

# DEGENESIS



RISING RAVENS



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## DEGENESIS DLC: VOLUME 02

RISING RAVENS is a DLC add-on to DEGENESIS: THE KILLING GAME and a sequel to the contents of that sourcebook. To understand its context fully, reading the scenario about Operation Mirage and the fall of Toulon is recommended.

IF YOU ASK ME, THERE'S NO

HAPPINESS DEATH  
TO BE FOUND IN

... NO PEACE EITHER.

I'M LEAVING HERE ALIVE.

[METAL GEAR SOLID]

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# BAYONNE

## PLOT

This playable scenario offers a bridge between “THE KILLING GAME” and the upcoming publication “BLACK ATLANTIC”.

Within this story, the Characters first hear about Bascule, a Preservist of the Red Pack, whom will play a significant role in upcoming campaigns. The adventure “RISING RAVENS” allows you to draw your players’ attention towards the Preservist early on and foreshadow future plots.

## HUMAN TRAFFICKING

For years, the Spitalians have used the smugglers’ nest Bayonne – situated north of Toulon right in the middle of the thicket of the Rhône delta – for covert operations in the swamps. Sacrocant, the Raven of Bayonne, enjoyed the protection of the Medical Cult because he was the Spitalians’ pawn and partner in crime.

His job was simple. The Rhône Flock, his implacable henchmen, hunted drones. Mainly children that had either been stolen by Fosters or had been born and raised amongst the drones.

The living prisoners were herded together and immobilized with narcotics that the Spitalians supplied to Sacrocant. Ever since the secret cargo, secured in red barrels with breathing holes, has been shipped upriver of the Rhône aboard the Belle Doche, a rusty swamp barge. Via field hospital Mercure, the cargo finally reaches its destination: Cremant, the headquarters of the Red Pack, a Preservist elite force. There, far away from the prying eyes of the Hippocrats, the research units and the Consultants, Commando Prime Charcutier works on a bizarre experiment. He wants to immunize future generations of Preservists against spore affliction by transplanting the organs of drone children into their bodies.

Once the Consultants got wind of this, the Spital would halt this line of experimentation immediately and eradicate Cremant from the history books.

Charcutier has broken all tenets of the Hippocratic Oath.

In Cremant, the Commando Prime has unearthed manuals composed by Preservists of the Old School, a conspiracy of conviction within the Preservist corps from which the demonized Commando Prime Wachsmann himself originated. Kranzler, the legendary leader of the Preservists, had the Old School smoked out and all its operators killed. The doctrine, however, persists like a plague, and Charcutier got infected by its secret knowledge. He perpetuates its legacy.

Until now, Charcutier was safe from detection. Only those in the know, subjects utterly loyal to him, are aware of the existence of his experimental laboratory in Cremant. However, there is a confidant the Commando cannot control: the Apocalyptic Sacrocant. And now, matters are turning serious.

Three weeks ago in Toulon, the Chroniclers’ Operation Mirage ended in a disaster. The city is damaged and wounded. It lies fallow like a corpse, only waiting to be eviscerated by carrion birds. This is Sacrocant’s finest hour. Now he has the chance to expand his territory from Bayonne to Toulon. He wants to seize the moment before another Raven preempts him. To do so, however, he needs weapons, henchmen and most importantly, Drafts.

Sacrocant turns to Charcutier and applies pressure on the Preservist. The Commando Prime is supposed to have his back when he seizes power in Toulon, with his own troops if need be, for the Raven threatens to expose his dirty secret, the drone trafficking, should he fail to do so. Charcutier doesn’t appreciate this kind of blackmail at all. Under different circumstances, he would send a death squad to deal with Sacrocant and rid himself of the Raven in a heartbeat. But this time, it’s Sacrocant who pulls the



strings. He's the only one who can keep the steady supply of drone children plus the Raven holds one of Charcutier's best men hostage.

Bascule, a Preservist of the Red Pack, has fallen into the clutches of the Apocalyptic. On a mission in Purgare, the Preservist barely survived a near-fatal conflict with a Psychokinetic and was left heavily wounded. His skin charred, his jaw shattered, and his bones broken. Only his iron will to survive keeps Charcutier's elite soldier alive.

Bascule's life hangs on a thread. If the Preservist cannot be saved in time and transported to either field hospital Mercure or Cremant, he will die.

### CARDIAL

Ducal, another Raven's nest on the Mediterranean coast, registers Sacrocant's secret takeover attempt of Toulon. Cardial, the ruling Raven of Ducal, wants to preempt his rival from Bayonne. To do so, however, he needs to know Sacrocant's plans. He activates Armaturgia, his best Cuckoo, to infiltrate Sacrocant's Flock and gather intelligence.

### VATENGUERRE

Charcutier's options are limited. Sacrocant's arrogance is like a thorn in his side. The Commando Prime wants his cargo, and he wants his Preservist back. No matter the cost. Sacrocant knows that he plays a dangerous game and increases security at the entrance of his nest. He tells his men to keep an eye out for Preservists. He's dreading that Charcutier's people might come for him.

A second Preservist of the Red Pack is still out there in the field. His name is Vatenguerre. He was Bascule's partner on the fateful mission, but the men were separated fighting the Psychokinetic. Vatenguerre was wounded, but survived. Using the tracking device embedded in the Spitalian medal Bascule wears on his cape, he was able to pinpoint the location of his brother in arms. Vatenguerre hides in the dense mangrove forest close to Bayonne, keeping an eye out for movement and people who could help him to free Bascule from Sacrocant's nest.

