refrain from presenting the clean truth whenever possible. Symptoms: nervous ticks.

Soldier- Character loses 1-2 Willpower. The Judge must establish a chain of command (involving the other players and any central NPCs the player is involved with) and submit it to the character that suffers this ennui effect. The character must obey the chain of command, and should do whatever he can to make sure that others do as well. The character will not think of things in terms of rank, and certainly will not refer to this chain of command in terms of ranks, as that would be too obvious to the other players and hence ruin the enjoyment of this ennui effect. Typical symptoms: acting with formality in all things.

Suspicious- Character loses 1-4 Charisma. Character is paranoid and suspicious of everyone and often acts contrary to any request by another character or individual. Typical symptoms: Muttering.

THE PATH OF WAR

Those who have felt the madness of War may eventually experience the touch of War. Those who have felt the touch of War may in turn embark upon the Path of War. For some, the journey down this path comes easily, while for others it can be quite difficult. Regardless, the Path of War is open to any people living beneath the veil, provided that they have been possessed by War at least once.

The consciousness of War surges with the memories and experiences of warfare all throughout history. This incredible mass of knowledge and experiences cannot pass through a mortal mind without having some effect. Even those who War chooses to make forget the experience of possession still harbor residual memories of the countless battles that War has fought somewhere in their subconscious. This knowledge can be tapped and utilized for a price. Those who make this choice are said to walk the Path of War.

The path takes the form of a number of feats that only become available to characters once they have been possessed by War. Further, feats on the Path of War can only be learned by a character while he remains within the confines of War's veil of influence. Previously learned feats along the path will always remain available to a character that learns them regardless of where that character travels. New feats, however, can only be learned while a character lives beneath the veil.

Like all feats, the feats on the Path of War have prerequisites. In

addition, the feats on the path have additional prestige class prerequisites. These prerequisites are listed under the heading "Special Requirements." Characters that satisfy the feat prerequisites but do not satisfy the special requirements may still learn the feat, but will have to pay an additional cost. This cost will be listed under the "Special" section of each feat.

Warsong (general)

When battle rages on around you, the song of war can be clearly heard within your soul.

Prerequisite: base attack bonus of +3 or higher

Special Requirements: Thug or Anarchist prestige class

Benefit: Once per day, you may allow yourself to hear the song of war. You may only do so if you have been in combat for the a previous round. The Warsong takes no time to activate, and will last for a duration of three combat rounds, during which time you will gain a bonus of one to your armor class, and a bonus of one to your base attack bonus on any attacks that you make.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may be taken multiple times, but under no circumstances are its effects ever cumulative. A character who has taken this feat more than once may simply use the Warsong more than once each day.

THE END

THE DOGS OF WAR

Armor of War (general)

You may call upon the spirit of War to protect your body from harm.

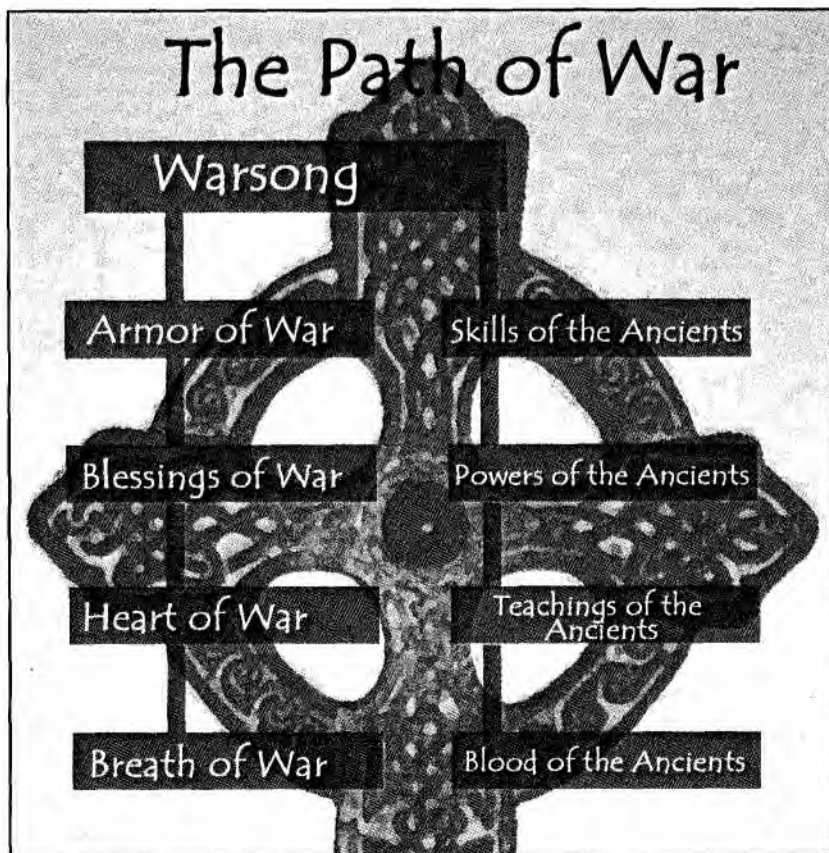
Prerequisite: Warsong

Special Requirements: You must have been reduced to 20% or fewer hit points at least once in the previous month.

Benefit: Once per day, you may surround yourself with a thin field of spiritual armor. This armor takes no time to activate, and will last for a duration of four combat rounds, during which time you will suffer two less points of damage (Damage Reduction 2/-) from each and every attack that hits and damages you.

Thus, if while using this feat you were hit by three separate bullets (the result of a single three-round burst, for instance) during a given combat round, the damage total for each attack would be reduced by two points. Although it is possible for the damage of a weak attack to be completely blocked by this armor, a character cannot be healed by this feat.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may be taken multiple times, but under no circumstances are its effects ever cumulative. A character who has taken this feat



more than once may simply use the Armor of War more than once each day.

Skills of the Ancients (general)

You may channel the memories of the ancient masters of battle.

Prerequisite: Warsong

Special Requirements: Intelligence or Wisdom score of nine or greater.

Benefit: Once per day, you may tap the residual memories of ancient or even contemporary warriors. This feat takes no time to activate, and will last for three combat rounds. When this feat is activated, you must choose one weapon that you are proficient in. For the duration of this

feat, you will gain a +2 attack bonus on all attacks you make with that weapon, or class of weapons. This bonus is in addition to any other bonuses you may be experiencing at the time.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may be taken multiple times, but under no circumstances are its effects ever cumulative. In other words, a character may have only one Skills of the Ancients feat functioning at any given point in time. A character who has taken this feat more than once may simply use the Skills of the Ancients more than once each day.



Blessings of War (general)

You may call upon the Blessings of War to sustain and renew your vigor.

Prerequisite: Armor of War

Special Requirements: Thug, Anarchist, or Physician prestige class.

Benefit: Once per day, you may call upon the regenerative energies of the spirit of War. This feat takes no time to activate, and will last for five combat rounds. You will regenerate five hit points at the end of each round while this feat is in effect. This regeneration can not bring you above your maximum hit points. This feat will immediately cease functioning if you are reduced to zero, or fewer hit points.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may be taken multiple times, but under no circumstances are its effects ever cumulative. A character who has taken this feat more than once may simply use the Blessings of War more than once each day.

Power of the Ancients (general)

You can channel the emotions of the ancient masters of battle.

Prerequisite: Skills of the Ancients

Special Requirements: Intelligence and Wisdom scores of nine or greater.

Benefit: Once per day, you may tap the residual emotions of ancient or even contemporary warriors. This feat takes no time to activate, and will last for two combat rounds. Any melee or thrown missile weapon

attacks you hit with while this feat is active will automatically score maximum damage. You need not roll damage dice. Simply take the best possible rolled result and claim that to be your damage.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one ennui effect when they do so. This feat may be taken multiple times, but under no circumstances are its effects ever cumulative. A character who has taken this feat more than once may simply use the Power of the Ancients more than once each day.

Heart of War (general)

The Heart of War permanently strengthens you.

Prerequisite: Blessings of War

Special Requirements: None

Benefit: The character gains +10 hit points.

Special: This feat may only be taken once.

Teachings of the Ancients (general)

You can channel the wisdom and knowledge of ancient warriors.

Prerequisite: Power of the Ancients

Special Requirements: Intelligence or Wisdom score of fourteen or greater. Thug or Anarchist prestige class.

Benefit: Upon learning this feat your mind is flooded with thoughts, images, emotions, and impressions of great warriors. These memories were buried deep in your subconscious mind when War occupied your body. Your mastery and understanding of the nature of War has

brought them to the forefront. You immediately learn three weapon or armor proficiencies of your choice. (Feats with the term proficiency in them) In addition, you permanently gain a bonus of +1 to your base attack bonus. The addition to your base attack bonus should be applied to each and every attack you are allowed to make. The exception to this comes into play with the Breath of War feat, as additional attacks gained through that feat always have a base attack bonus of +3.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one *ennui* effect when they do so. This feat may only be taken once.

Breath of War (general)

You may call upon the Breath of War to fill your body with supernatural alacrity.

Prerequisite: Heart of War

Special Requirements: Thug prestige class

Benefit: Once per day, you may call upon the invigorating energies of War. This feat takes no time to activate, and will last for six combat rounds. While it is in effect, you gain one additional combat attack each round. The base attack bonus on this additional attack is always +3. This is not a full attack.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one *ennui* effect when they do so. This feat may be taken multiple times, but under no circumstances are its effects ever cumulative. A character who has taken this feat more than once may simply use the

Breath of War more than once each day.

Blood of the Ancients (general)

Your ability to channel the spirits of the ancients is such that their energy courses through your very veins.

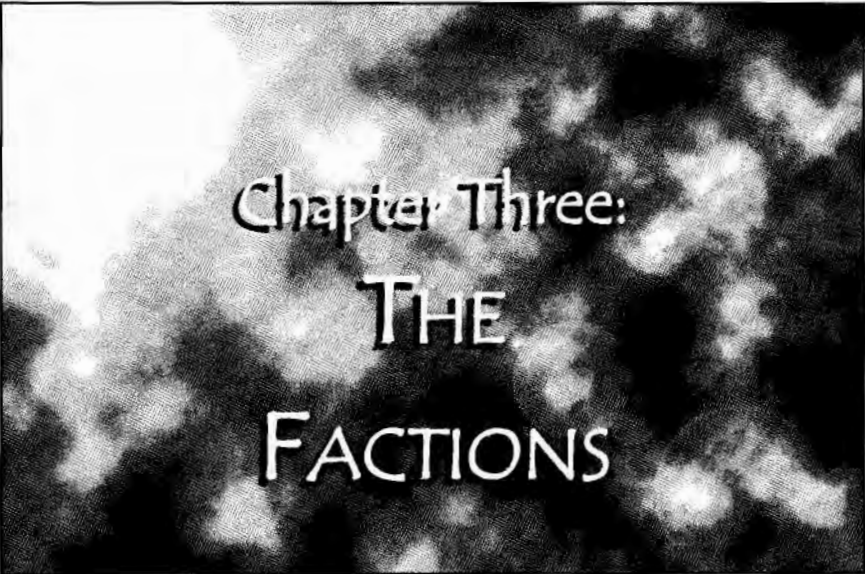
Prerequisite: Teachings of the Ancients

Special Requirements: Intelligence and Wisdom scores of twelve or greater.

Benefit: You have freed the memories buried within your mind, and in doing so you have called with the spirits that were once associated with those memories. Purchasing this feat represents your ability to prepare your body to forever harbor small pieces of these spirits. When this feat is gained, you immediately and permanently gain one point in Strength, one point in Constitution, and two points in Dexterity.

Special: Characters who do not meet the special requirements may still learn this feat, but must immediately gain one *ennui* effect when they do so. This feat may only be taken once.





Chapter Three: THE FACTIONS

The world of Washington D.C. is not a simple one. Even without War's pervasive enraging influence, the people of D.C. are a fractious group at best. The reduction in population caused by the Tribulation has pushed everyone's opinion to the extreme. They all know that, for some reason or another, they were not taken. As a result, they blame themselves and each other. Without other influences, this tension would not be enough to spur violent conflict, but the madness of War has taken its toll on the residents of D.C. Conflicts of all varieties are now common place, and even those who have resisted succumbing to the maddening violence have been left with no choice other than to arm themselves in order to defend against those who have given in to War's gentle coaxing.

Moreover, the Blues and the Greens are constantly moving inward and reducing the available quality land. Due to dwindling supplies, food and other necessities have

grown into valuable commodities. Given this climate, and the fact that it is very difficult to escape the region, it was only a matter of time before people started uniting together for safety, sanity, and for the strength to gather and hold as many resources as possible. In short, the people of D.C. have formed into various factions in an effort to ensure their own survival.

FORMAT

Each Faction begins with a short summary of its size and resources. The information provided on these factions is merely a snapshot of their support, resources, and status. The Judge may increase or reduce their relative resources and power at his or her whim.

THE WILD HUNT

The Smithsonian National Zoological Park spans 163 acres, and with the prevalence of the Greens, it is constantly growing. Virtually every variety of dangerous animal you could think of is contained within, and all the cages have long since been opened. They are constantly searching for ways to relieve their hunger. Incidentally, humanity makes an excellent food source.

Most of the Zoo's caretakers were either killed or taken from the earth during Revelation. As a result the zoo went largely untended, and many caged animals died of thirst and starvation. The pits and fences which seemed to do an adequate job of containing well-fed animals before the second coming proved inadequate, and many predators escaped into the zoo grounds. For awhile, the predators did only what came natural to them and hunted and killed their respective prey animals. After only a few short weeks, however, their behavior markedly changed.

The Beast, drawn by its own designs and instincts, makes frequent visits to the region and is building a strong sphere of influence right under War's nose. The predators in D.C. know man and eagerly accepted the Beast's call and its guidance. Acting now with a new

found sense of intelligence and organization the predators took actions to free those animals incapable of freeing themselves. Seeing the great potential of the Zoo, the Beast has successfully gathered its minions. Now, the Wild Hunt turns its eyes towards its former captors.

But animals, particularly predators, need to eat a great deal. Gathering enough food was going to be a tremendous task if the animals were going to live without feeding on one another. The Beast recognized this, and asked its new followers to adapt and make sacrifices. This was only a short-term solution, however, and the Beast clearly recognized the need to organize the Wild Hunt.

Initially, the hunt simply consisted of wolf packs sent a few blocks into the city. The wolves met with little success, however, for even if they were to kill a few humans, they found it quite difficult to drag the meat back into the zoo for others to feast upon. The Beast quickly started to expand the Hunt. The wolves still formed the core of the Hunt, but tigers were sent to patrol the alleys for those who might hide, cheetahs to chase down those who might run, and apes and other intensely strong animals were sent to collect and return with the dead.

Despite the effectiveness of the hunts, the Beast was still having difficulties gathering enough food to

The Wild Hunt at a Glance

Members: 6 (plus numerous animal allies)
Leaders: Corey Jackson
Power: None
Resources: Food and medicinal herbs



THE END

THE DOGS OF WAR

feed its army. It put its call out throughout the city and gathered hordes of rats to its cause. The rats began to serve as its eyes and ears throughout the city, and it used this information to start directing the hunts deeper and deeper into the city. Using the streets during the night, and the subways during the day, the hunt began feeding on humans wherever and whenever they would gather in large concentrations. The humans, as is their nature, fought back and the Wild Hunt suffered a number of reversals. The Beast began to ponder a new direction for his army. At the same time he became aware that some of humanity in D.C. was actually seeking to join the Wild Hunt. The Beast was quite surprised one day to feel someone call to it. Confused at first, it ignored the calling. Eventually, however, curiosity got the best of it and it responded to the call.

The Master of the Hunt

Corey Jackson had dabbled with Voodoo from time to time before the second coming of God. Although he had actually had some small measure of success with his rituals, he never truly believed in the metaphysical enough to recognize his successes for what they were. Revelations did wonders to bolster the faith of everyone, however, and Corey started practicing quite diligently after being left on earth as one of the meek. He didn't know what spirits he would reach when he started putting out the call, and he didn't much care.

The Beast finally relented to Corey's call and came to him. Its first thought was to dispatch a cheetah to quickly come and kill the man

who had called to it, but the Beast fought this instinct long enough to consider the possibilities. It decided that human worshippers could prove quite useful to it in the long run. It instructed Corey to relocate himself to the zoo, and warned him that if he should ever fail he would be killed and eaten.

Corey was overjoyed to receive an offer from the spirit he called. The threat of being killed and eaten, of course didn't sound all that fun, but he was sure that he would succeed. He immediately gathered his few belongings and moved to the zoo to begin his studies.

Corey quickly adapted to living with the animals. Although he had never been successful in society before, Corey was an intelligent man and willing to work hard for a cause that truly interested him. He learned how to read the moods and intentions of the animals around him, and he even learned to diagnose and treat animal illnesses to some small degree.