### TRIGGER-HAPPY

Three weeks have passed since the fall of Toulon. The entire Rhône delta is in an uproar ever since word of Operation Mirage's failure spread. Detained supply transports and stranded refugees are a common sight on the Scorched Path. The destructive explosions tearing Toulon to shreds are still ringing in most people's ears. Many are afraid to return to the city; nobody trusts that the alleged civil war has actually ended.

Cutthroats and footpads come crawling from their lairs and complicate passage by water as well as by land. Atuma, the Persistent, Consul of Montpellier, has sent six Scourger packs to Toulon to help Hamza Abubakar III. keep the peace on the Scorched Path. Hellvetics from the Morvant Control Terminal patrol the road in mobile units, protecting travelers.

## BAYONNE FACTSHEET

**CITY:** Bayonne, Tech-Level II

**PROVINCE:** Southern Franka / Rhône delta

**INHABITANTS:** 400-500 / no census

**POPULATION STRUCTURE:** Mixed. Numerous Clans from the Rhône delta can be found here. Except for Sacrocant's Flock and a handful of longtime residents, very few inhabitants settle permanently.

**LEADER:** Sacrocant, the Raven of Bayonne

**FEATURES:** Fortified palisade, moat, stuck Surge Tank (Mbogo), headquarters of the Rhône Flock. Power generator and scrap terminal. Last springboard for expeditions to the Rhône swamps.

**TRADE / GOODS:** Petro and bartering. Some stolen barrels of Marduk oil from Toulon are in circulation. A full canteen costs 400 Drafts/Dinars. Also, some fugitive Iron Brothers secretly try selling stolen goods from Hamza's palace, mainly atlases, books, amulets and other trinkets of sentimental value.

**CITY GUARD:** The Rhône Flock, Sacrocant's henchmen, 40 heavily armed women and men. In case of danger, the Flock can retreat to the Mbogo and stand their ground with assault rifles and crossbows. In case of extraordinary danger, a gun turret, firing nerve-wrecking high-velocity ammo at the bow of the Surge tank is manned. Sacrocant stores close to 8,000 rounds in his command center underneath the gun tower.

**ARTIFACT TRADE:** No alcove, no artifact trade. Everything that comes from the swamps is directly routed on to Toulon or Montpellier.

**COMMUNICATION:** None. While there is a working antenna in the Mbogo that can receive radio waves, Sacrocant prefers discussing business in private. He doesn't like Chroniclers to listen in. He collects and issues his orders through messengers, intermediaries or coded letters.





# BAYONNE

2596 A.D.



7  
THE SURGE TANK

5  
SCRAP TERMINAL

4  
THE BREAKER BOX

3  
PORT DÉBRIS

6  
THE SWAMP THRUSH

2  
PALISADE

1  
SCORCHED PATH

0 25 m 75 m



# SACROCANT'S NEST

## 1. SCORCHED PATH

The Scorched Path enables access to Bayonne from the South. A rickety bridge constructed from sheet metal and welded slabs leads across a shallow tributary onto the inhabited peninsula and into the heart of the swamp. It is the only access to the settlement by land. Before one is allowed to cross the bridge, Apocalyptics thoroughly search and question any visitors. Spitalians especially have been subject to extensive searches for several weeks now.

## 2. PALISADE

A defensive wall ten steps high built from sharpened wooden poles and rusty barbed wire protects the settlement and keeps off intruders. A dry moat surrounding the fortification can be flooded with swamp water in seconds if danger arises.

## 3. PORT DÉBRIS

Most Expeditions into the Rhône swamps start at Port Débris. Here, the versatile swamp cutters are loaded and replenished, engines get repaired, and loot is secured. Every sunrise, there is a massive crowd in the port, for Bayonne has become sort of the central ganglion of all operations along the Rhône. Presently, new docks are being built on the other side of the river to keep the jostle in check.

Sacrocant hates surprises. This is why the port is only operative by day. At nightfall, all ships in the harbor must be chained to the docks and may not leave before the next dawn. There shall be no chance for thieves to get away with stolen goods at night.

## 4. THE BREAKER BOX

A creaking breaker box keeps the Bayonne Peninsula charged up. Centime, an aging Scrapper with a gray mop of hair and fetid breath, keeps the box running. Centime also sells Petro by the canister that he gets directly from Montpellier.

Sacrocant's men keep an eye on Centime and make sure the Scrapper is well fed. Under the Raven's protection, the old man has adopted a habit of berating his customers with foul language without having to fear the consequences.

## 5. SCRAP TERMINAL

Right next to the breaker box is the scrap terminal. Transients use this open, tarp-covered marketplace for quick bartering. Here, expedition squads can acquire equipment

they might deem useful before entering the swamps. Copper wire, casings, antennae, gunpowder, wind chimes, plastic toys, empty cans, bleached porn images, dental floss, licorice, first aid kits, quails eggs, ropes braided from vines, tobacco leaves, corn on the cob, periscopes, handheld mirrors, bones, clubs, nails ...

The range of goods makes no sense at all and only exists while stocks last.

## 6. THE SWAMP THRUSH

The Swamp Thrush is the only inn in Bayonne. Travelers can find both the most uncomfortable beds and the worst food in all of Franka right here. The Thrush is an open den on ramshackle wooden poles. The drafty ground floor is accessible from all sides and contains almost 200 seats and wooden benches. Two open hearths offer food to the guests. The inn supplies Scrappers and hunters leaving for the swamps with a bare minimum of necessities. Those who are looking for a place to sleep have to climb the crumbling stairs to the first floor.