Over time, Corey began to passionately believe in the animals' cause. Some of the needs of the animals could only be met through trade and interactions with other humans in the city, and Corey performed in that capacity with flying colors. In his mind, Corey is no longer truly human. He now considers himself one with the animals, and consequently reduces his ennui rating by spending time around and in service of the animal kingdom. Along those lines, Corey no longer gains ennui for killing humans, or loses ennui for saving human lives. Instead, he gains ennui for killing animals, and loses ennui for saving animals. Corey recruited five other humans to serve alongside him. One



COREY JACKSON

Sin: Agnostic**Ennui:** 17 (Two Ennui Effects)**Apparent Age:** 29**Citizenship:** Washington D.C. (Wild Hunt)**Type/Class/Level:** Meek 4/Shaman 8**Challenge Rating:** 13**Size:** M**Hit Dice/Points:** 39 Hit Points**Initiative:** +6 (+2 Dex, +4 Improved Initiative)**Speed:** 30 ft.**Armor Class:** 14 (+2 Dex, +2 Hide Armor)**Base Attack:** +6/+1**Saves:** Fort +4, Ref +4, Will +9**Abilities:** S: 12(+1), I: 15(+2),

W: 17(+3), D: 15(+2), C: 12(+1),

CH: 13(+1)

Skills: Animal Empathy +3, Climb +2, Concentration +2, Decipher Script +3, Diplomacy +3, Driving (Automobile) +2, Gather Information +4, Handle Animal +3, Hide +7, Innuendo +1, Intuit Direction +3, Jump +3, Knowledge (Voodoo) +4, Knowledge (religion) +2, Medical-Treat Illness +6, Medical-Treat Wounds +5, Move Silently +4, Ride +2, Sense Motive +1, Spot +2, Swim +1, Wilderness +5

Feats: Alertness, Dodge, Endurance, Improved Initiative, Stabilize, Quick Draw, Shamanistic Focus, Dark Compulsion, Green Growth, Call of the Wild, Possession of the Beast, Kindred Souls, Scent of Insanity, Scent of the Beast, Gift of the Pack

Special Abilities: Soul, Survivor, Shamanistic Magic, Favor of the Savage Gods, Blessing of the Savage Gods

Possessions: Hide Armor (Good), Club, Staff

of these servants was a Shaman, much like himself, while the other four were Anarchists with a penchant for eco-terrorism were followed.

The Power of Shamanism

Corey and his captains have tapped into the power of Shamanism in some unique manners:

Focus: The Smithsonian National Zoological Park is Corey's Shaman Focus. He gains bonuses while within the park and the blocks immediately surrounding it.

Dark Compulsion: Corey has known this ritual the longest, but has been careful about experimenting with it. With all the various animal agents at his disposal, it is quite easy for Corey to gain access to pieces of hair or clothing from prospective targets. The ennui cost is high, however, and Corey has been mindful not to use this ritual too frivolously. His first and most successful use of this ritual involved a very favorable trade he made with Father Joe, the leader of the Crackheads. Nearly all the seeds and supplies needed to plant the crops that now flourish within the park came out of this trade. Corey obviously paid little to nothing for them. His second, more dangerous use of this power involved coercing a Dogs of War squad leader to lead his troops into an ambush. Doing this required that Corey make contact with the Dogs of War squad in order to plant the suggestion. Meeting up with a Dogs of War patrol squad is a dangerous course of action, even when the leader is enthralled. Although the ambush was successful, Corey has vowed not to risk himself in such a fashion again in the near future.

Green Growth: The most important ritual Corey learned has allowed him to do many great things for his animal companions. He has performed the ritual on only ten acres of the park thus far, but the Beast moved the entirety of its animal armies into this region before Corey started performing the rituals. It took him many days, and nearly drove him mad, but the end result was breathtaking. The zoo is 163 acres in all, and he has only managed to apply growth to 10 of those acres thus far.

The central core of the Smithsonian Zoo is now completely overgrown. The old man-made structures now serve only to provide foundation and structure to the vines and trees that have become dominant. Nearly all the animals in the Beasts' army are now considered dire. Further, one acre of the enchanted land had been planted with various crops before the ritual was applied, and it is now literally bursting with crops to help feed the animal army.

Call of the Wild: The Beast taught Corey this ritual after he proved to be worthy. He has been instructed to use it if he is ever in danger outside the safety of the zoo's borders. He has already enchanted one fang, and keeps it on his person at all times in case of emergency.

Possession of the Beast: The Beast has recently taught Corey this powerful ritual. He has used it once to possessed a hawk, and the experience moved him. He desperately wants to possess as many different animals as he can, but the ennui cost is simply too high to justify it at the moment.

New Rituals

Call of the Wild (Shaman ritual)

Prerequisites: Shaman Focus, Shaman 3+, a wolf fang

Ennui Gain: 1d6 (paid when the fang is enchanted, not when the fang is used)

Benefit: The Shaman must perform a twelve-hour ritual in order to enchant a single wolf fang. A fang, once enchanted, can be used to issue a summons to all animals within a one-mile radius. The strength of the summons is only moderate, so animals that clearly have better things going on (mating or feeding, for instance) can resist it. In order to use the enchanted fang, the Shaman must thrust it into his own hand. (Inflicting 1d6 points of damage to himself) An enchanted fang, once used, turns to dust. A fang will retain its enchantment indefinitely if not used.

Special: Animals who hear the summons will not know who is summoning them, or why. Most will respond to the summons, converging on the location the summons was issued with all due haste. Most animals find being summoned a less than pleasurable activity. If the Shaman who issued the summons is still at the point where he initiated the summons, and has no means of identifying himself as friendly to the summoned animals, he may very likely be killed. Please note that the Shaman who expends the enchanted fang need not remain in the area once the summons is issued. Please also note that an individual who has at least one level in the Shaman prestige class, not just the individual who originally enchanted the fang, can use the enchanted fang.

Possession of the Beast (Shaman ritual)

Prerequisites: Shaman Focus, an animal, Shaman 5+

Ennui Gain: 1d8

Benefit: The Shaman must complete a four-hour ritual. The ritual, in its entirety, must be performed with 20' of the target animal. At the completion of the ritual the Shaman's spirit will leave its own body and possess the target animal. The target animal, unless willing, is allowed a saving roll (DC 12 + level of the attempting Shaman) to resist the possession attempt. Once inside the animal body, the Shaman may remain there for a period of hours equal to his Wisdom. He will have full control of the animal's body, and will effectively assume all of its characteristics, including AC, hit points, attacks, etc... If the animal host body is slain while the Shaman's spirit inhabits it, the Shaman will be forcibly cast back into his own body, and he will suffer a gain of 1d4 permanent ennui points. The Shaman's true body will seemingly fall into a coma while its spirit is away. If the Shaman's true body is destroyed while the spirit is away, the spirit continues to live on for as long as it can remain within the animal body. Once its time in the animal body is up, however, the Shaman's spirit will die.

Special: Shamans will find relating and communicating as a human very difficult for a period of hours equal to the length of possession after a possession ends. Verbal communication with others will be impossible during this time, and movement at anything other than a slow rate will also be difficult.

Dreams of the Savage God

Although the Beast does not despise humanity to such a degree as to actively seek to wipe them out, it is very much in favor of promoting nature and the growing power of the animal kingdom. It will work and even actively protect humans that devote themselves to achieving its goals, but cares nothing for the majority of the human race. Ultimately, it considers civilized humanity to be nothing more than an excellent food source.

The Beast has started experimenting with some of the rather uncivilized members of the human race, and thus far has been pleased with the outcome. Humans, when education, morality, and sanity are all stripped away, are very much their own specific breed of animal. The Beast has sought out those people within D.C. who have abandoned their humanity and started living as animals. The Beast has reached out to those people and worked to cultivate the animal nature within them. The results of this experiment are the Crazies.

War against the Beast

The Beast is highly aware of the presence of War in the Washington D.C. area. It understands that this presence holds a great deal of influence over the human inhabitants of the region, and it has witnessed, through the eyes of its animals, War take direct action through the possession of a human. The Beast is uncertain how it wants to deal with the Horseman, or if it wants to even deal with him at all. For now the Beast is content to bide its time, and strengthen its own army.

THE END

THE DOGS OF WAR

War is completely aware of what the Beast is, and what it is doing. He views its animal forces as merely a nuisance, albeit a dangerous one. The Dogs of War have enough conventional explosives in their possession to virtually level the Smithsonian National Zoological Park, but he believes that doing so would ultimately be a detriment to his eventual goals. War does not completely understand the extent to which the Beast can recruit animals into its army, nor does he fully appreciate the level of control it has over animals that join. Further, War has no knowledge of how the Beast is influencing and transforming the Crazies.

Spiritually, the Beast and War have little to no interaction. Although they both share some level of dominion over the Washington D.C. area, they are both unable to see each other when in their spiritual forms. If they were to meet and discuss matters, they would both need to communicate through human servants. War is aware the Beast has at least one human servant, and has considered possessing one of his Dogs in an attempt to meet and discuss matters with the Beast through its servant, but it is a relatively low priority for him at the moment.



CRACKHEADS

"When reality becomes such a nightmarish parody of what it was always made out to be, why spend any time there. There is no more Heaven, and no more Hell, there is no more societal pressure to succeed, no stigma for failing. The people left in the world are the people who clearly didn't know shit, and none of them have a right to give a shit anymore about how anyone else wastes the rest of their miserable lives.

So relax. Take a load off. Snort this. Drop that. Smoke this. Shoot that. The current residents of earth have been left behind to quietly die. We might as well enjoy the ride. Life is a bitch, but it doesn't always seem so bad when you're hallucinating. Acid's a cheap high, and there's plenty to go around.

You see crack addicts are attracted to shiny things. We're essentially pack rats, sifting through the crap and debris of society often without even a clue as to the nature of what we're looking for; just so long as it's shiny. After we sober up, we figure out what we have found, take what we can use, and pool the rest of the stuff together. We hold a Bazaar every night. You bring us what we want, and occasionally we may have something for you that you really need. Everyone walks away happy.

We're even organized these days. We got mechanics and engineers to figure out what we have all brought in throughout the day, craftsmen to restore what's broken, hell we even got a doctor to clean the needles and bail out the ODs. Father Joe is the one who put it all together. He really ain't much of a priest anymore, mind you. He still preaches and all, but he is one of us. He just wants everyone to be as happy and comfortable as they can.

We live in the subways for the most part. It's safer there, what with the Bikers and the Dogs after us all the time. Damn animals can be annoying, though. That's not to say we don't roam about the upper city at all. We just don't stray too far from a subway entrance is all. The Dogs don't seem to care too much about the undercity. They restrict their patrols to the above ground areas. The Bikers, on the other hand, they seem to chase us down with a vengeance any time they catch sight of some of us. I don't know what their beef is, but at least they got problems in the subways. It's hard to navigate a cycle down there. That, and the Protector, our guardian angel if you will, lives in the subways.

I don't know too much about the Protector. Father Joe claims that it's an actual angel cast out of Heaven, but most believe it's just some bad mofo who likes to keep to himself. It doesn't matter. All I know is that

Crackheads at a Twitch

Members: 58

Leaders: Father Joe

Power: Electricity

Resources: Extensive Personnel, Medical and Food

about four months ago the Bikers raided the subways looking to put an end to us or something. We ran and hid the best we could, but we didn't have a chance. After a little while though, they stopped chasing. As quickly as it had started, the attack was over. A few hours later when we mustered the courage to start searching for our missing we started finding the bodies. Dozens of Bikers hacked, badly burned, and some even torn to pieces. We figured it had to have been an animal or something, but the doc autopsied some of the bodies and made it clear that it was no animal. We don't ask too many questions about the Protector. We leave stuff out for him. Food, and whatever else we think he might need.

Life is good, and it will stay that way as long as the Bazaar keeps going. We hold it every night in Grand Central Station at midnight. The Smithsonians, and recently The New Society have been lending a hand keeping the Bazaar safe. We usually have enough muscle on hand that any group other than the Dogs would get their asses handed to 'em if they were to attack, and the Dogs don't seem to care. Hell, they buy weapons and ammo from us all the time. The Smiths love us because we occasionally come across an artifact or two that they want for whatever reason. And the New Society folks, I call em Newbies, they need us for all the food we have stockpiled. The Newbies got a chemist with them who makes really clean acid, so even if they weren't providing security we would still love em.

All in all, there's nearly sixty of us Crackheads living together. Some don't even take any drugs, but we all like the name anyhow. Anyone who

is willing to pull their weight with digging up crap to trade is welcome to hang with us, provided that Father Joe approves, of course.

Well, it's been good chatting, but the acid I took a few hours ago is starting to peak, and I am gonna go enjoy my buzz, and see what I can dig up in the basement of this apartment complex. Be careful out there."

Father Joe

Father Joe's real name is Joseph Merker. He was a well-respected Catholic priest before Revelations. His Washington D.C. congregation was composed primarily of affluent conservatives, and they seemed to truly appreciate his hard lined, strict interpretation of Catholic dogma. While his adherence to dogma did make him a truly effective agent of the church, over time Joseph began to lose his ability to relate and fully communicate with others who did not share the church's fundamental viewpoints. His ability to touch the lives of those who came to him in need gradually slipped away, and the void thus created was filled further with the rules and regulations of the church. Eventually his own personal relationship with God ceased to be the priority that bound him to the cloth and ultimately he came to lose that too.

Father Joe was shattered when he came to the realization that the Second Coming had passed and he remained on earth. After all, he had served the church for the greater part of his life. It was not fair that he be denied the one reward he had always been told would be his. In anguish and anger, he cloistered himself away from the other condemned

FATHER JOE

Sin: Humanist**Ennui:** 6**Apparent Age:** 50**Citizenship:** Washington D.C.

(Crackheads)

Type/Class/Level: Meek 5/Preacher 3**Challenge Rating:** 13**Size:** M**Hit Dice/Points:** 38 Hit Points**Initiative:** +0**Speed:** 30 ft.**Armor Class:** 12 (+2 Armor)**Base Attack:** +6/+1**Saves:** Fort +4, Ref +4, Will +9**Abilities:** S: 13(+2), I: 14(+2),

W: 17(+3), D: 10(+0), C: 15(+2),

CH: 17(+3)

Skills: Bluff +3, Carpentry +1, Climb +2, Diplomacy +6, Driving (Automobile) +2, Gather Information +3, Hide +4, Innuendo +2, Intuit Direction +2, Intimidate +3, Knowledge (Religion) +7, Medical-Treat Illness +5, Medical-Treat Wounds +5, Medical Investigation +3, Perform +3, Read Lips +2, Science-Electric +2, Sleight of Hand +2, Spot +2, Wilderness +4

Feats: Power Attack, Cleave, Stabilize, Combat Medic 1, Cure Illness, Word Magic (Comprehension), Word Magic (Control), Word Magic (Manipulation), Word Magic (Light)

Special Abilities: Survivor, Soul, Faith Based Healing, Inspire 1/day

Possessions: Kevlar Jacket (Good), Walking Stick (Staff) (Excellent)

people in his region and began to sink into the depths of ennui.

During the height of his madness, the angel, Simon, visited

Father Joe. The angel, perhaps feeling some kinship with the abandoned priest, or perhaps still continuing in his role of service to God despite his abandonment, gave Joe Merker new insight into the failings of his past. Father Joe came to the fairly accurate conclusion that he was refused entrance into Heaven as punishment for losing sight of his role as an agent of God. Father Joe had been focused entirely upon the largely man-made teachings and trappings of the church without tempering them with faith and love of his fellow man. He had allowed the rituals and dogma to take the place of the two things that had called him to the cloth in the first place: a love of God, and a desire to serve his fellow man. With God now lost to him, Father Joe concluded that his only path to redemption would lie in rebuilding the Church by serving his fellow man.

Reinvigorated by his new perspective, Father Joe set out to find a congregation of people who could benefit from his guidance and efforts. It was not long before he found a small group of drug addicts essentially dying from their addiction and the self-neglect that often accompanies it. Father Joe started to care for the immediate and physical needs of these people and by doing so eventually gained their trust. Word spread amongst the drug community of the benevolent caregiver and more and more addicts began to start benefiting from Joe's ministrations.

Within a few short weeks, Father Joe's congregation had grown to such a size that it became impossible for him to provide for them all. The drug addicts frequently arrived with trinkets, knick-knacks, and

other basic items they had obviously accumulated while about their daily business, but while valuable in many cases, none of those items provided nourishment for the hungry, or comfort to the sick. Both hunger and sickness were becoming serious problems for Joe's congregation, and he needed a solution.