Upstairs, there is a single common room with more than 50 straw mattresses packed tightly next to one another. Staying overnight costs 20 Drafts. A dinner consisting of tart porridge is included in the price. The owner of the Swamp Thrush, Eikan the Borcan, however, is a terrible cook.

## 7. THE SURGE TANK

The Mbogo is the Flock's headquarters. The bogged down Surge Tank towers six stories above Bayonne. It is tilted sideways and held in place by a veritable forest of wooden beams and poles. The Tank sprouts a small labyrinth of huts and bunks, sconces, and embrasures jutting from the muddy ground. The inner courtyard, surrounded by scrap walls and barbed fences, serves as a venue for fistfights and drinking orgies. It is here that Sacrocant gathers the people of Bayonne, his Apocalyptics and other henchmen for speeches, rallies and to conduct business.

Only a chosen few may enter the Surge Tank. Here, the Raven stores the weapons of his Flock, along with artifacts and riches he has looted in his many campaigns. The back area of the cargo terminal serves as a private prison.

The boiler room in the Mbogo's terminal is flooded. In the murky, brackish water, Sacrocant keeps two fully grown Rhône crocodiles – Madonna and Carlotta. Sacrocant feeds the overweight females with traitors to his cause.



## PARANOIA

Sacrocant knows that he's playing with fire. Trying to blackmail a Preservist is more than just reckless. However, the Raven trusts his inherent paranoia. So far, he has survived all assassination attempts. His paranoia is like a sixth sense he trusts in when making decisions. This is why he's often one step ahead of his enemies. The men and women of his Flock are loyal as is customary amongst migratory birds. The Mbogo is a fortress from which he can coordinate his Flock's destiny in safety.

## THE TENTH ZIGGURATH

Sacrocant's men know the Rhône swamps better than most. For years they have mapped all changes within the Swamp, no matter how small and insignificant they may seem, for this is a way to protect the drone hunters from danger. Sacrocant's nest is crammed with parchments and vellums covered with countless way markers, old road-tracks and drone movements. The Apocalyptic have no idea what kind of treasure they own there. From their maps, the Spitalians could reckon the exact position of the tenth Ziggurath whose existence is not even known to the doctors yet.

## SACROCANT

He rose up quickly to the position of Raven. Sacrocant knew no rivals. No one wanted to live or even nest out here in the swamps. The Mbogo, however, this behemoth of a Surge Tank, stuck and left behind by the Neolibyans, made the perfect headquarters. Sacrocant understood that a civilized outpost amidst the swampland of the Rhône would soon pay off in spite of all its dangers. Scrappers have to equip themselves before they disappear in the thicket in search of artifacts. Fishermen and hunters need embark points for their loot and a place to rest their weary bones. Those who can't show their faces in the cities along the coast need a place to smuggle without risk or excitement. Bayonne was the perfect nest: far away from law and order, but still a central traffic junction. Here, Sacrocant was able to do his own bustling business quietly.

His Flock mapped the rough surroundings of the mangrove forests. Together, they hunted for drones that had gotten too close to Bayonne and laid traps in the swamp to keep the Pheromancers away: hard work that finally paid off. Three years ago, a Preservist approached the Raven to make him an offer. He would keep the Spitalians from Montpellier out of Sacrocant's hair if the Raven would supply him with drone children in return - for experimental purposes, of course.

This mutual agreement thrived for quite a while. Every few months, Sacrocant had the Belle Doche set out and deliver her living cargo to Cremant. The compensation was excellent, and he was able to rule in the Rhône delta unmolested.

Then he heard about the events in Toulon. All about it smelled like a Phoenix was involved down there at the coast. Sacrocant bided his time, waiting for the end of the civil war. His chance would come.

## ROLE PLAY

His moment has arrived. Sacrocant makes a grab for new territory. Those of his henchmen who have survived Operation Mirage are claiming Terres Putain for the Raven of Bayonne. Clavion, the Cuckoo of the Rhône Flock, is already building a new nest. The power vacuum must be filled quickly. However, Sacrocant has to keep the Spitalians out of his affairs. Maybe he can force his generous benefactor from Cremant to support him.

## PROFILE

**ARCHETYPE:** Franka, The Ruler, Apocalyptic, Rank 3: Raven

**ATTRIBUTES:** BOD 2, AGI 2, CHA 5, INT 2, PSY 5, INS 3

**SKILLS:** Athletics 3D, Brawl 4D, Force 3D, Melee 4D, Stamina 4D, Toughness 4D, Dexterity 3D, Navigation 4D, Mobility 4D, Projectiles 6D, Stealth 4D, Etiquette 6D, Expression 7D, Leadership 8D, Negotiation 8D, Seduction 6D, Legends 4D, Cunning 8D, Deception 7D, Domination 8D, Reaction 7D, Willpower 10D, Empathy 6W, Orienteering 4D, Perception 6D, Primal 7W, Survival 6D

**BACKGROUNDS:** Allies 5, Authority 5, Renown 3, Secrets 5

**SPECIAL:** -

**POTENTIALS:** Danger Sense 3, Mirror 2

**INITIATIVE:** 5D/20 Ego Points (Focus)

**ATTACK:** Revolver 6D, Distance (10/40), Damage 10, Throwing Knife, 6D, Distance (3/10), Damage 4

**DEFENSE:** Passive 1; Melee active (Parry), Melee 4D; Ranged Combat active (Dodge), Mobility 4D; Mental (Willpower) 10D

**MOVEMENT:** 3m

**ARMOR:** Leather coveralls (3), Heavy fur coat (2)

**CONDITION:** Spore Infestation 0/20, Flesh Wounds 8, Trauma 7

**SPECIAL EQUIPMENT:** Snow globe; The last memory of his son Etienne, who was taken by the Fosters ten years ago. Maps (Rhône swamp)



## ARMATURGIA

Ducal is far away on the border between Franka and Purgare. However, that doesn't mean that Cardial, the Raven of Ducal, has no influence. Quite the opposite is true. He is a puppet master who prefers to act from afar and to cast his spider's net of betrothal all over the place. When he hears that Sacrocant wants to expand his territory and exploit Toulon's weakness, he is electrified. Immediately he sent Armaturgia to Bayonne as his spy. He raised her right from the cradle to impersonate Spitalians and the Resistance. He taught her the lingo that keeps her from being found out behind enemy lines, and together they invented the false biographies that Armaturgia uses to gain trust.