He set out with a few of what he thought were the nicer items that had been given to him by his congregation as gifts with the hopes of bartering them for food and medical supplies with the other residents of city. Luck shined on him, and he found the Smithsonians, and they took a healthy interest in nearly all of the items he had brought with him. The quantity of food and medicine he received was considerable, and the Smithsonians promised Joe much, much more if he could obtain more valuable items for them. It was at that moment that Father Joe decided to begin holding a regular market.

The Bazaar

The Bazaar is now held each night from midnight to three A.M. in Grand Central station. Its beginnings were quite modest of course, with essentially only a few agents from the Smithsonians attending to trade for artifacts they deemed valuable. Father Joe had a vision, however, and he allowed this vision to guide him and those who followed him. He started actively encouraging his flock to spy on the other factions within the city in order to determine what they might need. Once these needs became known, he started directing his followers to accumulate the specific needed items. Only after accumulating a sizable stockpile of goods desired by a par-

TYPICAL CRACKHEAD

Sin: Sinner

Ennui: 15-22 (One Ennui Effect)

Apparent Age: Varies

Citizenship: Washington D.C.

(Crackheads)

Type/Class/Level: Meek 4/Digger 1

Challenge Rating: 5

Size: M

Hit Dice/Points: 38 Hit Points

Initiative: +0

Speed: 30 ft.

Armor Class: 11 (+1 Dex)

Base Attack: +3

Saves: Fort +1, Ref +3, Will +4

Abilities: S: 12(+1), I: 12(+1),
W: 9(-1), D: 13(+2), C: 8(-1),
CH: 10(+0)

Skills: Bluff +3, Climb +4,
Diplomacy +5, Driving
(Automobile) +1, Gather
Information +4, Hide +6, Jump
+1, Knowledge (D.C. Area) +6,
Open Lock +2, Scavenge +3,
Search +1, Spot +2,
Wilderness +4

Feats: Dodge, Improved Initiative,
Track, Run, Alertness, Mobility

Special Abilities: Soul, Survivor, Dig
Down, Pack Rat

Possessions: Varies, usually a weapon
plus various scavenged items, all
in worn condition.

ticular faction would he invite that faction to the Bazaar for the first time. Over time, Father Joe has come to gain a great sense of mastery over the economics of the city, and he now regularly limits the supply of many goods in order to keep demand high.

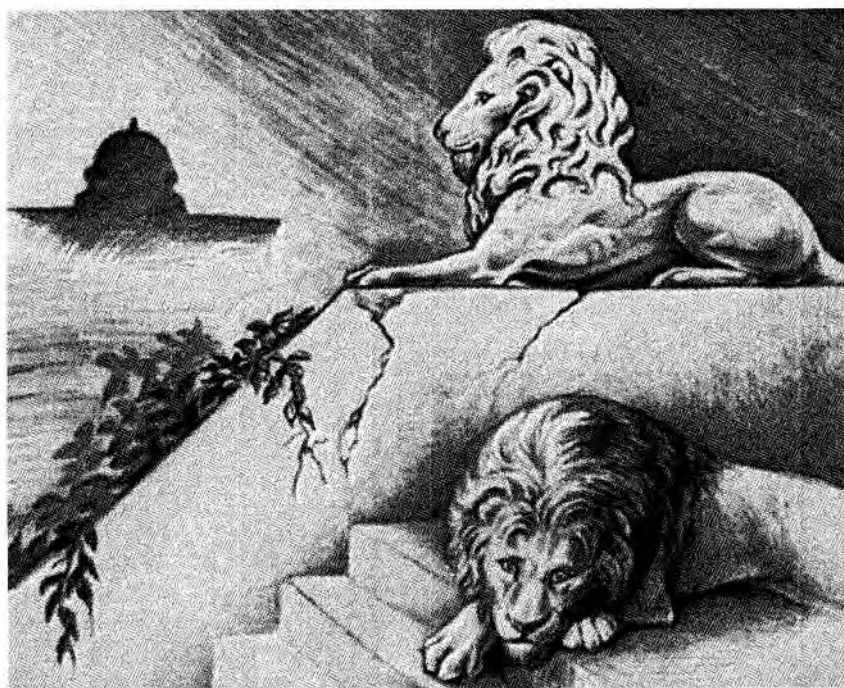
Initially, the Crackheads predominantly received perishable food items and medical supplies in trade for their wares. Although in the short-term this made sense, Father Joe quickly moved to acquire hydro-

ponics, seeds, and other supplies so that his organization could begin to grow its own perishable goods. This was a difficult strategy at first, but has come to become quite profitable in the end. Recently, the Crackheads have added a number of skilled artisans and craftsman to their ranks, and they now sell their time and labor in the form of item restorations, and custom wood and metalworking.

The Bazaar is the key to the economy of Washington D.C., and it runs strictly in a barter and trade and format. Anyone who has merchandise or mastery of some particular trade or another has the necessary resources to barter at the Bazaar. Anyone able to repair guns, fix cars, or harvest power from the broken-down power grid of D.C. is considered to possess highly valuable skills. A person who is willing to

spend a week performing such services for the Crackheads can often name their price in terms of items they might want in compensation. The Crackheads, in turn, act as middlemen, finding the people who are in need of such services and negotiating their own deals for the services. Everyone gets what they want, and the Crackheads net a healthy profit on the side.

The only real challenge to the Crackheads economic control of the Bazaar has been mounted by the Bikers. For reasons unknown to the Crackheads, and largely the rest of the city for that matter, the Bikers despise the Crackheads and do everything within their power to oppose and outright kill them. This has necessitated the addition of security to the Bazaar, which although affordable, has been a burdensome expense for Father Joe nonetheless.



Dogs of War

Many of the military personnel stationed in the nation's Capitol took refuge in their bunkers during The Days of Reckoning. Although their army training had prepared the soldiers to face the horrors of military conflict, it could not have prepared them for the Apocalypse. Secure within their bunkers, they sat and waited through the Days of Reckoning, oblivious to the destruction outside.

They assumed they were safe within their bunkers, but what they couldn't protect themselves from, was the insanity of ennui. The destruction brought about during Revelations was enough to necessitate enforcement of strict military discipline. This discipline by itself formed enough of a sense of societal order to protect individuals from ennui. But tensions over Revelations, the loss of loved ones, and even claustrophobia eventually worked away at the hearts and minds of the soldiers. Those who allowed themselves to falter in their military regimentation found themselves unable to deal with the horror of what had happened. With few others around them willing to talk in human terms, rather than military terms, the insanity quickly overcame them. Many of them turned their guns upon themselves. Others allowed the madness to overwhelm them and

turn them into killing machines. The bunkers became zones of intense internal conflict. The blood of countless soldiers was spilled before the insane were finally put to rest.

Military leadership and procedure was reinforced in the war against the lunacy overtaking the barracks. This regimentation seemed to prevent others from falling to the insanity, so it was adopted as a means of survival. The remaining soldiers devoted themselves to the rigid procedures and command hierarchy of the military. Every new day came to be viewed as another opportunity to refine the great military machine. Soldiers repeated their drills until they were perfect. It was only a matter of time before the drills took over.

Out of this rigid framework of routine were born War's top soldiers—true Dogs of War—Loyal, obedient, and very, very warlike. Soon after the Tribulation, War began to lay the foundation for the construction of his perfect soldiers. Normally, ennui most often strikes those who have been denied the comfort of human companionship for too long, but War guides even the ennui within Washington D.C. In the end, it was not difficult for him to push those soldiers over the edge. Over time, any sense of individuality was completely dissolved amongst all non-command personnel. They began to view themselves as gears in an immense war machine. The soldiers

Dogs of War at a Glance

Members: 250+

Leaders: Various Officers

Power: Electricity, Gas

Resources: Extensive Military, Medical, and Food

quickly lost their ability to question those that held authority over them. War had created his human Dogs of War.

These soldiers are little more than automatons now. Their lives are measured in terms of successful missions, and unquestioning loyalty to their commanders. All and all, it's a pretty simple existence, for issues of right and wrong no longer bother them. They are like dogs, attempting to do exactly what their masters tell them to do. If they succeed in doing exactly as instructed, they are right. If they fall short of their orders, they are wrong. They have become the Dogs of War.

The Chain of Command

Ultimately, War establishes the chain of command for the Dogs of War. Unlike the other factions within the city, War takes a very hands-on approach with the Dogs. He uses his abilities to possess members of this faction constantly. Each and every command ranked individual within the Dogs has been possessed by War on dozens of separate occasions. Common soldiers that War takes a liking to are possessed on the battlefield and allowed to display heroism in combat. Soldiers who begin to grow the seeds of individual thought are likewise possessed, but made to put themselves into suicidal combat situations that their mortal selves are unable to handle once War departs. One by one, War methodically tests each soldier in his army, promoting those who fit the bill, and destroying those who don't.

Due to the constant possessions and manipulations of War, many among the Dogs have started learning the feats along the Path of War.

Virtually all squad leaders and command rank officers have mastered at least the Warsong, and often much more. War has taken to the habit of basing his evaluations and promotions of soldiers on their progression along the Path of War.

Supplies

The Dogs of War are fully outfitted with military specification firearms, armor, and vehicles. The average soldier, when encountered with his squad will be equipped with an M-16 assault rifle, a flack vest, and a personal sidearm. At least one soldier within each squad will possess grenades. In addition, any squad performing a sweep through the city will have at least one military vehicle present. In most cases this will only be a jeep, but the Dogs of War do have a number of ATV's and even a tank at their disposal. Soldiers that are encountered without their squad, however rarely, will generally only have a personal firearm in their possession.

Aggression

Provided you are not found outside between the hours of three and six A.M., the Dogs of War are not likely to attack, or even pay undue attention to individuals they find within the city. The Dogs, in nearly all cases, will only attack individuals or groups after receiving an order to do so. Nearly all Dog squads maintain radio contact with other squads, and the command center. If a Dog squad is attacked, and the communications officer is able to radio in with details about the attack, and most notably the attackers, the Dogs can become quite aggressive indeed. To

make matters worse, War knows all that happens within his domain, and he considers the Dogs his own personal army. In short, any individual that is believed to have attacked a soldier in War's army will be hunted down and summarily executed without being offered an opportunity for explanation.

This does not mean that it is impossible for characters to hunt the Dogs for the high quality military equipment they possess. This simply means that players who do choose to hunt the Dogs of War had better be organized, skillful, and a bit lucky lest they quickly become hunted by the organization.

Recruitment

Soldiers, like ammunition, are a fossil fuel that is consumed during any military engagement. New soldiers must constantly be brought into the fold in order to replace the fallen. Like the military of the former United States of America, War's army is always recruiting.

Command officers are always on the lookout for new prospective soldiers. In most cases, the poor, starving, and otherwise suffering people are targeted first for recruitment. After all, the physical quality of life within the Dogs of War is actually quite high, and the relative lack of mentality and freewill amongst the Dogs is not readily apparent to outside observers. The Dogs of War offer food, shelter, training, equipment, social interaction, and a unified purpose in a world of chaos and terror. Many new recruits join their ranks each week.

Basic Training

Individuals that join the Dogs of War quickly start to undergo psychological changes. These changes are initiated by War himself, and are complete within 48 hours. Player characters that start to experience these changes should become aware of that their minds are altering (Int Check, DC 12, once per day; Failure increases the DC of the next check by 1), and should be given an opportunity to flee the organization before the changes become complete (Will Save to break free allowed once per day, DC 15; Failure increases the DC of the next check by 1). Of course, desertion is not viewed favorably.

Once the changes are complete the ennui statistic ceases to truly represent the person's detachment from life. Rather, the ennui statistic becomes an expression of loyalty and mindless devotion to the military machine. As ennui climbs, so does the person's devotion to War's army. In generic game terms, any soldier within the Dogs of War must make a Will save in order to resist a direct order from a superior officer. The difficulty on this Will save is equal to a soldier's ennui rating +5.



Individuals with the Ennui Resistance ability may apply this ability as a modifier to their Will saves.

Soldiers within the Dogs of War do not reduce their ennui ratings for spending time with their compatriots. Conversely, they do not add to their ennui ratings when spending time alone, provided they are alone as a result of a mission or a direct order. Ennui is still gained by killing others, encountering supernatural creatures, and spell casting. Ennui is still reduced by saving lives, although this kind of activity is quite rare among the Dogs as it generally counters direct orders.

Deprogramming

Although it is difficult, it is possible to restore a soldier's mentality and freewill. Listening to dialogue that is harmful to the Dogs of War is disobeying a direct order, so any soldier that is to be deprogrammed must be restrained as he will eventually fail a saving roll and attempt to flee the scene or kill those who are attempting to deprogram him.

The Physician ability, Restorative Touch, will work on soldiers of the Dogs of War, but will only restore 1d6 instead of 1d8 ennui points per application. A soldier will only be considered free of the influence of the Dogs of War in this fashion after his ennui is reduced to zero.



Missions

Recently War has imposed a number of difficult operations upon his army. He wishes to test them, both militarily, and "morally."

Mission Briefing: Operation Exterminator

Hostile factions of organized, highly dangerous animals are making frequent incursions into the central city. Intelligence reports indicate that animal forces, based in Rock Creek Park, make their way into the city utilizing both the streets and the subway system that lies beneath the city. Operation Exterminator will consist of two squads.

'Squad A' will patrol the subway regions immediately surrounding Rock Creek Park in a three block radius. All hostiles are to be pursued and terminated with extreme prejudice. Pursuit can continue, if necessary, for up to one mile within the subways. Pursuit will immediately be discontinued if the hostile forces move topside, or if the squad suffers casualties of 50% or more members.

'Squad B' will take up sniping positions in and above the streets immediately surrounding Rock Creek Park. Any and all shots of opportunity shall be taken. Any humans witnessed entering or leaving the park area should be considered co-opted by the enemy, and are therefore subject to execution. Under no circumstances will 'Squad B' enter the park itself.

Operation Exterminator is a small-scale campaign designed to at least curb the growing power of the growing animal faction within the

city. The animals are fierce, organized, and backed to a certain degree by the power of the Beast. The operation is not intended to be successful, as War consciously chooses not to commit the necessary troops to make the operation a success. It is rather, a training ground and a proving ground for young soldiers. Perhaps most importantly, Operation Exterminator allows War to consistently test the strength and tactics of the Beast.

Mission Briefing: Operation First Strike

Intelligence calculates that 24% of all individuals on the streets between the hours of three and six A.M. will eventually become harmful to us, either individually, or as a member of a dissident organization that opposes the rule of military law. Intelligence further calculates that the average individual dissident damages our interests 3.2 times before finally dying as a consequence of his actions. Each potential dissident that is brought to justice before maturing into a true dissident is effectively worth 3.2 kills. Given this fact, effectively 76.8% of all individuals on the streets between the hours of three and six A.M. qualify as threats. We accept civilian casualty rates of 25% and lower. Hence, any and all individuals seen walking the streets between the hours of three and six A.M. are subject to execution.

Operation First Strike will utilize four squads: A, B, C, and D. Squads A through C will perform rapid, sweeping patrols through the city, while constantly maintaining radio contact with squad D. Any patrolling squad that encounters tar-

DOG OF WAR SOLDIER

Sin: Varies

Ennui: 10+ (One Ennui Effect)

Apparent Age: Varies

Citizenship: Washington D.C. (Dogs of War)

Type/Class/Level: Meek 5

Challenge Rating: 5

Size: M

Hit Dice/Points: 27 Hit Points

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

Armor Class: 16 (+3 Body Armor, +3 Dex)

Base Attack: +3

Saves: Fort +1, Ref +1, Will +4

Abilities: S: 15(+2), I: 11(+0),
W: 11(+0), D: 16(+3), C: 15(+2),
CH: 10(+0)

Skills: Bluff +2, Climb +4, Driving (Automobile) +2, Driving (Military Vehicle) +3, Gather Information +1, Hide +4, Intuit Direction +2, Jump +1, Profession (Military) +3, Move Silently +2, Search +2, Use Rope +3, Wilderness +3

Feats: Automatic Weapons Proficiency, Firearms Proficiency- Military, Improved Initiative, Martial Weapons Proficiency, Warsong, Skills of the Ancients

Special Abilities: Survivor, Soul

Possessions: Varies, M-16 Rifle (Excellent), 90 rounds (Excellent), Soft Body Armor (Excellent), Knife (Excellent), Grenade (fragmentation) (Excellent)

gets is to dispatch those targets immediately, or pursue if necessary, providing that pursuit does not bring the squad more than two blocks out of its patrol path. Any patrolling squad that must break off pursuit is

to notify squad D of the approximate numbers and heading of the evading targets. Squad D is assigned the task of hunting down and dispatching any targets that are abandoned by squads A, B, or C.

Operation First Strike utilizes completely flawed logic to justify senseless, random murder. Individuals who detect the logistical flaws and question the senseless murders clearly do not see the value of teamwork, and the chain of command.

Mission Briefing: Intelligence Gathering

Critical, classified information is consistently being appropriated by a potentially hostile faction. The information is currently being warehoused in the National Archives and being taken to the Smithsonian. All information viewed leaving the National Archives is to be confiscated and returned to base for analysis.

Operation Intelligence Gathering will utilize three squads: A, B, and C. Each squad will operate in a standard eight-hour shift, and patrol the perimeter and surrounding regions of the National Archives. Any individual viewed leaving the archives carrying anything, or with any object or article of clothing that could be utilized to conceal classified information should be considered hostile. All hostiles should be apprehended or terminated.

Centuries of viewing and manipulating warfare as taught War that information and technology is far more decisive than sheer force of numbers. The Smiths seek to gather and control this information. They are by definition a military threat.

*Mission Briefing:
Barren Wastes*

Loosely organized, but highly dangerous groups of creatures wander the wastes. Due to their proximity to the Citadel and scouting reports about their vectors, intelligence has classified these creatures as a significant military threat.

Operation Barren Wastes will utilize three squads: A, B, and C. Each squad will operate in a standard eight-hour shift, and will patrol the perimeter of the citadel, gradually working out from that central point. Any non-military personnel encountered by any squad should be considered hostile and should be terminated with extreme prejudice.

Death has started animating the dead within the wastes. Why he sends them against the Pentagon in such a foolish fashion, War does not know. The numbers of the walking dead are theoretically infinite, however, as those who have been killed can be reanimated again and again. For now, dealing with the undead is proving to be useful as it seems to have the effect of quickly destroying the last vestiges of sanity and free will in newly recruited soldiers.



DOG OF WAR OFFICER

Sin: Varies

Ennui: 10+ (Two Ennui Effect)

Apparent Age: 30-39

Citizenship: Washington D.C. (Dogs of War)

Type/Class/Level: Meek 7/Thug 1

Challenge Rating: 8

Size: M

Hit Dice/Points: 38 Hit Points

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

Armor Class: 15 (+3 Soft Body Armor, +2 Dex)

Base Attack: +6/+1

Saves: Fort +3, Ref +2, Will +9

Abilities: S: 15(+2), I: 15(+2), W: 10(+0), D: 15(+2), C: 16(+3), CH: 13(+1)

Skills: Bluff +3, Diplomacy +3, Disable Device +1, Driving (Automobile) +4, Gather Information +4, Hide +4, Intimidate +4, Intuit Direction +3, Jump +3, Knowledge (Military) +3, Listen +1, Medical-Treat Wounds +3, Move Silently +6, Perform +3, Professional (Soldier) +2, Search +2, Swim +2, Tumble +4, Use Rope +2, Wilderness +2

Feats: Weapon Specialization (CAR-15), Automatic Weapons Proficiency, Point Blank Shot, Improved Initiative, Martial Weapons Proficiency, Firearms Proficiency- Military, Stabilize, Warsong, Armor of War

Special Abilities: Survivor, Soul

Possessions: Varies, Car-15

Submachinegun (Excellent) 90 rounds (Excellent), Soft Body Armor (Excellent), 9mm Pistol (Excellent) Radio Equipment (Good)

The Crazies

It is an unfortunate byproduct of any society. There must always be a percentage, however small, of people who simply fall between the cracks. In the Before these people comprised criminals, the homeless, addicts, and the destitute. In the new city of Washington D.C., these people are the Crazies.

Ennui is an oppressive weight that pulls at the mind of even the strongest of men. No person is strong enough to resist the call of madness alone. In other cities, people have learned to actively watch for those who are slipping between the cracks, and take them in, for socialization in most cases is enough to fight off the madness. In D.C., however, the madness brings out different, more terrible types of behavior. People who begin to succumb to the madness become anti-social, irrational, untrustworthy, violent, and ultimately homicidal. Intervention and socialization is not a healthy plan of action when dealing with a potentially homicidal individual, so as a result, people who succumb to the madness are generally allowed to finish slipping through the cracks of society.

Ironically, there is socialization at the end of the journey towards solitude and insanity. It seems that, in D.C. at least, those who have fully given themselves over to the insani-

ty of War can recognize and often come to get along with one another. This socialization does nothing to abate the swelling madness of course, for socialization amongst the insane only further supports and propagates the insanity. It does, however, grant power. No group of people is likely to be terrified of one homicidal, lightly armed crazy. Now a group of ten homicidal, lightly armed crazy people is another story entirely. Further, a group of ten homicidal, lightly armed crazy people is often likely to be able to take out a few people with real weapons. And that would make them a group of... well... less than ten homicidal, fully armed crazies. All they need to do is recruit a few new members to replace the fallen, and they've become a group of ten homicidal, fully armed crazies. Now they're cooking with gas, and they've just gotten started.

Coteries

Gangs of Crazies are termed, 'coteries'. A coterie will typically range from four to 15 members, but they have in some places grown considerably larger at times. Large coteries eventually fragment into two or more smaller coteries once the social pressures within grow too difficult to deal with.

Coteries form in any place where Crazies are likely to come in contact with one another. Crazies

The Crazies at a Glance

Members: 40+
Leaders: Various Pack Leaders,
 at least Level 9
Power: None
Resources: None

are generally afflicted with five or more ennui effects. They are quite violent and aggressive towards all who would be considered 'sane', but feel a strange kinship towards one another. Once a few Crazies have found one another, and killed or committed violence with one another, they are generally inseparable from one another. The family that commits violent acts together stays together. Since two people are more capable than just one at committing violence, they are more likely to travel further than their immediate domains. Over the course of those travels they are likely to find individuals, or other small coterie of Crazies. In many cases they merge, forming a full-sized coterie.

Life, liberty, and the pursuit of munchies

Human beings need certain things in order to live and flourish. Most Crazies are too insane to actively work at providing themselves with basic hygiene, let alone materialistic creature comforts. Crazies do, however, need to satisfy the basic needs of shelter, food, and of course, the overwhelming homicidal mania that governs their existence.

The need to commit acts of violence and murder is likely the most defining characteristic of the Crazies. Coterie generally hunt together in a pack, and will prey upon any 'sane' individuals they find passing through their region, provided that their targets are not too numerous or too heavily armed. The aggressiveness and efficiency of the hunt is generally scaled to the perceived threat and power of the targets. Armed, battle-ready individu-

als will be attacked aggressively, often with firearms. Less dangerous targets, however, will often be pursued, terrified, captured, tortured, killed, and then eaten. (Actually, let's forget about the eating for now). In short, the Crazies feel a need to act violently and homicidally. This is the governing principal of their lives. In order to live fulfilling lives, however, they must aspire to perfect their art, and above all else, have fun. Killing is the ultimate game to them.

Now, back to the eating. A wise crazy, hungry and in need of food, came to the conclusion that human flesh, when properly prepared of course, is quite tasty. Other Crazies witnessed this, and still harboring shreds of their former humanity, became revolted by what they saw. The wise crazy just continued eating, and made special efforts to exaggerate how good the human flesh tasted. He started referring to his dinner as an excellent munchy, and offered to share it with all who were watching him. Eventually hunger got the best of the audience, and they all partook of the feast. Not surprisingly, they also found the food to their liking. They termed the flesh of humans as munchies, and regularly dined on those they killed. Word of this spread to the other coterie, and in time they began to see the ultimate wisdom and order of it all. Crazies kill people. Crazies need to eat. Crazies need to kill people and eat them. It all made such perfect sense.

Domains

A coterie will tend to live their lives and operate predominantly in a specific small to medium-sized region. The center of any crazy

domain will invariably be some type of structure that can provide adequate cover and shelter from the rain and the prying eyes of others. Most coteries have taken to living in abandoned office buildings or apartment buildings. Some have taken to living in the subways or even the sewers.

The living area and immediate hunting grounds of any coterie is considered its domain. Any and all 'sane' individuals who pass through a domain are considered fair and prime targets. It hasn't taken long

for the 'sane' inhabitants of the D.C. area to figure out which areas are domains and avoid them. On the other hand, it didn't take long for the Crazies to figure out that this was happening either.

Recently, coteries have started moving their domains into regions that are already occupied by other factions. In short, they've adopted the policy that if the prey won't come to us, we must move to the prey.



Turf Wars

Like animals or street gangs in the Before, coterie are fiercely protective of their domains. Prey is always scarce, after all, and life is rough enough as it is without having to compete with your own species for dinner.

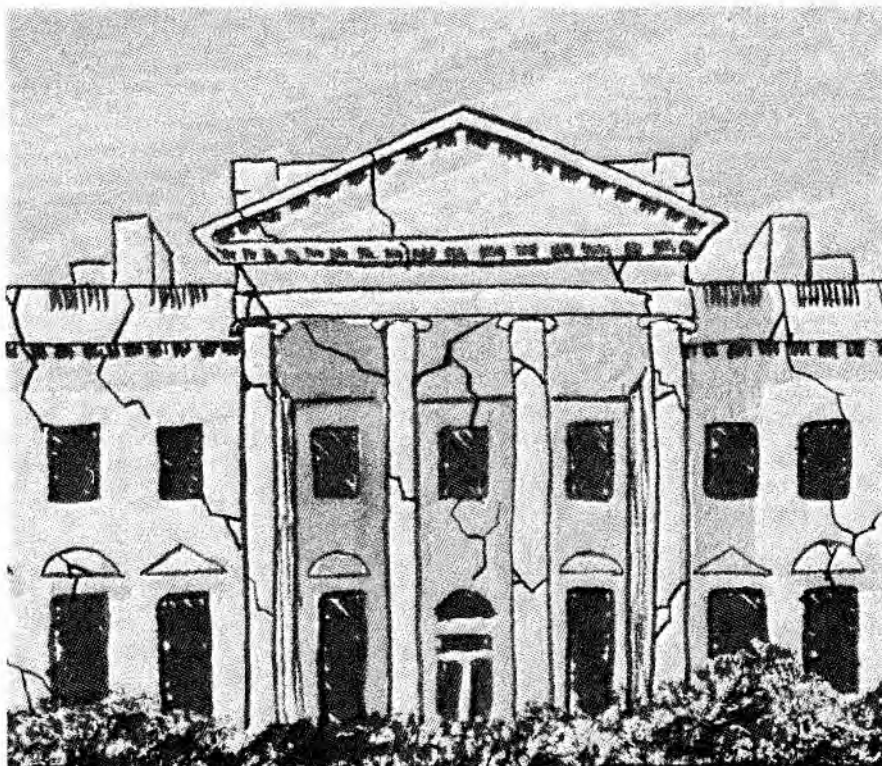
Crazies mark their territorial domains with a combination of painted wall art and human urine. Other Crazies really don't appreciate the urine that much but can easily identify the wall art and know when they have entered the domain of another coterie. From time to time, however, a coterie may covet a region so much that they are willing to fight for it. These battles are known as turf wars.

Crazies have a sense of kinship

with all other Crazies. As a result, turf wars are rarely fought with lethal weapons. Fisticuffs, baseball bats, and chains aren't really considered lethal weapons, so they are acceptable. Homicidal maniacs wielding baseball bats generally kill the people they're fighting, however. Once a few people have been killed, a fight is considered lethal and anything goes. As a result, turf wars start with no lethal intentions, but almost always end up as contests to the death. This is ultimately fine, as the winners generally go home with a whole bunch of new weapons, and stacks of munchies to feast on.

The Growth of a Religion?

The Beast appreciates and nurtures the animalistic nature of the



crazies. If one were to define the characteristics that make a person a human being, one would be hard pressed to consider the crazies human. In the eyes of the Beast, the crazies are their own new breed of animal. The Beast chooses to aid them, and he touches them with his power. Through this power the crazies have found ways to explore, cultivate, and even make manifest their true animalistic natures.

As we have established, the crazies are pack oriented, homicidal maniacs with cannibalistic tendencies. The many powerful and bestial

abilities available within the Path of the Beast all tend to support the behavioral patterns and attitudes of the crazies. A crazy whose fingers and teeth sharpen into claws and fangs is not looked at as a freak by his fellows. Rather, he is looked at as a superior being as he no longer needs to use tools to consume his munchies! As a result, pursuit of the Path of the Beast among the crazies is quite prevalent, and those who have progressed the furthest down that path are generally respected and revered as somewhat holy.

Pack leaders, in particular, are worshipped by the crazies. Every coterie seeks to hope to eventually have a pack leader, and no crazy, under any circumstance, will ever attack a pack leader. Only pack leaders themselves are allowed to attack other pack leaders.

Turf wars involving pack leaders are highly interesting. Often, the pack leaders will simply meet before the assembled coterie and fight each other, with the winner claiming the territory on behalf of his coterie.

Crazies are broken, tormented individuals who live to commit acts of violence. To them, the truths that it touches are poignant, and undeniable. Coterie are tight-knit gangs that generally share everything with one another.

War and the Beast are both watching the Crazies carefully, but are content to let them develop their "religion" along its current path.

CRAZY

Sin: Sinner

Ennui: 17+ (Three Ennui Effects)

Apparent Age: Varies

Citizenship: Washington D.C.
(Crazies)

Type/Class/Level: Meek 6

Challenge Rating: 6

Size: M

Hit Dice/Points: 33 Hit Points

Initiative: +3 (+3 Dex)

Speed: 30 ft.

Armor Class: 15 (+3 Dex, +2 Hide
Armor)

Base Attack: +4

Saves: Fort +2, Ref +2, Will +7

Abilities: S: 15(+2), I: 8(-1),

W: 7(-2), D: 17(+3), C: 17(+3),

CH: 7(-2)

Skills: Climb +3, Disguise +1, Gather
Information +2, Hide +5, Jump
+3, Move Silently +4, Scavenge
+1, Swim +1, Use Rope +1,
Wilderness +4

Feats: Alertness, Power Attack,
Cleave, Kindred Souls, Touch of
the Feral, Bloodlust, Berserker
Rage, and (sometimes) Frenzy

Special Abilities: Survivor, Soul

Possessions: Club, knife, Hide armor
(all Worn)

The Smithsonians

"In the darkest times of the Before, the world was a chaotic bramble of famine, pestilence and warfare. These were the dark ages, a time when mankind was in great peril of losing much of the knowledge he had gained throughout time. The death of one man, or the death of thousands is insignificant compared to the loss the world suffers when precious knowledge becomes forgotten and lost.

Throughout those dark times, an order of monks, guided by the light of eternal wisdom, set themselves to the selfless and honorable task of cataloguing and preserving this knowledge until such a time as man was once again worthy of possessing it. Their work and sacrifices were great, but the fruits of their labors are priceless.

The world we live in today is not much unlike the world those monks lived in then. Everywhere we turn we witness famine, pestilence, war, and death. The Horsemen of the Apocalypse walk freely among us now, and I fear it will be many centuries before we will truly know peace once again.

Our task here is simple. Like the great monks before us, we must accept the great responsibility of preserving the accumulated knowledge of mankind. Our mission is

sacred, and of greater importance than anything else. No distractions can be allowed to distract us, no outside threats can be allowed to interfere with us, and no moral quandaries can be allowed to sow the seeds of doubt in our hearts.

If we fail, humanity will lose thousands of years of progress. But if we succeed, if we set aside all else and stop at nothing until we succeed, then we will have truly saved the world!

Our order only accepts the greatest, most dedicated of men. Regardless of the role that is chosen for you within our order, understand that your work with us will be sacred, holy, and of the utmost importance. Know you now that the life I offer you here will be a difficult and painful one to live.

I extend my hand to you in friendship, brother. Will you join with us in our cause?"

The Mission

The Smithsonians are a large order of people dedicated to the preservation of knowledge for use by future generations. Their membership is sizable, and comprises individuals representing all the prestige classes, although they are most well represented by the Restorer prestige class. They are highly organized and efficient, operating in shifts so that no tool or resource goes

The Smithsonians at a Glance

Members: 150+

Leaders: Four unknown founders, at least
Meek 8/Founder 5

Power: Electricity

Resources: Extensive medical and
knowledge, minimal food and military

unused for more than a few minutes out of each day. Further, they are highly aware of the realities and dangers of this terrible new world they live in, and they actively strive to be constantly prepared to fight and defend the knowledge they gather.

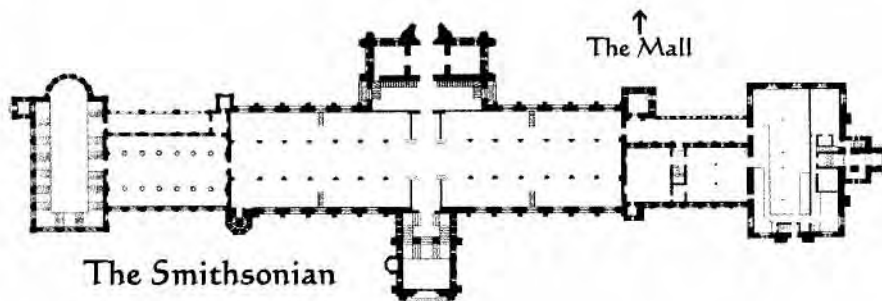
Unlike the monks of the Dark Ages, who merely had to contend with the ravages the human race worked to impose upon itself, the supernatural effects of the Blues daunt the Smithsonians. Books, items of importance, and particularly digital media are all decaying at greatly magnified rates. Fortunately, the Smiths have access to a great deal more knowledge and technology to aid them in the endeavors as well as an Icon in the form of the Smithsonian itself.