Cardial's Cuckoo was never allowed to fall prey to the temptations of the migratory birds, Armaturgia never even got close to a Burn cusp. It was the only way to keep up her charade and supply her Raven with important information and warnings.

This is why she's perfectly suited for this mission. Her garb and her acting are foolproof. Nothing about her gives any hint of her belonging to Cardial's Flock and scouting Bayonne on his behalf. If a foreign Apocalyptic was to poach in his domain, Sacrocant's paranoia would kick in right away. As a cadet of the Resistance or even a Famulancer, however, he will maybe see her as a potential turncoat; maybe he will even make her an offer to win her over.

That's exactly what Armaturgia wants. It is the only way she will be able to supply her master with the necessary information on Sacrocant's plans.

### ROLE PLAY

Everything about Armaturgia is faked. Whether disguised as a Famulancer or as a cadet, her personality is hidden under a mountain of lies and deception. Only when she is with her Raven she uncovers her true face. As the Cuckoo of the Flock, she knows all tricks by heart, and nothing will get her off balance or endanger her masquerade. Her words are always measured; the tone of her voice is under control, always trying to fully impersonate the cliché of her role.



### FATEFUL

On her mission in Bayonne, a Preservist tracks down Armaturgia in the mangrove forests. In her role as a Famulancer, he recruits her on the spot to assist him in the upcoming liberation of Bascule. He himself cannot show his face in the camp because that would mean Bascule's death. Instead, he tests her with mapping out Sacrocant's nest for him and looking out for potential helpers to assist him.

Armaturgia has to fulfill the task given to her by Vatenguerre to keep from endangering her cover. The Preservist would become suspicious right away if she refused to obey his orders. She has to get rid of Vatenguerre before the Preservist interferes with her mission. She just doesn't know how yet.

### PROFILE

**ARCHETYPE:** Franka, The Mediator, Apocalyptic, Rank 2: Cockoo

**ATTRIBUTES:** BOD 2, AGI 2, CHA 4, INT 3, PSY 4, INS 3

**SKILLS:** Athletics 3D, Brawl 3D, Force 3D, Melee 3D, Stamina 4D, Toughness 4D, Dexterity 3D, Navigation 3D, Mobility 4D, Projectiles 3D, Stealth 5D, Etiquette 4D, Expression 10D, Negotiation 5D, Engineering 4D, Focus 5D, Medicine 5D, Science 4D, Cunning 6D, Deception 10D, Domination 5D, Reaction 6D, Willpower 6D, Empathy 5D, Orienteering 4D, Perception 5D, Survival 4D

**BACKGROUNDS:** Allies 1, Network 1, Renown 1, Resources 1, Secrets 2

**SPECIAL:** -

**POTENTIALS:** Mimicry 2

**INITIATIVE:** 6D/10 Ego Points (Focus)

**ATTACK:** Splayer 2D, Damage 5, (Cutting 2T, +1D Damage)

Distance 2m

**DEFENSE:** Passive 1; Melee active (Parry), Melee 3D;

Ranged Combat active (jump for cover), Mobility 4D;

Mental (Willpower) 6D

**MOVEMENT:** 3m

**ARMOR:** Spitalian suit (2), Sealed (+4S), Respected

**CONDITION:** Spore Infestation 0/12, Flesh Wounds 8, Trauma 6

**SPECIAL EQUIPMENT:** Drawn map of Sacrocant's Nest, Fieldkit equipped with antibiotics and antimycotics (10 uses)

### POTENTIALS

#### MIMICRY

**PREREQUISITE:** Cockoo

PSY+Deception 10, CHA+Expression 10  
This Potential marks the climax of a Cuckoo's masquerading abilities. Per point in Mimicry, the Character can imitate another Cult to perfection. He knows the details and clichés of the Cult and can keep up impersonating it even under the direst of circumstances, interrogation and torture. Per point in Mimicry, the character gets one automatic success on any rolls on PSY+Deception and PSY+Cunning. The opponent's difficulty to see through the deception also rises by the Potential level (Max. 3).

# INFILTRATED

## SWAMP TALK

In the Swamp Thrush: The porridge tastes like vomit. Two drunken hunters sleep it off at the next table like two giant snoring beavers. The other benches are empty. Most hunters and Scrappers are out and about, minding their business. Only a young Famulancer sits by herself, pouring hot water into her canteen. She watches the Characters for several minutes.

Then she gets up and joins them at their table. She looks across her shoulder at the whistling cook to make sure he's not listening.

"I am looking for a few tough guys to help me with a minor affair." If the Characters show attention, she continues: "Nothing big. But let's not talk here." After a dramatic pause she uses to study the Characters' faces, she adds: "In the swamp."

If the Characters are curious, she shoulders her backpack, latches up her neoprene collar and grabs her Splayer. "Follow me. In ten minutes." The Characters can do so inconspicuously. She leaves Bayonne. Beyond the palisade, she makes a turn towards the swamp and enters the pathless mangroves.

After half an hour of marching through the thicket and the fetid jungle she stops at a fallen tree. Three times she hits the bark with the tip of her Splayer. It sounds hollow. Crickets are chirping. Flies buzz past the Characters' heads.

All of a sudden, a human silhouette becomes visible amidst the branches and vines. A gas mask shimmers oilily, breath rattles through the filter. The person is wrapped in a black cloak: a Preservist.

"Are they suited?" the stranger asks in a dull voice.

"Yes, they are new faces in Bayonne. Sacrocant does not know them," Armaturgia answers.

## VATENGUERRE

The Preservist steps closer and removes his gas mask. Beneath, there is a ravaged face. A landscape of scarred cuts blemishes his features. His left eye has been sewn shut, the right one is glassy.

"I am Vatenguerre." Without the mask, his voice sounds even rougher.

"Bascule, a brother from my order. I am looking for him. We were on a mission in Purgare together. A Psychokinetic separated us from each other." He slightly opens the black cloak. Above his ribs, the neoprene is torn, and the skin beneath is burnt and riddled with blisters.

"My brother has been severely wounded. He needs help urgently or he won't survive." Exhausted, he sits down at the hollow tree trunk and looks up at the Characters.

"Sacrocant, the Raven of Bayonne, holds Bascule hostage."

If the Characters ask for the Apocalyptic's motives, Armaturgia steps in. "He wants to blackmail us. Sacrocant plans to expand his territory to Toulon," she says in a voice full of worry. She gazes from Vatenguerre to the Characters.

"The Raven wants to keep the Spitalians of Montpellier from thwarting his plans. They are supposed to supply weapons and medicine to him and his men and to support his takeover, for only then, he is willing to set his hostage free."

"Until then, Bascule will be dead," Vatenguerre adds. "He's one of our best soldiers. No one fights like him. His time has not come yet, he cannot die!"

## PRESERVISTS

They are the secret military branch of the Spital. The legends surrounding them are numerous, but only few people have ever seen one of them in their lifetime.



The Preservist frowns. He tells the Characters how Bascule ended up in the hands of Sacrocant and tells them about the times they spent together in the field. About missions against Psychokinetics and Pheromancers that the Preservist survived by his brother's side. The stories sound like those of a veteran who has been through hell and back.

"Now Bascule is lying somewhere in the fucking Surge Tank, dying miserably." Anxiously, Armaturgia looks at the Preservist. "Vatenguerre cannot show his face in Bayonne. If the Apocalypitics notice a Preservist, they will raise the alarm at once. Sacrocant is paranoid. We need someone to help us free Bascule from the Tank."

## BATTLE PLAN

If the Characters are convinced of Vatenguerre's cause and tell him they are ready to help him free Bascule, Armaturgia unrolls a coal sketch on parchment. It shows Mbogo, the Surge Tank, Sacrocant's nest.

"There's going to be a cockfight tonight. Apocalypitics and Bayonniers get drunk together, party and make bets. At this time, Sacrocant leaves the Tank, and most of his men are not on guard duty, but amongst the onlookers." She makes sure the Characters follow her words. "We have to try to wait for him and gain his attention. He's looking for recruits for his cause."

She points to the map. "Only the turret will be manned. The guard tower over here will be empty. The only obstacle on our way into the Tank is over there, at the sandbags. Two Crows will be on guard duty at all times."

Vatenguerre touches the spot with the point of his black knife.

"Eliminate them. No noise."

"I will keep Sacrocant from returning to the Tank. You gotta go in. Bascule will be somewhere in the cargo terminal or in the boiler room," the Famulancer continues.

"30 minutes. Tops," the Preservist says dryly.

"As soon as you have Bascule, you must retreat at once. I need a sign that the coast is clear." She looks at the Characters questioningly. Once they have agreed upon a sign, she looks at the map again.

"There is only one safe way out of Bayonne. Here, at Port Débris. The Belle Doche, a swamp barge that transports cargo up the Rhône to Field Hospital Mercure. I will wait there for you," Vatenguerre says. "However, there's a problem. At night, all ships are chained to the docks. Sacrocant's people are patrolling here. Furthermore, two floodlights illuminate the port. If someone recognizes us there, we will be riddled with bullets from the turret on the tank."

Armaturgia takes a few moments to think. Then she points at the parchment again. "There is a possibility to switch off the floodlights. The Mbogo supplies them with power. The cable leads to this breaker box. A Scrapper called Centime maintains it. If we cripple the box, the floodlights will break out of their sockets."

"Then the port will be completely in the dark, and we can debouch," Vatenguerre mutters.

"Is that clear?" Armaturgia asks ...

## ENTERING THE ADVENTURE

"RISING RAVENS" takes place after the events of "DEGENESIS: THE KILLING GAME." If your players already know the area around Toulon, they will surely have heard about the port of Bayonne. The Characters may have been there during the political aftermath of Operation Mirage. Maybe they have been trying to track Opis and the kidnapped children from the Orphanage. There are several reasons for them to have visited Bayonne:

### 1. DECOY 5

Decoy was last seen in Bayonne. A week ago, a Chronicler has been spotted in the Swamp Thrush. He spent a night there before buying provisions and traveling north. Has this been Decoy? Chroniclers all look the same.

### 2. WACHSMANN'S LEGACY

Three weeks ago, a heavy cutter passed through the port. For a full day, the jetty was brimming with lice ridden children. An ugly man wearing a gas mask reportedly shooed them all back aboard the ship which then continued her way up the Rhône.