The Domain

As the name might suggest, the Smithsonians live and work in the Smithsonian building. The structure itself appears almost identical to how it appeared before the second coming. Even though the city around it seems to crumble, the Smithsonian building and all that is contained within continue to exist

unharmd. In truth, the Smithsonian as an Icon is completely impervious to the harmful effects of the Blues. This resistance is essentially a property of the building itself, likely gained as a result of the tremendous amount of human care and thought dedicated to the building since its creation. The resistance of the building is so great as to extend to all items and objects contained within it. Even computer equipment, which normally decays most rapidly, is preserved when contained within the Smithsonian.

This final point has proven to be invaluable to the Smithsonians. The concentration of computers and other technical equipment in the Washington D.C. area is staggering. As virtually all of this equipment has ceased to function properly, it is considered to have next to no value. This has enabled the Smithsonians to gather a great deal of technical equipment for next to no cost. Once the equipment has been moved inside the Smithsonian Building it is restored to operable condition, and then utilized to the organization's betterment.



The Means

The Smiths collect information and artifacts in a number of ways. Much of their information is collected from the National Archive. The quantity of valuable books within the National Archive is so great that it would take decades to simply move it all from the Archive to the Smithsonian Building. The Archive is not the sole resting place of valuable information and artifacts, however, and the Smiths are keenly aware of this fact.

To this end, the Smiths have entered into a trade agreement with the most prolific scavenging organization in the city, the Crackheads. The nature of this agreement is quite simple. The Crackheads run a nightly market that would certainly lose its profitability if it were to become unsafe. The Smiths provide armed protection for these nightly markets in return for first rights of refusal on any items the Crackheads scavenge for public sale. Up to this point, this relationship has worked well for both sides, although the Smiths have suffered two casualties defending the Crackheads from attacks mounted by the Bikers.

Beyond basic barter and trade with diggers, the Smithsonians have diggers of their own working within the city. As the Crackheads do an adequate job of finding items within the safer regions of the city, the Smiths have turned their attention towards the more dangerous, more profitable areas of the city. They have also begun mounting highly armed digging expeditions into the Aquatic Gardens, the Greens, and the Wastes. These expeditions have met with relative success thus far, and all indications point to their continuation in the future.

Threats

The Smithsonians are not unopposed in their sacred work. Armed soldiers have started harassing and even outright attacking any expeditions the Smiths send into the National Archive. At first the Smiths assumed that this was simply some kind of mistake, not likely to be repeated. After it happened a second time, however, the Smiths reevaluated the situation. They have now come to the conclusion that these soldiers have been directed, perhaps by the War himself (the Smiths are aware of War's presence in D.C.) to stop the information gathering missions. The Smiths don't quite understand why War would take such a direction, though some theorize that an overall lack of knowledge generally leads to more violence and warfare, and as a result the Smiths' activities are contrary to War's overriding purpose.

Animals have also become quite a nuisance to the Smithsonians. Ever since they first set foot in Rock Creek Park, animal forces have constantly hounded the Smiths. To a certain degree this is understandable, as many of the hunting animals would have likely been able to track the Smiths scavenging expedition back to the Smithsonian Building by scent alone. The attacks by the animals, however, have been orchestrated and consistent enough to suggest a higher intellect behind them. After all, not even cats hold grudges for more than a few days or weeks. The animals of Rock Creek Park, however, seemingly go out of their way to hunt the Smiths at every opportunity.

Finally, the Bikers have evidently figured out where the Crackheads are getting their security force for

their nightly markets. The Bikers, failing to view the matter as a simple business relationship, have taken the matter quite personally. The Smithsonian Building is quite sturdy and heavily defended, but that certainly does not make open attacks against it welcomed. The Bikers have attacked the Smithsonian Building on two separate occasions thus far, and more attacks are likely in the future.

Scope

The Smithsonians are one of the largest, most diverse factions in the D.C. area. In all, they number roughly 150 members, and that number is growing. They are organized into four main branches: acquisition, defense, restoration, and support. The acquisition branch is the largest and is predominantly made up of diggers. The defense branch, the second largest, is not surprisingly made up of thugs, and other combat oriented individuals. The defense branch is reasonably well armed, especially after their recent clashes with the Dogs of War. The restoration branch of the Smithsonians comprises all the scientists, restorers, and intellectuals needed to make the organization capable of performing its mission. They live their lives largely sequestered within the safety of the Smithsonian Building. Finally, the support branch consists of doctors, general laborers, and management individuals. Although they technically run the show, they are ultimately of the lowest importance to the organization as a whole.

TYPICAL SMITH

Sin: Agnostic

Ennui: 10 or less

Apparent Age: Varies

Citizenship: Washington D.C.
(Smiths)

Type/Class/Level: Meek 3/Scientist 3

Challenge Rating: 6

Size: M

Hit Dice/Points: 26 Hit Points

Initiative: +2 (+2 Dex)

Speed: 30 ft.

Armor Class: 12 (+2 Dex)

Base Attack: +4

Saves: Fort +4, Ref +2, Will +10

Abilities: S: 10(+0), I: 17(+3),
W: 16(+3), D: 14(+2), C: 12(+1),
CH: 10(+0)

Skills: Carpentry +2, Climb +2,
Decipher Script +2, Diplomacy
+2, Disguise +2, Driving
(Automobile) +3, Forgery +2,
Gather Information +3, Handle
Animal +1, Hide +4, Jump +2,
Knowledge (Science) +4, Listen
+2, Mechanical +5, Medical
Investigation +1, Profession
(Scientist) +1, Repair +1,
Science-Electrical +5, Science-
Chemistry +6, Science-Physics
+6, Search +2

Feats: Alertness, Firearms
Proficiency, Harvest Power,
Quick Work- Electrical, Quick
Work- Mechanical, Make Motor,
Expertise

Special Abilities: Survivor, Soul,
Science Synergy Bonus, Ennui
Resistance 1, Invent

Possessions: Miscellaneous Weapon
(Good), Tools (Excellent)

The New Society

People have a tendency to forget how far the human race has come. I have heard the argument that God was truly the architect behind mankind's successes. The determinist argument that, when boiled down to its root elements, strips away any contributions the human race may have made to its own successes. Determinism is ultimately flawed in my eyes though, for if God were responsible for the actions of everyone how can it be justified that some went to Heaven, some to Hell, and others were left behind? The biblical reference to God granting humanity free will, and hence the right to damn themselves does little to explain this to me. I never made a conscious choice not to believe, after all. I just simply didn't. The teachings of my parents, people I have met, sciences I have studied, and things that I have seen in my life all contributed to forming me into the person I was then, and am today. Throughout those formative years I truly must protest the degree to which I was offered some metaphysical choice that would ultimately damn me or grant me salvation.

There is no way anymore for me to disprove the existence of God. I accept that, despite the evidence I interpreted to point to the lack of a Supreme Being in the universe, God exists. I am, however, in an excellent

position to disprove the notion that God, not humanity, was responsible for the successes of the human race. God is gone from the world. We know, or at least can reasonably believe this. Humans still live on the earth. If humanity can rebuild the infrastructure, cities, and civilizations that once made it great, then we will have proven once and for all that we do not require God in order to be successful.

Our work continues in earnest. Bill and I completed the remaining sections of wiring we needed to provide power to the medical facilities today. We had to push back the other projects we were working on, but I think it was worth it. A couple of the men also managed to scavenge a few wheelbarrows worth of brick. Those bricks should be enough to finish blocking the east entrance door. Just one more door to brick over and we will at least have some sense of security around here. It was a good day today.

-excerpts from the diary of
Ellen Simpson

Ellen Simpson

Ellen was an architect and civil engineer before the Rapture. Born and raised in New York, Ellen moved to the D.C. area only three months before the apocalypse. Her leg was badly injured during the riots and supernatural phenomenon that took place during those dark

The New Society at a Glance

Members: 70+

Leaders: Ellen Simpson (and others)

Power: Electricity, Steam

Resources: Minimal food, personnel,
military technology, drugs

ELLEN SIMPSON

Sin: Atheist**Ennui:** 8**Apparent Age:** 29**Citizenship:** Washington D.C. (New Society)**Type/Level:** Meek 4 / Restorer 7 / Founder 1 (See *The Boston Massacre*)**Challenge Rating:** 12**Size:** M**Hit Dice/Points:** 42 Hit Points**Initiative:** +3 (+3 Dex)**Speed:** 30 ft**Armor Class:** 13 (+3 Dex)**Base Attack:** +6/+1**Saves:** Fort +7, Ref +6, Will +10**Abilities:** S: 7(-2), I: 18(+4),

W: 17(+3), D: 16(+3), C: 16(+3),

CH: 17(+3)

Skills: Appraise +1, Bluff +7, Carpentry +9, Climb +2, Construction +4, Diplomacy +5, Driving (Automobile) +4, Forgery +6, Gather Information +1, Hide +6, Innuendo +7, Intuit Direction +2, Knowledge (Engineer) +5, Knowledge (Washington, D.C.) +5, Mechanical +5, Perform +1, Professional(Architect) +4, Science- Chemistry +5, Science-Electrical +14, Scavenge +7, Sense Motive +15, Wilderness +5

Feats: Alertness, Battery, Harvest Power, Make Light Source, Make Motor, Make Magnet, Make Explosives, Quick Work-Electrical, Quick Work-Mechanical

Special Abilities: Soul, Survivor, Restoration, Insight 3/day, Magic Touch Repair, Improved Magic Touch Repair, Blues Protection, Inspire 1/day

Possessions: Glock (Excellent), 20 rounds (Excellent), Laptop with Solar power source(Excellent)

times. Although her leg has since healed, she has started rebuilding a community in the D.C. area, and is unwilling to leave it.

Ellen's extensive knowledge of physics and construction procedures have proven to be valuable assets in the new world. She lacks the physical strength and practical work experience to truly build for herself with any degree of efficiency, but she is a strong communicator and an excellent leader. She is honest, friendly, and patient enough to explain even the most difficult concepts to the laymen who have come to live and work with her.

Ellen is an architect in many senses of the word. She surveyed many abandoned buildings before eventually selecting the George Washington University Library to adapt into a suitable compound. But more importantly, Ellen has been a leader with the necessary vision and charisma to attract other skilled workers to her cause.

William Wedel

William Wedel is a man whose continued existence defies reason. He is overweight, balding, has poor eyesight, and looks to be completely unaware of his surroundings. It would seem to the detached observer that William Wedel has no talents that ensure his survival in the shattered earth. William, however, is a highly skilled electrician, and this has been enough for him.

William met Ellen shortly after the beginning of the Tribulations. This was a fortunate meeting for the both of them, for they each had skills that complimented each other quite well. With William's help, Ellen was able to apply her civil engineering

and architectural skills in such a way to create a fully defensible building. It is within this building that William spends his life. He is terrified to set foot outside of its protective confines, and only does so when it is absolutely necessary.

William's primary interest is in providing a comfortable living for himself, and those he considers friends. To this end, he has worked to rebuild and repair many of the creature comforts he enjoyed before Revelations. His crowning achievement is the development of a minor radio transmitter set-up that he uses to provide broadcasts of classical music to all within the building. Ellen would prefer him to use the radio for more productive purposes, but William has yet to switch his broadcast format.

Dr. Jermaine Brown

Jermaine Brown was in his last year of residency when the Tribulations began. His chosen medical field was emergency medicine, a field that has proven to be completely ideal for the new world he has found himself in. Like Ellen Simpson, he was a proud atheist before the Rapture. Given that he cannot change the past, Jermaine chooses to hold on to his pride and work for the betterment of mankind despite God's abandonment. The similarities between his philosophy and Ellen's are what originally attracted him to her cause, and he has grown quite fond of her as a friend since.

Jermaine, a driven man, has worked tirelessly to adapt an area of the Library compound for use as a suitable emergency room. He managed to convince Ellen early on how

important an asset such a room would be to them, and she responded by directing people to start obtaining many of the machines and medicines that he requested. Jermaine now has what he considers to be a remedial emergency room facility. He has a full supply of anesthetics, antibi-



otics, lab equipment, and surgery tools. He has recently been provided with refrigeration, and Ellen has instituted mandatory blood donations so that the organization can build a viable blood bank for future use.

Mike Roswik

Mike lived his life as the stereotypical heavy metal fan, gear-head. He had been quite the aficionado of satanic metal music, and frankly was quite surprised not to be sent to Hell when the Rapture hit. He isn't complaining, of course, and genuinely enjoys working with his new friends in the library complex.

Mike is incredibly gifted in terms of mechanical aptitude. He understands virtually all aspects of internal combustion engines, hydraulics, and after receiving some tutelage from William, has a working knowledge of electricity as well. Mike has used his skills to convert motors to a number of useful purposes for the compound. His primary fear is his dwindling fuel supplies, and he is working on Ellen to begin sending people to both scavenge and trade for fuel so that he may start to build up sizable emergency reserves.

The Compound

The George Washington University Library is a tall, solid building of sturdy brick construction. It is nestled amongst a number of other buildings in various stages of disrepair, and if it had not been heavily modified, one could pass by it without taking too much notice. The library has been modified, however.

The glass doors that used to pro-

vide entrance to the facility have shattered and have been replaced by a heavy metal door that is mechanically operated. The other entrances to the building have either been bricked over, or are in the process of being bricked over. Immediately beyond the front door is a metal detector used to screen those who enter for concealed items or weapons.

Many of the library shelves, complete with books, have been moved down to the first floor and formed into a minor maze of corridors. This maze is not so extensive as to cause anyone to become confused or lost, but would certainly be a hindrance to any force that attempted to storm the library. Beyond that, two hydraulic jacks, rigged to the on position and powered by motors in the basement with remote start capability have been set up in strategic positions. With the flip of a switch, The New Society can cause a good number of these heavy bookshelves to topple and crush those who are traveling between them.

Beyond the entryway, the library is much saner, much less of a death trap. It contains an electronics workshop, a very low power but functioning radio transmitter, a moderately equipped emergency room, an engine shop complete with hydraulics, and of course, lots and lots of books.

The library compound has functional power throughout, and extensive power in a few select areas. Some of this power is gained by tapping the existing power grids of D.C., while some of it is gained via gas-powered generators. The compound has refrigeration, a small blood bank, and grows its own crops

indoors through the use of hydroponics.

Recruitment

In all, nearly 70 New Society members live together in their library compound. All have at least one or more useful skills that they

utilize for the betterment of the community. Members of all prestige classes are present, and they are willing to add new members to their ranks provided that they serve some useful purpose to the collective as a whole. The New Society currently needs thugs, scientists, restorers, and diggers more than anything else.



The Angel, Simon

I remember that through it all I was right. Millennia ago, during the Earth's creation, it was I who saw what was happening to my old friend, Malthanos. I knew that Satan and his allies were up to no good, and that God wouldn't put up with it. I tried to draw my friend back into healthy activities and socialization with good, successful angels so that he might have a few positive role models to learn from. He shut me out. Despite our friendship, he refused to listen.

There was little that could be done once the Great War had started. I mean, what can one do when God commands you to lay down your friendships and fight his enemies? You lay down your friendships and start fighting. That's what you do! And that is what I did. Still, I will never quite get the image of his face out of my mind that day I called to him and drew him out of his cave. He was so hurt, so betrayed by what I did. But what was I supposed to do? He opposed God with the others, and he, like the others, lost and had to be punished.

Seeing him recently during Revelations brought back all the memories full force. Even though angels do not forget, we can, much like humans, convince ourselves that we do not clearly remember. When Malthanos saw me and flew into an immediate rage, I knew that the ages he had spent suffering in the pit had destroyed all vestiges of the friend I once knew. He blames me for his punishment? Me, the one who passionately tried to dissuade him from joining Lucifer in the first place?

I had honestly came back to

earth hoping to meet my old friend, share a drink, muse about old times, and perhaps repair our friendship. Instead, Malthanos met me with all the fury and rage of a beast of Hell. He is so strong, too strong for me to defeat in open conflict. We fought for days and in the end, when the recall had been sounded and the gates to both Heaven and Hell were closing, instead of returning he chose to hold on to me and prevent my return. The fool! Now we are both trapped here, away from the eyes of both God and Satan.