### 3. BOUNTY

There is a bounty on Iron Brothers. The Neolibyans pay well for any information on Nestor's whereabouts. Some of the former insurgents have gone into hiding in Bayonne.

### 4. RATTLER'S TRACKS

Rattler's past is lost in the swamp. Alabaster spent a night in Bayonne, exchanged some goods and vanished to the West.



CARGO - TERMINAL

ENTRY

SANDBAG DAMMING

TOOL SHEDS

GUARD POST

SCRAP WALL



# MBOGO

TURRET

COMMAND POST

POWER POLE

COURTYARD

TAP ROOM

WARD TOWER

MAIN GATE







## THROUGH THE GATE

Back in Bayonne, the Characters approach Sacrocant's nest, accompanied by Armaturgia. Vatenguerre has stayed behind. He will swim to Bayonne at dusk and entrench himself aboard the Belle Doche.

They quickly march through the outpost, reaching the main gate at the scrap wall only ten minutes later. Everyone wanting to enter is searched head to toe. The migratory birds are thorough. From afar, the Characters can see that there's a long queue.

Armaturgia jumps behind a ramshackle hut and opens a hatch covered by some loose boards. She throws her Splayer into it. "Hide your weapons here. We will collect them later." Then she hurries back to the path and gets in line.

"No knives, you fucking idiot!" the Characters hear from the main gate.

## COCKFIGHT

In the inner courtyard of Sacrocant's nest, the Characters and Armaturgia mix with the people gathered. About 100 locals have come to see blood flow and feathers fly. Two

frenzied fighting cocks chase each other, cheered on by the audience, flutter up, croak loudly and hack at each other with their beaks. The stakes are not very high, but varied. Fake Chronicler drafts, ammo, dinars, petro, tranquilizers, and Marduk oil – the variety of wagers is immense.

There are Apocalyptics everywhere. They openly wear their assault rifles across their chests. The Characters slowly realize that the Apocalyptics are afraid of something. Otherwise, the mood wouldn't be so tense. The last rays of the sun disappear behind the mangrove leafage. It's time to act.

## SACROCANT

"There he is," Armaturgia whispers and inconspicuously points to a man walking amongst the onlookers. It is Sacrocant. The Raven stands out from the crowd like a bird of paradise. A long white fur coat hangs from his shoulder and bright red boots cover his feet. He raises a canteen to his men, drinks deeply and grins solemnly.

"Has Blancher won his first fight?" he calls to the



crowd inquiringly. When he hears the answer, he shouts with glee: "I knew it! Good boy!" His laughter is like a rumble. Men give him high-fives as he walks towards the fighting pit to get a better look.

"Only a few more weeks out here in the dirt, people. Then we go get ourselves Toulon and a juicy piece of the spoils." He raises his index finger as if he was preaching.

"Now!" Armaturgia's gaze emphasizes her order. At once, she starts moving towards the Raven, providing cover for the Characters.

## THE NYMPH

The Characters have to go around the open tin shack with the beer pump. A crowd of drunks is milling about in front of it, getting a good refill.

A famished Scrapper with crooked canines and grey curls staggers towards the Characters. She has detected the most handsome of them and desperately throws herself at him. "Do you really want to go pee without me, you randy raccoon?"

The old lady stinks so abysmally that even flies would fall from the ceiling, killed by her stench. She breathes in the direction of her chosen one: "I am the Iron Sister. I dig rough iron!" Then she fondles the Character's crotch. Some of the men at the beer pump turn towards the Characters to watch the upcoming spectacle. A few laugh loudly.

## COCK OF THE ROOST

The Scrapper is manic and blitzed. To get out of this mess without the old lady feeling insulted and starting to make a scene needs quite some tact. To convince her that the Character she has chosen to satisfy her needs is not the right one for her, a combination of CHA+Etiquette (3) and CHA+Expression (4) is necessary. The Scrapper hangs onto the character, wildly throws kisses into the air and grabs her breasts to convince the Character of her assets.

If her chosen man does not succeed in his roll, her mood suddenly shifts. She throws herself into an excessively loud rant full of hatred and self-pity.

"Who do you think you are, you nob? Am I not good



enough for you? Did you just call me ugly? Do you think you're a cut above us others, you pitiful shithead? Do you think I need to be fucked so badly that I would choose you? You are simply afraid of something good! A guy like you could never get me!"

The Scrapper gets all worked up and turns the attention of everyone in the tin shack to the Characters. Then, right in the middle of a sentence, she starts vomiting. Globbs and undigested gobbets of food shoot from her mouth and nose.

If the Characters cannot gain control of the situation at once, the other guests will be lured towards the spectacle, and their entire cover is blown.

## THE LAST OBSTACLE

Once the Characters have gotten rid of the Nymph, they can continue. Thirty steps away from the beer pump, two men are sitting on a wall made of sandbags. Music and noise float over from the cockfight. It is dark here; the two guards are passing a goatskin back and forth.

The Characters have to be careful. Even if the guards cannot see them in the dark – because the backlight from the inner courtyard is very bright and the lights at the entrance of the Mbogo are broken –, there is no reason for cockiness. If the guards can fire even one shot, the Characters are discovered.

They must succeed in a roll on AGI+Stealth (3) to bypass the guards unnoticed. Since the Characters are unarmed, brute force is the only way. If they want to neutralize the guards, they must succeed in a Combination roll of BOD+Brawl (3) and BOD+Force (4) to disarm and strangle the guards.

The Apocalyptics thrash around like worms on a fishing hook. Their lips turn blue. Their eyes roll backwards in their skulls. Their arms flail around aimlessly while they take their last breath. Strangling someone demands ruthlessness. The thrashing and moaning of a dying man is a cruel challenge, even for unconscionable warriors.

It takes six rounds to strangle someone long enough to kill. Every round, the Character must succeed in a roll on INT+Focus (2) or INS+Primal (2) to keep up the chokehold. Overall, 10 successes per guard are necessary to eliminate them both. Ego Points may be spent for a roll to succeed. Triggers are counted twice.

## INSIDE THE TANK

Inside the Tank, silence engulfs the Characters. The noise of the cockfight cannot reach through the massive walls. The Characters' boots make loud noises on the metal floor of the corridor leading into the heart of the Surge Tank. The inner walls are covered in and adorned with African symbols and mathematical formulas. Characters that have never been aboard a Surge Tank before are overwhelmed by the technology used here. It's impossible to say whether this monster made of steel and electronics is a bygone relic or has been built by the Neolibyans after the Eshaton. In any case, the first lock is open.

A map painted onto the hull is supposed to offer some orientation aid. If the Characters shed light on the panel full of arrows and African markings, trying to understand their bearings, they must succeed in a roll on INS+Orienteering (4), otherwise they will lose their way inside the labyrinthine Tank and end up in a dead end all of a sudden. Precious minutes will be lost.

The command center is above them. No, that is not the right way. This other corridor gives access to the cargo area. This is where they have to go.

A steep ladder leads into the rear of the Mbogo. Something is humming. The steel underneath the Characters' feet vibrates. The Tank's engine is running at full blast and makes the walls tremble. It generates the electricity for Bayonne. The engine block is a bottomless pit. No matter how much petro is filled in, it keeps rumbling ceaselessly.

Over there, there is a bridge to a sealed door. Is that the entrance to the cargo area? The colossal tank does not answer to the Characters' thoughts. It leaves them to search on their own.

## GETTING RID OF THE BODIES

The Characters have to get rid of the bodies of the two guards. If they simply leave the two dead men lying in the mud, someone will stumble across them after only a few rounds. The only more or less reasonable hiding places are the toolsheds to the left of the scrap wall. If the Characters managed to hide the bodies there, the adventure can continue.





## THE STEEL DOOR

This must be it. A steel door anchored in its frame separates the Characters from the cargo terminal. Bascule must be behind this obstacle. The Characters examine the door. Eight steel bolts are jammed into the door leaf. Each of them is as thick as a man's wrist. The only way to get through here is with brute force. They have no key, so there is no alternative.

As successful roll on INT+Engineering (4) shows that steel bolt number six is at a critical angle. Once yanked from its position (6 successes on BOD + Force (4)), the massive door will have lost most of its resistance. After that, a cooperative roll on BOD+Force (2) and 30 successes is necessary to lift the barrier separating them from the cargo terminal from its frame.

## MADONNA & CARLOTTA

The doors open. The cargo terminal is now accessible. A flooded boiler room stretches before the Characters. This area has sagged and run full of water. It is pitch black here.

If they shine light into the giant room, they see a ladder that leads to an extensive storage gallery higher up the wall. Twenty steps through black, brackish water separates the Characters from the opposite side. There is no way to tell how deep the flooded area is. The water is black as oil. With INS+Perception (4), they detect slight movement in the sludge. Madonna and Carlotta, Sacrocant's pets, are gliding towards the Characters under the surface of the water. If the Characters don't notice them

## COMBAT STATS

**PROFILE:** Crocodile

**INITIATIVE:** 5D / 5 Ego Points

**ATTACK:** 8D, 8+D6 damage,  
Distance 1m

### DEFENSE:

Passive, in water: 3

Passive, out of the water: 1

Melee in water (Dodge)

Mobility: 8D

Melee out of the water (Dodge)

Mobility: 5D

**MENTAL:** 4D (at Ego 0, the animal panics and flees back into the water)

**MOVEMENT:** In water 8m,  
on land 6m

**ARMOR:** leathery skin (2)

**CONDITION:** 10 ( Trauma 6)

## SURVIVAL

Whatever happens, Bascule must survive the adventure to be able to play his role in the ongoing story. The Characters should understand that the man they are saving is extremely important for the Spitalians. Also, it's a good thing to be owed a favour by the Preservists.

and enter the dirty sludge hastily, both crocodiles attack at once. This is going to get bloody.

If the Characters are wary, they spot a rusty girder that has fallen from the ceiling (PSY+Cunning (3)). When pushed in the right direction, it spans the flooded part of the terminal. A roll on AGI+Mobility (3) is necessary to safely reach the other side. One botch is enough for the character to slip and fall into the water where Carlotta and Madonna are lurking.

If the Characters are on the girder, the crocodiles keep trying to snatch them. Let the Characters roll INT+Focus (2) or INS+Primal (2) to keep their cool.

## BASCULE

The Characters have crossed the deadly basin and are entering the gallery on the other side. The objective of their search is easy to spot on the other side of the terminal.

Bascule lies on a rusty stretcher. The Preservist seems lifeless. Dried blood covers his features. His teeth are missing. His jaw has been completely smashed. Muscle fibers torn. The neoprene is burnt in countless places. His skin is completely covered in a dendritic venous plexus of veins as if he had been hit by several lightning bolts at the same time. Broken bones pierce the skin obliquely. The Characters hear nothing. Is he dead?

INT+Medicine (2) lets them detect a weak heartbeat. There's an almost inaudible rattling coming from his lungs. The soldier clings to the realm of the living by a thread.