But I drag on. Malthanos is irrelevant. Regaining entry into Heaven is now the only thing that matters. I have an unwavering faith, and I truly believe that if I can make a difference here God will take notice and open the gates for a moment so that I may return. My old friend, however, still does not have forgiveness in his heart. He seeks to destroy me. I have learned to hide my scent from his nostrils, but he has gathered many servants, and he has trained them to look for my marks.

Now I question whether my aid is more of a burden to people than anything else. The priest I led through his crisis of faith has built a humanitarian organization. My mark on them was detected, and it has now drawn the attention and ire of my old friend. Anything I touch becomes a target to him. It infuriates me!

I know that I am to turn the other cheek, but there is a burning anger that grows within my breast. I know in my heart of hearts that it is the call of War that I feel within me, but at times it feels so right to me. Those who serve Malthanos are demons in my eyes anyway, and it is no sin for me to destroy them when they

THE END

THE DOGS OF WAR



threaten me or those I protect. I just wish I didn't enjoy it so much.

Domain

Simon chooses to make his home in the subway systems immediately surrounding Grand Central Station, close to the Crackheads. He has learned the region quite well, and can navigate even completely unlit corridors as if it were broad daylight. This, coupled with the fact that Simon can move and even fight without making so much as a whisper of sound makes him incredibly difficult to track or even detect.

Words of God

Simon knows the following Words of God: Light, Darkness, Growth, and Vision. He is quite skilled with his magic. Some of the effects he generates through his Words are described below.

Vision: Simon has used his Word of Vision to attune himself to his region, and to the organization he currently protects. He essentially is aware of all that enter the subway regions within a two-block radius of Grand Central Station. He also becomes immediately aware of any attack that is mounted against a member of the Crackheads faction if it takes place within this same region. Simon's proficiency with the Word of Vision is so great that he can even utilize his other Words from a distance (one mile radius) through his magical vision.

Light and Darkness: Simon has complete and free control over light within 50' of him. He can create total darkness, or blinding light at

THE ANGEL (FORSAKEN), SIMON

Sin: Humanist

Ennui: N/A

Apparent Age: 30

Citizenship: Washington D.C.

Challenge Rating: 17

Size: M

Hit Dice/Points: 101 Hit Points

Initiative: +4 (+4 Dex)

Speed: 50 ft./100 ft. Flying (Good)

Armor Class: 29

Base Attack: +16/+11

Damage: 1d12 (Rod)

Face/Reach: 5'

Saves: Fort +10, Ref +10, Will +20

Abilities: S: 18(+4), I: 22(+6),

W: 18(+4), D: 18(+4), C: 18(+4),

CH: 19(+4)

Special Attacks: Word Magic; Ray of Light (2d6)

Special Defenses: Celestial Qualities, Damage Reduction 20/-

Skills: Concentration +15, Escape Artist +20, Hide +20, Listen +20, Move Silently +20, Sense Motive +21, Spot +15

Feats: Alertness, Expertise, Power Attack, Cleave

Special Abilities: Soul, Survivor, Restoration, Insight 3/day, Magic Touch Repair, Improved Magic Touch Repair, Blues Protection, Inspire 1/day

Possessions: Iron Rod (Masterwork)

will. He can also blend the two so as to create confusing shadows, or even minor illusions(+20 to Hide checks). Recently, perhaps due to the subtle influence of War, Simon has been learning to focus his light to beams of such an intensity as to burn his targets once per round. He currently can inflict only medium damage

with this ability (2d6), but his attacks never miss.

Growth: Simon uses his Word of Growth to accelerate the progress of life within him, and around him. Much of the Crackheads' success can be attributed to Simon's use of this Word. The food and drugs they have planted have grown at a supernatural rate, for example. Additionally, Simon can use this Word to accelerate the natural healing abilities of his body and the bodies of others. Simon's control of his own angelic physiology is so great that he regenerates 20 hit points (Fast Healing 20) each and every combat round. His influence on the bodies of others is much more subtle, and somewhat superseded by the healing effects of War's veil over the city. All medical

checks performed within two blocks of Grand Central Station will, however, experience a situation modifier of plus or minus three, based on Simon's desires.

Mortality

Despite his extreme power, Simon is faced with the reality that he is mortal now, and will remain so for as long as he remains cut off from heaven. This reality is quite terrifying to him, especially given the fact that both War and Malthanos are likely more powerful than him. It is for this reason more than any other that Simon chooses to live in the secluded safety of the subways.



The Bikers from Hell

Oh how it is glorious to see things come full circle. You can not possibly conceive of the suffering, of the countless times I have cursed your name, Simon. The pit burns everything away, leaving only hatred and pain. The pit also teaches humility, gentle Simon. It teaches us the folly of directing our hatred at God. My hatred has its own name, Simon, and that name is yours!

I hate the pompous ass you always were before the Great War. I hate the stench of cowardice that exudes from your pores both then, and most certainly now. I hate the fact that when God farted and decided to cast us out of Heaven you were the first in line to wipe his ass by taking up arms against us, your brothers! And most of all, I hate the smug look you carried on your face when you called me out of that cave. I thought you were there to tell me that the culling was over, and to tell me how to perhaps gain forgiveness. Instead you were only there to call me out of hiding so that Michael could cast me into the pit. You are pathetic. Just a seeing-eye dog for one of God's bootlicking pitbulls! You know, I could have stomached it if you had done it yourself.

Now we are both together again for eternity. I nearly pissed myself with laughter when I saw the look of terror in your eyes when you realized that I wasn't going to let you make it back through those pearly gates before they closed. Thousands of years in the pits of Hell have made me strong. Thousands of years eating pastries in Heaven have made you fat and weak.

I could kill you now with ease if you would but show yourself to me, but I am glad you hide. This way I can seek out all the things you touch and come to love, and destroy them one by one. You gave me thousands of years of suffering, friend, a few decades of suffering is the least I can give you in return.

This new world suits me. The sheer volume of anger and pain here is delicious. I am even finding humans whose company I enjoy. I am truly an angel of hell after all. I find it positively delightful to discover that there are gangs of motorcycle riders who choose to share this namesake with me. They are my servants now, though they come into my service through their own free will.

We have one common, simple goal. We will make your life a living Hell before we take it from you, old friend!

The Bikers from Hell at a Glance

Members: 50-350+ (It was over 1,000 before

The Boston Massacre, and the actual number varies due to War's commitments)

Leaders: Malthanos

Power: None

Resources: Extensive Military

The Biker Gangs

With the increasing scarcity of fossil fuels in the world of The End, motorcycles are quickly becoming the most efficient form of transportation left available to mankind. Couple this with the fact motorcycle gangs are tightly knit, and thus somewhat resistant to ennui, and it is logical to forecast their prevalence and success in the future.

Much of Malthanos' power rests in the large, and constantly growing gang of Bikers that serve his cause. Unfortunately, working cycles are at a premium. What is disturbing is the fact that this gang continues to grow as more and more cycle gangs along the eastern seaboard hear and heed the call of War. Once within D.C. the cyclists quickly meet other cyclists. Other kindred spirits if you will. Shortly after, they meet Malthanos, and shortly after that they become his servants. Of course, Malthanos also serves War and War appropriates the majority of the gangs for his use.

Although Malthanos believes in free will and honestly does care about his servants, his psychology is twisted and tormented by thousands of years of suffering in the pit. Now that God is gone, humans no longer truly have a 'free will' as he views it. Thus it is acceptable, in his estimation, to coerce and corrupt those he encounters. Further, as the gates to Hell are closed, death is really not much of a punishment anymore. Those servants that die in his service, in his eyes, are not truly suffering.

As a result, the biker gang that serves Malthanos is constantly changing out membership. Bikers die each week, but new ones join to replace the fallen just as quickly.

MALTHANOS, FORSAKEN DEVIL

Sin: Pride
Ennui: N/A
Apparent Age: 40
Citizenship: Washington D.C.
Challenge Rating: 19
Size: M
Hit Dice/Points: 151 Hit Points
Initiative: +8 (+4 Dex, +4 Improved Initiative)
Speed: 40 ft./60 ft. Flying (Good)
Armor Class: 33
Base Attack: +21/+16/+11
Damage: 1d8/1d8/1d8 Claw or 1d6+5/1d6+5/1d6+5 Whip
Face/Reach: 5
Saves: Fort +12, Ref +12, Will +12
Abilities: S: 22(+6), I: 19(+4), W: 18(+4), D: 18(+4), C: 20(+5), CH: 19(+4)

Special Attacks: Word Magic
Special Defenses: Devil Qualities, Damage Reduction 10/-

Skills: Concentration +10, Escape Artist +10, Hide +15, Jugglendo +10, Listen +10, Move Silently +10, Sense Motive +11, Spot +19

Feats: Alertness, Power Attack, Cleave, Expertise, Improved Trip, Warsong

Special Abilities: Soul Survivor, Restoration, Insight 3/day, Magic Touch Repair, Improved Magic Touch Repair, Blues Protection, Inspire 1/day

Possessions: Magical Barbed Whip +5 (1d6/1d6) Range 15'

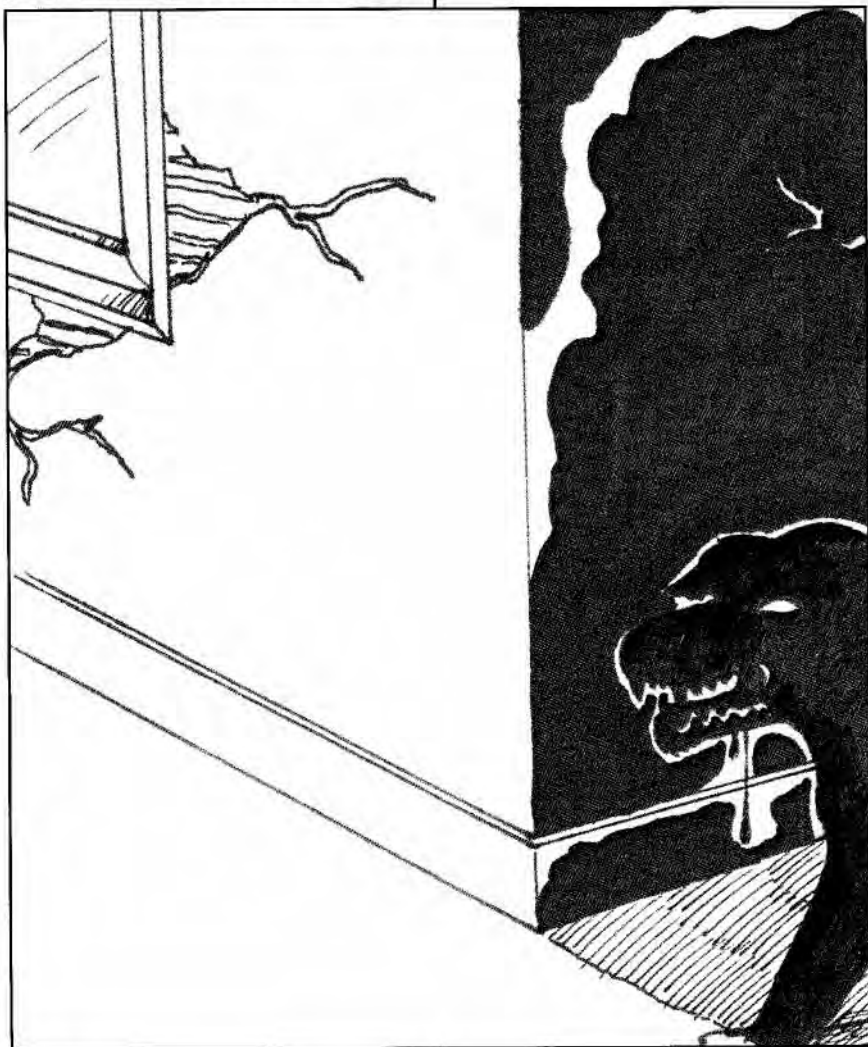
Domain

Malthanos makes his home in Veteran's Memorial Hospital. Although it had already been heavily looted before he discovered it, Malthanos logically assumed that a hospital would be the sort of place Simon would like to take as a residence. Thus he took it to prevent Simon from having the opportunity to do so. He has allowed his gang to gut and convert the ambulance bays

into garages for their cycles, and he generally allows his servants free reign over the complex.

Words of God

Malthanos knows the following Words of God: Fire, Love, Honesty, and Decay. He, like Simon, is quite skilled with his magic. Some of the effects he generates through his Words are described below.



Love: Malthanos uses his power to engender feelings of loyalty, trust and respect in his followers. In essence, he uses this Word to recruit new soldiers into his organization. He also frequently uses this power to inspire insatiable feelings of lust in people his servants abduct to use for personal pleasure. Curiously enough, Malthanos seems to respect those who resist succumbing to the Word of Love, and he frequently allows such people to leave without harm or harassment. Resisting this Word, when used by Malthanos, requires a Will save (DC 20).

Honesty: Malthanos uses the Word of Honesty to obscure the many half-truths he tells in such a way that he always appears to be completely honest with his followers. Further, due to his mastery of this Word, it is completely impossible to lie to Malthanos. People who he questions directly often find themselves speaking for hours to make sure to clarify every aspect of their answer until such a time as Malthanos becomes satisfied with it. Just as with the Word of Love, this Word can be resisted by a successful Will save (DC 20).

Fire: As any good denizen of Hell should, Malthanos is capable of calling down fire upon those he opposes (once every 2 rounds). His range in this power is 100', and he has great enough control to generally hit singular targets, or 20' diameter areas depending on his whim. His damage with this Word ranges between 2d6 and 6d6, depending on how successful his skill rolls are when he utilizes it. Malthanos is of course, completely immune to the harmful effects of fire himself.

Decay: Malthanos can use his Word of Decay to either prevent or promote decay. Weapons used against him, for instance, are treated as one quality level lower (if possible) for purposes of the blues. Conversely, weapons and pieces of equipment that are being stored or used in the vicinity of Malthanos are treated as one quality level higher (if possible) for purposes of the blues.

Alliance

War is aware of the presence of both Malthanos and Simon within the City. He is uncertain of what to do about either of them. While in the service of God it was never his place to make determinations about good and evil, and in that respect he has little opinion over who ultimately wins, Malthanos or Simon. War is, however, interested in utilizing the bikers in his military campaigns. To this end, War has struck a bargain with Malthanos. Malthanos sent many of his bikers along with War's military formation north to lay siege on Boston. In return, War has promised to surrender any functional cycles that are found during the campaign to Malthanos.

Mortality

Malthanos considers his mortality to be a great gift. He is out of Hell, and since the gates are closed, there is no way he will be returning. The life he lives now is merely a brief formality for him to take care of before he goes to his final rest. His only desire is to see Simon suffer and die. Once that happens, he will happily go to his deathbed.

The Unaffiliated "Masses"

Not all the residents of D.C. area choose to actively side with one faction or another. In truth, most of the residents of the D.C. area attempt to live as normal and as mundane lives as possible. This is a difficult and often fruitless endeavor, but that doesn't stop people from trying.

Most of the unaffiliated residents of the D.C. area live together in small, scattered communities. These communities will generally be housed in apartment buildings, hotels, or other multi-residence buildings.

In order to survive, the members of each community have come to rely quite heavily on one another. Each person shares his skills, time and effort for the betterment of all. Frequent social interaction is necessary amongst the members of a community in order to fight off the madness of ennui. As a result, communities quickly develop into tightly knit families.

Life within these communities is quite hard. The predatory factions within the city have little patience or respect for those simply trying to live as normal a life as possible. Communities often end up as food sources for the Wild Hunt, or the Crazies.

Even large, well-armed communities have a difficult time surviving. The larger the community, the more

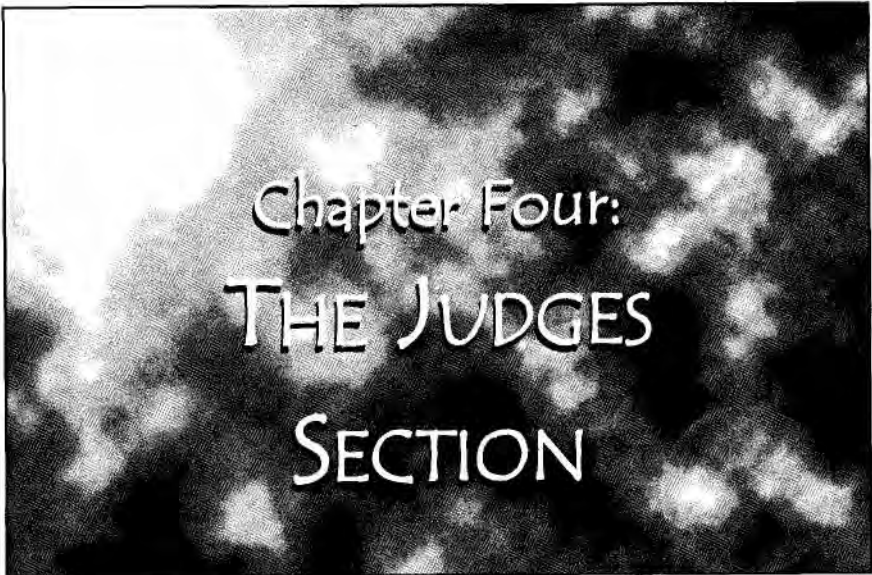
difficult it is to feed, and food is anything but abundant. Most of the larger communities have taken to growing their own food sources, but without access to magical assistance or hydroponics, it is difficult to grow food within the city.

Sickness and disease are also difficult issues for the masses to deal with. Due to their reliance on one another and the degree to which they intermingle with each other within a community, illnesses have a tendency to spread quite quickly. In general, if one member of a community becomes ill with a contagious disease, it rarely takes more than a few days before the rest of the community becomes ill as well. In some cases, entire communities have been wiped out by a single illness.



The Masses at a Glance

Members: 600+
Leaders: None
Power: Varies
Resources: Varies



Chapter Four: THE JUDGES SECTION

The design and purpose of this book is to provide an overview of the goings on in the D.C. area in the world of The End. In some cases the information is very specific, while in others it has been deliberately left vague and open to some interpretation. It is our hope that this book can be used over and over, in different campaigns, and still maintain its usefulness as a tool.

This section is intended to provide some ideas and guidance for the Judge. The timeline of events presented in the following pages is not intended for use as an adventure module. Rather, it should be viewed as a sample of how the D.C. supplement can be used within the context of an ongoing campaign. Every gaming group is composed of unique players and governed by a unique Judge. Ultimately, the decisions you, the Judge, make should be designed to provide the most interesting gaming experience for your entire troupe.

BRINGING THE PLAYERS INTO D.C.

The Call of War is designed to aid you in giving your players the impetus to head into the Washington D.C. area. Ideally, your players should be interested in going and exploring the region without prodding, but we all know that isn't always likely.

Using the Call of War as a blatant, unavoidable fishing hook to reel in your players should be avoided if at all possible. Players generally resent and ultimately resist storylines when they feel that they have had no control or say in the matter. A better way to use the Call would be to select one of your strongest players and afflict him or her with the Call of War. Talk to the player before hand if necessary, (e.g. set the player up as a ringer) or trust in that player's role-playing skill if that trust is merited. Ultimately though, everyone will find the game more

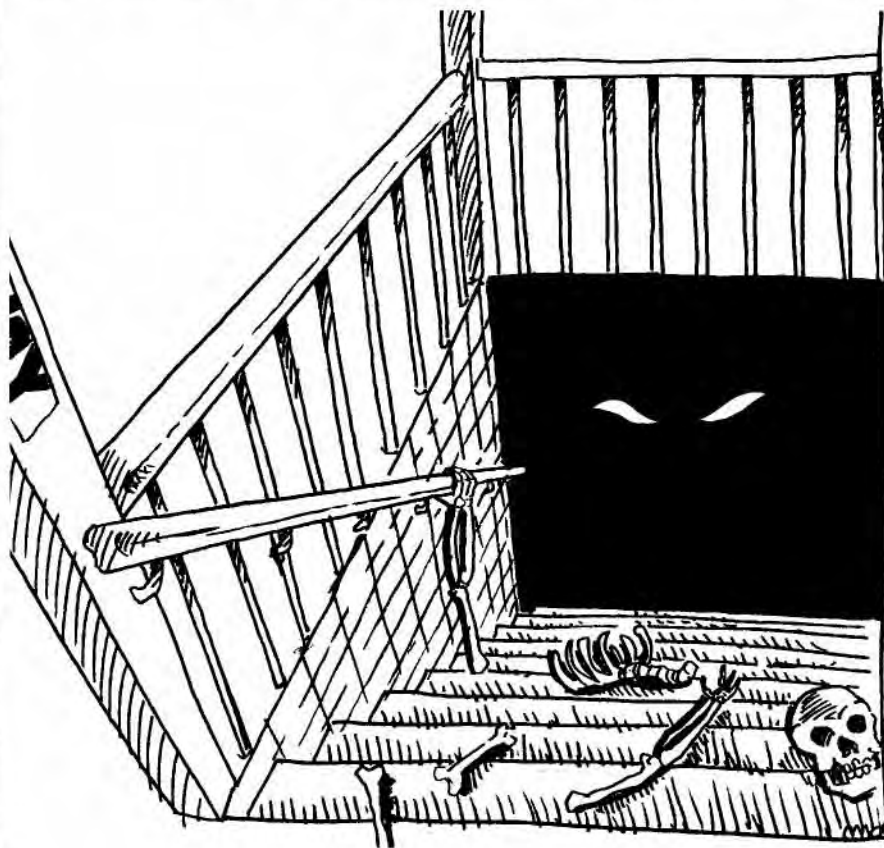
interesting if the battle over whether or not to go to D.C. is fought through quality role-playing between the players.

If it appears that even with one player infected by the Call of War, the party as a whole is still unwilling to go to D.C., you must infect another. If at all possible, avoid infecting a character that is adamantly against going. Rather, infect a character that is undecided so that it at least appears plausible and credible.

Once the players are on their way to the city of Washington D.C., you are free to run whatever travel scenarios you may like to run. The roadways into D.C. are heavily traveled by bandits and others who rec-

ognize the potential profit in ambushing unsuspecting travelers, so feel free to interject a little combat if that is what your players are longing for.

The road into D.C. also provides good opportunities for you to balance out the party for the challenges that lie ahead. If the game has gotten away from you a bit, and your characters are unintentionally walking around with a veritable arsenal of weapons and equipment, ambush them with such an incredibly over-matched force that they have no choice but to buy their way out of the situation. Conversely, if your players are clearly under-equipped and in need of some decent armament, have



them come across a weakened and crippled group of bandits that have recently won a small victory over a Dogs of War squad, and are hence equipped with better armament than they should have.

It is up to you to determine how patient your players are, and to scale the game accordingly. Although there certainly is great value in illustrating the long, hard road by making characters fight and struggle through every mile, some players truly hate this style of game. The players will need to be fresh and interested when they make it into the city, so be careful not to alienate them beforehand.

NEW KIDS ON THE BLOCK

The inhabitants of D.C. have all had a good amount of time to become familiar with the city, and the cast of characters contained within. The player characters, however, have not, and should not be treated as if they had. In the beginning, the very existence of the various factions, and even War himself should be an unknown to the characters. You, having read the supplement, will know a great deal about the city, while the characters will ideally know very little. Whatever you do, do not deprive the characters of the enjoyment of discovering the intricacies of the city at their own pace.

The most dangerous temptation you will face as a Judge is trying to jumpstart the players by introducing them to a productive faction early on. Most good players have mastered the art of pumping NPCs for information. If you give the players a knowledgeable NPC to talk to, expect them to start asking a lot of questions about the city. We are not

suggesting that you completely isolate the players from all other residents within the city. We are suggesting that you carefully pick and choose which NPCs you present to the players early on.

A fun and interesting technique to use is to present the characters with an NPC who has some legitimate knowledge, but mostly false information about the city. A few quality pieces of misinformation provided when the characters are still ignorant about the city can lead to some incredibly fun situations later on as the characters act on those gems of misdirection.

If your players thrive on intrigue, it may be fun to introduce a powerful NPC with certain specific motives and a penchant for manipulating others into achieving his aims for him. Such an individual would most likely need to be involved with one faction or another in order to be credible, but as long as you play the NPC from the perspective of an individual who knows he has found some truly ignorant people to exploit, you should be fine.

Finally, depending on the degree to which your players enjoy the biblical and magical aspects of the game, you may find it interesting to use War and his powers of possession to introduce the characters to the city. War can provide individuals with as much information or misinformation as you, the Judge, deems necessary. Further, good role-players should thrive on the opportunity to role-play a possession, and the aftermath of dealing with the strange ideas and knowledge about the city that might seep into a character's mind as the result of a possession.

SETTING UP SHOP

One of the first things your characters will likely want to do once they get into the city is find a good and solid haven, or base of operations. Given the fact that Washington D.C. is an urban city with a wealth of quality buildings, this should be relatively easy for them to do. Further, giving the characters a base of operations opens a number of doors for moving and developing the story.

The characters' haven should be the best-described and most detailed room or building within the city. After all, the characters are the focal point of the game. Once this important starting point has been defined, dealing with the rest of the city becomes a much easier matter. The characters will likely start exploring, and those explorations will have a much greater sense of relevance to the game as they can all be put into a context of proximity to the characters' haven.

Many players enjoy the prospect of customizing and decking out their respective homes. This should be encouraged and supported, as it ultimately will force the characters to start scavenging in the city. Characters with medical, mechanical, construction, restoration, scientific, and other building skills should be allowed to search for and find enough material to get their projects started. A couple of projects that have been started, but lack a few key items before they can be completed are adventures in themselves. Do not waste this opportunity.

At the end of the day, regardless of how cool and defensible the players attempt to make their haven, it can not be sufficient to deal with the

wealth and power of the various threats within the city. So let the players design their booby-traps and escape routes. You can always force them out of their haven by presenting them with an overmatched force. If truly necessary you can simply blow it up.

MEETING THE NEIGHBORS

Once the characters have selected a haven, it will be necessary for them to meet the neighbors. Unless the characters, by dumb luck, select a home near one of the friendlier factions the neighbors should likely be hostile towards the players. In many ways, meeting and dealing with the neighbors should mark the first major obstacle the characters face within the city.

Crazies are designed to be the perfect neighborly threat for a character party. They live in packs of around fifteen, and are highly territorial. They are cunning, but not overly intelligent. And perhaps most importantly, they have access to the Path of the Beast.

Initially, the Crazies should be at an advantage, as they will know where the characters live, while the characters will likely not know of the Crazies. A little careful scouting on the part of the players, however, will even the odds in this regard.

How you play the Crazies will largely dictate the feel of the city. Attacking with them aggressively and often will put the characters in some intense situations early on, but will also result in either the characters or the Crazies dying rather quickly. Having them hunt and stalk the characters for awhile will stretch out the drama and perhaps allow you

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to build a little suspense into the situation as well.

If the Crazies don't appeal to you as a Judge, the animals of the Wild Hunt also make an excellent starting threat for the characters. Animal Hunting parties employ stealth, and are extremely powerful. They do lack firearms, however, and thus should be initially less terrifying to players than other threats.

The most important decision you must make as a Judge regarding the Wild Hunt is to what degree you wish the animals to communicate and work with one another. It is made clear in the faction description

that the Beast has unified a number of the animals within the city, and that he guides them. The degree to which the animals truly work together, however, is deliberately left open to interpretation. If you are running more of a hack-n-slash fantasy style The End game, then there is likely little problem with the animals working together openly. If your game falls more in the genre of horror, however, be careful and somewhat conservative in how much and how openly the animals work together. Carefully and methodically leave clues about the heightened intelligence of the animals so that



the players can slowly come to the realization. If done carefully you can stretch the horror out through multiple realizations. For instance, it may take a few encounters for the characters to come to the horrific realization that the animals in D.C. are much smarter than they should be. The characters will quantify this and adjust to it, and the sense of horror they feel when dealing with an animal will wane. At that point start leaving clues that different species of animals are perhaps working together in some instances, and the sense of horror will return.

In any case, unless you wish to shift your game into the realm of comedy, resist portraying the animals as good friends with one another.

er. It is only the power of the Beast that unites them. They do not share an evolved language with one another. They do not get together to play role-playing games with one another. They do not remember each others' birthdays.

Timing and stealth are everything when using the animals as a threat. Consider an animal hunting party consisting of four wolves, a tiger, and an ape. Taking this six-member encounter and just blindly throwing it at the players will result in a boring game. The characters will immediately understand that the animals are working together, and the characters will have the ability to target and eliminate threats in an order of their choosing. Instead,



consider using just the wolves at first. The characters are out scavenging and they see a wolf. As they turn to face their threat, they notice another wolf in an alley, and they hear the howls of others. The characters will get the impression that they are surrounded and likely retreat. If they make a stand, have the wolves distract the characters long enough for the tiger to approach via the rooftops or another concealed route. If they do retreat, however, have the wolves stalk them during the retreat. Once the characters reach perceived safety and stop to deal with the wolves, introduce the tiger or the ape to the scene. This should surprise and likely terrify the characters, and above all else it should get the players worrying about what else might be hunting them in the city streets.

MAKING FRIENDS AND ENEMIES

Once the characters have settled in and gotten a feel for the city, they should start coming in contact with the various factions. The true politics and action in D.C. revolves around the factions, and the characters will need to become involved in order for the real action of this supplement to have an impact on your game.

The choice of which faction to introduce to the characters first is a very important one. Some factions are hostile, while others will be friendly. Some are relatively mundane, while others are magical. Each faction will be briefly discussed here in order to assist you with this decision.

The Wild Hunt

The Wild Hunt is likely more useful as a nemesis than an organization for characters to ally with. However, a character party involving a Shaman and perhaps a few Anarchists could get along quite well with the Beast and the Wild Hunt.

The new Shaman feats and rituals available only through the Beast may make the Wild Hunt an appealing faction for characters to work with. Further, the fact that the hunt is literally against all other factions in the city means that it wouldn't be hard to find challenges for the players if they do decide to ally with the Hunt.

Ultimately, it would likely be best for the longevity of your game to resist involving the characters with the Wild Hunt initially. Communication with the Hunt can be established at any time through the Beast if there is a Shaman in the party, so you will always have the option of involving the players with the Hunt later.

As a final note, significant involvement with the Wild Hunt will more than likely result in the characters eventually ending up as Crazies. The Path of the Beast is quite powerful, and will likely appeal to one or more of the characters. Although it is possible to walk the Path of the Beast without losing every last shred of humanity, it is not highly likely.

The Crackheads

The Crackheads are an excellent faction to deal with initially. They are well supplied, allow their members far more individual freedom than is warranted, and they sponsor

the single most valuable multi-faction social event within the city, the Bazaar.

The Crackheads are particularly interesting as a storyline as a result of their contact with the angel, and his rival, the demon. The conflict between Simon and Malthanos is interesting, not immediately apparent, and large enough in scope to become the defining theme of an entire campaign. Working with the Crackheads would involve the characters in this conflict pretty quickly. Further, it would provide the players with the protection of a guardian angel, which makes for an excellent tool that you the Judge can employ to keep the characters alive when the dice turn against them.

Finally, the peaceful and social nature of the Crackheads will make it possible for the characters to leave the faction if they should become bored. The sense of freedom this provides is highly important to many players.

The Dogs of War

In our opinion, the Dogs of War are best used as a threat. The characters could conceivably join this faction, but doing so would strip them of the free will to pick and choose their own missions.

If you would like to involve an alliance with the Dogs of War in your game, the best route would likely involve some kind of specific mission that the Dogs would hire the characters to perform. The Dogs have considerable supplies of military equipment to spare, so they would certainly be able to compensate the characters well for their time.

The Crazies

The only way the characters could reasonably interact with the Crazies is by becoming insane themselves. This could certainly happen to the characters if they keep themselves isolated or pick up too many extra ennui effects purchasing Path of War or Path of the Beast feats, but it isn't something you should push for as a Judge.

If it does happen, however, work with it. A character party is, by very definition, a coterie after all, and the creativity and abilities of the characters might even make the Crazies a viable threat for some of the larger factions within the city.

The Path of the Beast offers many significant advantages, and is engineered to function at a higher level when employed by a character party. If you are interested in running a short-term campaign, but highly interesting campaign the path of the beast might be for your gaming group. Understand, however, that if you opt to do so you will necessarily shift the scope and theme of your game away from the serious human issues that form the foundation of The End.

Allowing the characters to experiment with the Path of the Beast for a while would be wonderful, provided there was a viable way back out of the path. But who or what is going to intervene and bring the players back? Frankly, if your game gets to this point, look to one of the supernatural beings in the city to intervene on behalf of the players. Both the angel and the devil could plausibly restore sanity to the players. War likely could as well, but it would be less believable. The only faction that would have any real

interest in a character party of Crazies would be the Dogs of War.

Unfortunately, short of involving some of the other supernatural beings within the city (in a *deus ex machina* format) there is really no believable way for the characters to escape the path. Again, as the Judge you certainly are capable of doing so, but the act of doing so will shift the tone of your game away from horror and more into fantasy. The content in this sourcebook should be sufficient to help you maintain a fantasy style game should you choose to move in that direction.

The Smithsonians

The Smithsonians can make for an excellent home for a group of militant characters. Although physicians, scientists, and restorers are truly what the Smithsonians are about, any player character that accepts such a role with the Smithsonians is going to end up incredibly bored with the game. In short, the Smithsonians are so well supplied, and have so much work to do that characters who take the role of a worker will essentially do nothing other than work all the time.

Militant characters, however, can have great fun working with this



faction. The Smithsonians have a number of enemies, and are truly the only organization that mounts scavenging missions into the Greens, the Wastes, and the Aquatic Gardens. All of these potential threats and adventures make for endless interesting things for the characters to do.

Joining the Smithsonians also provides excellent access to the Bazaar, as they provide the defenses there. This will enable the characters to meet and interact with other factions regularly.

The New Society

The New Society, for lack of a better description, is essentially a really large character party. They have a membership that spans most prestige classes, have built a defensible haven for themselves, and are more interested in making themselves strong and comfortable than defeating any particular organization. As a result, this faction is an excellent choice for characters.

Characters can do just about anything within the New Society. The faction has enemies, and has a need for combat support. This faction is in need of critical supplies, basic scavenged materials, and skilled craftsmen to build out of supplies that are gathered. Further, the leadership is truly interested in working with its membership to bring plans and goals to fruition. Characters who enjoy working with the scientific and building skills in the game will likely be able to propose projects and be assigned resources to complete those projects.

Joining the New Society also provides excellent access to the Bazaar, as they provide defense there. This will enable the charac-

ters to meet and interact with other factions regularly.

Simon, the Angel

The easiest way for the characters to become involved with the angel is for them to start working with the Crackheads. The angel can, however, work with the characters separately if you so desire.

Working with the angel will provide the major benefit of his magical abilities and protection. Many Judges find giving the characters a supernatural ally a convenient tool for keeping the game flowing, and keeping the characters alive. Working with Simon, however, also immediately puts the characters at odds with Malthanos, and his gang of Bikers.

Malthanos, the Devil

The real problem with working with Malthanos is that it is highly difficult to leave his service once within it. In short, if the characters start to work with Malthanos one or more of them will invariably become enthralled to him. Once this happens, the characters will find it next to impossible to leave the Bikers from Hell faction. The characters will have, in essence, lost the freedom to control their own destinies.

If the characters do become involved with Malthanos, understand that they may remain within that faction until such a time that Malthanos is slain. Fighting on the side of Malthanos against the city, ultimately to lose the battle, but regain free will in the end makes for some very interesting gaming, mind you. Simply understand that if the characters join this faction you will

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need to kill the faction off in order to free them later.

War

The spirit of War is the driving influence behind most events that occur within the city. He is not, however, a monster with statistics that the characters are here to ultimately slay. Do not make the mistake of presenting him as such.

War can be used in many different ways to push or alter the course of your game. His powers of possession can make allies turn against the characters, or even make the characters turn against one another.

War's possession can also be used to save the lives of the characters if they get into a truly hopeless situation.

The important thing to remember when using War is to keep him as secretive as possible. The characters are not supposed to immediately know and understand that War is here, and that he can do this, this and that. The characters should only slowly start to come to understand the nature of War as they adventure within the city. If some of the players have read this supplement and are having difficulties divorcing their own knowledge of the supplement from their characters, start pos-



sessing them to force them to perform the actions their characters should be taking in the first place. The player or players who you have to do this with may not get the joke immediately, but the rest of your gaming group is sure to appreciate the ironic humor of the Judge needing to possess players to make them play their characters realistically and without outside knowledge.

One of the most interesting and valuable rewards characters can gain while adventuring in D.C. is access to the Path of War feats. Gaining access to these feats is not easy, as War must first possess a character before the feats can be learned, and War may only possess a character that is suffering from one or more ennui effects gained within the city. If you think about it, however, this really isn't that difficult. Characters who adventure in the city for any extended period of time are likely to pick up an ennui effect. Once that has happened it is a simple matter for War to possess a character. In short, any character that truly wants access to the Path of War should eventually get that access.

ESCAPING D.C.

At some point the characters will grow tired of the region and want to move on. This is somewhat difficult given the power of the Call of War, but it is not impossible. The purpose of the Call of War is essentially to draw characters into the scenario, and to prevent them from leaving the scenario on foot. If the characters get access to a working vehicle, however, they can easily drive their way out of the region before being hit with War's call.

Assuming that your characters

do not have access to a working vehicle, the thrust of the adventure to escape D.C. should revolve around the characters acquiring a good and reliable vehicle. If they do have a vehicle and you would like the characters to actually have to work in order to leave the region, by all means destroy the vehicle at your earliest convenience. This will force them to have to find and repair a new vehicle in order to escape. All in all, enjoy.



Chapter Five:

THE DENIZENS

OF D.C.

THE UNKNOWN SOLDIER

Hit Dice/Points:	10d12 +40 (105 hp)
Initiative:	+10 (+4 Dex, +4 Improved Initiative, +2 Natural)
Speed:	60 ft.
Armor Class:	18 (+4 Dex, +4 Natural)
Attacks:	Sabre +15 melee
Damage:	1d10
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Invulnerable, Frightful Presence
Special Defenses:	none
Saves:	Fort +11, Ref +7, Will +4
Abilities:	Str 18, Dex 18, Con 18, Int 19, Wis 12, Cha 18
Organization:	Solitary
Challenge Rating:	8
Size:	Medium
Skills:	Intimidate +24, Listen +24, Ride +30, Spot +24
Feats:	Alertness, Ambidexterity, Blindfighting, Cleave,
Combat Reflexes, Great Cleave, Improved Critical, Improved Initiative, Iron Will, Power Attack, Weapon Focus, Weapon Specialization, Sabre	

Invulnerable (Su): The Unknown Soldier is sustained by War's presence on earth. When the Unknown Soldier is killed, War can infuse the spirit of the Unknown Soldier into the corpse of any former soldier within 10 minutes of the Unknown Soldier's death.

Frightful Presence (Su): The Unknown Soldier exudes an aura of terror so intense that any individuals (with 10 or fewer HD) within 60 feet must make a Will save (DC 20). Targets with 6 or fewer hit dice that fail their saves are panicked for 1d4 turns, suffering a -2 modifier on saves and fleeing the area. Targets with 7 to 10 hit dice are shaken for 1d4 turns, suffering a -1 modifier on saves.

MONITOR LIZARD

THE DRAGONS OF D.C.

Hit Dice/Points:	6d8+6 (33 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	20 ft./60 ft. Swim
Armor Class:	14 (-1 size, +1 Dex, +4 natural)
Attacks:	Bite +8 melee and 2 claws +3 melee; or tail swipe +8 melee
Damage:	Bite 2d8+3; claw 1d10+1; tail swipe 3d6+3
Face/Reach:	5 ft. by 10 ft. / 5 ft.
Special Attacks:	Tail swipe
Special Defenses:	none
Saves:	Fort +6, Ref +3, Will +1
Abilities:	Str 16, Dex 13, Con 13, Int 8, Wis 9, Cha 5
Organization:	Solitary
Challenge Rating:	4
Size:	Large
Skills:	None
Feats:	Combat Reflexes; Improved Initiative

Tail Swipe (Ex): Monitor Lizards forced to fight on land can use their tails to terrible effect. If a someone is struck by a tail swipe, it must succeed at a Reflex save (DC 18) or be knocked prone.





FLOWER TRAP

Hit Dice/Points:	2d8+6 (9 hp)
Initiative:	-3 (Dex)
Speed:	0 ft.
Armor Class:	12 (-3 Dex, +5 natural)
Attacks:	none
Damage:	none
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Scent Lure, Flower Trap, Soporific Gas, Digestion
Special Defenses:	Flower Trap Traits
Saves:	Fort +6, Ref -3, Will +0
Abilities:	Str 10, Dex 4, Con 13, Int -, Wis -, Cha -
Organization:	none
Challenge Rating:	4
Size:	Medium
Skills:	none
Feats:	none

Scent Lure (Ex): From a distance, the addictive gas the Flower Trap emits induces euphoria. Any potential prey that could be enticed must succeed at a Will save (DC 16) to resist the effect.

Flower Trap Traits: Flower Traps are impervious to critical hits, subdual damage and death from massive damage trauma. They're not affected by spells of mind-altering nature (enamor or charming spells not specifically designed for plants, for example, paralysis, poison, sleep, polymorph or stunning).

Soporific Gas (Ex): As potential prey draws closer, the same gas puts them to sleep, hopefully within reach of the plant's fronds. The prey must succeed at a Fortitude save (DC 18) to avoid falling asleep and being drawn into the bulb.

Digestion (Ex): A creature trapped within the plant's bulb suffers 1d10 damage per hour until killed and processed. Half of the damage inflicted on the plant is inflicted on a victim inside. A would-be meal is expelled once the plant loses half its hit points. Trapped creatures may only use small sized weapons while trapped in the bulb. Possessions made of anything but metal are totally ruined after one hour of digestion.

SERPENTS OF THE WASTES (THE BIG ONES)

Hit Dice/Points:	3d8 (19 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
Armor Class:	15 (-1 Size, +2 Dex, +4 natural)
Attacks:	Bite +9 melee
Damage:	Bite 1d10+4
Face/Reach:	10 ft. by 5 ft. / 5 ft.
Special Attacks:	Constriction
Special Defenses:	none
Saves:	Fort +4, Ref +7, Will +0
Abilities:	Str 18, Dex 15, Con 14, Int 8, Wis 7, Cha 14
Organization:	none
Challenge Rating:	4
Size:	Medium
Skills:	Escape Artist +4, Listen +6, Move Silently +5, Spot +6
Feats:	Alertness, Constriction

Constriction (Ex): To use the constriction attack, the serpent must make a successful melee attack with its Bite. The serpent then wraps its body around the victim (which must be Size Large or smaller) and inflicts another 2d6 points of crushing damage that round, and in each round thereafter until the victim is dead or the snake is dislodged. A successful Reflex save (DC 13) allows a target to escape a constriction attempt, and an Escape Artist or Strength check (DC 11) allows a held victim to escape.





GUARDIAN HOUND OF WAR

Hit Dice/Points:	5d8+25 (47 hp)
Initiative:	+4 (Improved Initiative)
Speed:	80 ft.
Armor Class:	12 (+2 natural)
Attacks:	Bite +8 melee
Damage:	Bite 1d10+3
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Deafening Bark
Special Defenses:	Dark Vision
Saves:	Fort +6, Ref +0, Will +0
Abilities:	Str 16, Dex 11, Con 20, Int 4, Wis 8, Cha 8
Organization:	Pack (2-4)
Challenge Rating:	3
Size:	Medium
Skills:	Intimidate +5, Intuit Direction +5, Listen +5, Spot +5
Feats:	Improved Bull Rush, Improved Critical, Improved Initiative

Deafening Bark (Ex): When in battle the Guardian Hounds of War will continuously bark. The volume of the bark can confuse and stun opponents. Opponents within 60 feet must make a Will save (DC 16) or become disoriented. A failed save means -4 to hit, a successful saves means -2 to hit.

FANG VINE

Hit Dice/Points:	4d8+20 (38 hp) roots; 1d8+5 (9 hp) tendril
Initiative:	-2 (Dex)
Speed:	0 ft.
Armor Class:	11 roots (-1 size, -2 Dex, +4 natural) 16 tendril (+2 size, -2 Dex, +6 natural)
Attacks:	Tendril slash +6 melee; Tendril constrict +4 melee; Plant constrict +4 melee
Damage:	Tendril slash 1d8+1; Tendril constrict 2d4+1; Plant constrict 2d8+1
Face/Reach:	5 ft. by 10 ft. / 5 ft.
Special Attacks:	Constriction
Special Defenses:	Plant; Regeneration
Saves:	<i>Plant:</i> Fort +9, Ref -1, Will +0 <i>Tendril:</i> Fort +7, Ref -1, Will +0
Abilities:	Str 12, Dex 16, Con 20, Int -, Wis -, Cha -
Organization:	No plant can survive within 150 ft. of any other plant
Challenge Rating:	4
Size:	Large
Skills:	Move Silently (tendril) +8
Feats:	Great Fortitude

Constriction (Ex): A victim damaged by a tendril attack must make a successful Reflex save (DC 13) or suffer constriction damage in the next round automatically. In addition, the Fang Vine can pass one opponent from a tendril to its main root system for intensified constriction. A Strength check (DC 15) is required to break the hold of a tendril or the plant.

Plant: Impervious to critical hits, subdual damage and death from massive damage trauma. Not affected by many spells of mind-altering nature (for example, enamoring or charming spells).

Regeneration (Ex): The plant regains 1 hp per round, except from attacks made using acid or fire.





GARDEN SOUL

Hit Dice/Points:	6d12 (39 hp)
Initiative:	+0
Speed:	120 ft.
Armor Class:	15 (+5 natural)
Attacks:	Chilling Touch +6 melee
Damage:	Chilling Touch 1d8
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Chilling Touch
Special Defenses:	Mist Walk; damage reduction 5; vulnerable to fire
Saves:	Fort +2, Ref +2, Will +4
Abilities:	Str 10, Dex 10, Con 10, Int 9, Wis 9, Cha 12
Organization:	Solitary
Challenge Rating:	3
Skills:	none
Feats:	none

Mist Walk (Su): Within the bounds of the mist, the spirit can make attacks on a victim at the beginning, middle or end of its movement, as desired.

Chilling Touch (Su): The Garden Soul's touch is colder than ice. Victims hit by the Garden Soul must make a Fortitude save (DC 19) or take one point of Constitution ability damage, in addition to the damage from the blow. Lost Constitution points return at a rate of one per hour.

Vulnerable to Fire (Ex): Garden Souls take double damage from fire-based attacks.

WAR CROW

Hit Dice/Points:	1d8 (5 hp)
Initiative:	+4 (Dex)
Speed:	10 ft. / 90 ft. Flying
Armor Class:	18 (+2 size, +4 Dex, +5 natural)
Attacks:	Peck, 2 Talons
Damage:	Peck 1d3, Talon 1d3
Face/Reach:	2 ft. by 2 ft. / 0 ft.
Special Attacks:	none
Special Defenses:	Speak
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 5, Dex 18, Con 12, Int 8, Wis 16, Cha 9
Organization:	Solitary
Challenge Rating:	1
Skills:	Hide +3, Listen +8, Read Lips +5, Spot +10, Wilderness Lore +6
Feats:	none

Speak (Ex): War Crows can be trained to speak. Although not very intelligent, they can be used to carry messages, identify troops or individuals, and spy.



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THE PENTAGON

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The Pentagon details the interior of one of the most mysterious landmarks in Washington, D.C. - The Pentagon. Raised above the skyline of D.C. from the ashes of the end of the world, the citadel that was once the Pentagon houses one of the most powerful entities of the new world.

The Pentagon describes the operations and denizens of War's headquarters. The Pentagon also includes a layout of the building (old and new) and descriptions of key locations that have been "modified" by War.

Since War is powerful, his citadel should not be treated lightly. The Pentagon is only for powerful and high level characters in The End. Low level characters are welcome to visit, but they should expect to die.

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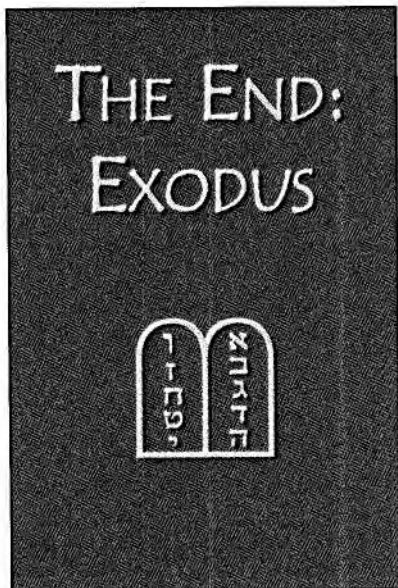
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An adventure of horror and hope, Salvation's Tears investigates the phenomena of hope in the western desert. The desert holds many mysteries, not the least of which is the appearance of a path to salvation. In the midst of the desperate scrabbings of the new colonies, have the Meek found redemption?



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The Dogs of War

"When he broke the second seal, I heard the second animal shout, 'Come.' And out came another horse, bright red, and its rider was given this duty: to take away peace from the earth and set people killing each other."

-The Book of Revelation

When the First Seal broke, releasing Pestilence across the world, the people of Washington D.C. were hit hard. Martial law was declared in the ensuing chaos and violence became a way of life. When the Second Seal was broken, the violence and power swirling in D.C. brought the Second Horseman of the Apocalypse to his future home.

War slipped into the fabric of Washington with ease. Disciplined soldiers, honorable generals, and politicians dedicated to peace became the playthings of War. With these people, War took peace from the Earth. When the End came, and the wars stopped, those few who knew of War's existence assumed he returned to stuff of the earth from which he was born. They were wrong.

When The End came, all contact with Washington was cut off. Now the temporary black hole that was Washington after The End is rising from the ashes with War at its helm. With God gone, what power on Earth can stop War's relentless advance?

**God May be Dead, but War is
Just Getting Started...**

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