They have to lift him carefully to transport him. With INT+Medicine (2) they can avoid damaging the Preservist even more. The character carrying the lifeless Spitalian across his shoulders must also succeed a roll of BOD+Force (3).

## OUT OF HERE!

Outside, past the sandbags, Armaturgia awaits their signal. She sees the Characters and wordlessly directs them to move along and close to the scrap wall. They have yet to get out of there before someone notices what is going on. They all must succeed on a roll of AGI + Stealth (3) to make it to the main gate without being noticed.

Only one guard! The man stands with his back towards the Characters, looking out towards Bayonne. The Characters can play drunken guests on their way home carrying a blitzed friend. In the dark, Bascule is almost unrecognizable. If the Characters cover him in one of their cloaks, the ruse might work. Let them roll PSY+Deception (3) to behave as inconspicuously as possible and bid the guard a good rest of the evening.

If the Characters are no masters of acting, they have to resolve the issue with force. Should one of the Apocalyptic be able to fire a rifle, all of the nest will notice them. Then they can only run for their lives.

## THE BREAKER BOX

Back at the shack, the Characters can gather their weapons.

Armaturgia looks at Bascule. "He is alive! We have to get him aboard the Belle Doche. The breaker box!" she says and points down the road. "The port is still illuminated. We have no chance to get past the guards."

She races ahead, scurrying from cover to cover.

The breaker box sits next to a ramshackle hovel, a grey, growling box covered in



blinking lights. The box is surrounded by a russet mesh wire cage. The cage door is secured by a padlock as thick as a finger. To shut off the box, the padlock must be picked or yanked open.

Once the Characters start fiddling with it, someone suddenly croaks from the hovel: "Fucking shit! Can't even take a dump without something biting the dust." A small, misshapen midget of a man stomps across the debris in front of the hovel. He adjusts his welder's goggles and upturns his coat collar. Then he marches straight towards the cage without minding the Characters at all.

"What has failed this time?" he asks in an irritated voice.

"Centime this, Centime that. Centime, repair my revolver. Centime, the generator needs more oil."

He shoves past the Characters grudgingly reaching for his key ring.

"Out of my way!" he barks at the Characters trying to find the keyhole. "You're all dumb as fuck! What doesn't work this time?"

Centime tears open the cage door, fumbles with the switches and looks at the Characters expectantly. "What is it you stupid fuckers can't get running? The breaker box works perfectly!"

Centime doesn't recognize the Characters. He doesn't want to know them, either. He only wants to be left alone. The Scrapper is convinced that the Apocalypics have no clue about technology and have once again damaged something, trying to blame him for it.

If the Characters are spontaneous, they can seize the moment to coax Centime into switching off the floodlights at the port.

"The floodlights are the problem? Since when? I can see from here that they are working!"

The Characters must succeed in a roll on PSY+Cunning (2) for their ruse to work.

"Oh, I see! You want me to switch them off, right? Suck me sideways, why didn't you say so in the first place!" Centime opens the casing and flicks two switches. Sparks fly, and the floodlights at the port start dimming at once.

The Scrapper slams shut the cage door and locks it.

"Now finally leave me be, will ya?"

## CENTIME

If the Characters cannot dupe the Scrapper, they have to at least dispose of him before his commotion leads to them being noticed. Centime is not the real enemy. The frail Scrapper hits the floor unconsciously after one well-placed punch.

## TO THE PORT

Port Débris lies in darkness. The guards are confused. They light torches and lanterns. "Whatever happened to the fucking floodlights?" the Characters hear screaming from the distance. "Centime's fucked it up! This stinking fart of a Pheromancer!"

"Wake the bastard up. Make him switch on the floodlights right away!"

The Characters have to maneuver in the dark. The docks are built from moldy boards and driftwood. They are creaking with every step. Ropes and chains are lying and hanging everywhere, forming dangerous snares if the Characters do not watch their steps. A Combination of AGI+Mobility (2) to make it safely across and AGI+Stealth (2) to remain undetected is necessary.

The Belle Doche lies in the water over there, 40 steps away. Armaturgia calls the Characters' attention to two guards approaching from behind. The Apocalypics light their way with lanterns, and their eyes are open wide.

The group must hide behind a stack of barrels to remain unnoticed (AGI+Stealth (3)). The guards are close and walk past their hiding place slowly. They must hold their breath and not make a noise!



## RED BARRELS

Due to the situation below deck, the Characters have no chance to look over the barrels. Even if they deem the cargo suspicious, they have successfully roll IN-S+Perception (5) to detect the breathing holes in the dark. If they approach the barrels too closely, Vatenguerre ends their curiosity with a single sentence: "My boat, my cargo!"

## THE BELLE DOCHE

They get aboard the Belle Doche. The cargo cutter is a small, nimble ship. They have to hoist the anchor cautiously and then get below deck.

A small, creaking set of stairs leads to the cargo hold below deck. Dim light reveals fuzzy shapes and silhouettes. Dozens of red barrels are stored and safely secured here. There is a musty smell in the cold air.

"You got him?" Vatenguerre steps from the shadows in the rear of the cargo hold.

"Put him here." He points to a padded bunk. Immediately, he bends over Bascule and pats him down. He takes a syringe with a long needle from his belt pouch, and fills it from a small bottle. With precision, he palpates Bascule's chest and rams the needle straight into the man's heart. The adrenalin injection has an immediate effect. Bascule opens his eyes wide, small bubbles and foam gush from his mouth and nostrils.

"RRRRHHHHHH" is the only sound he makes. With a small flashlight, Vatenguerre shines into the badly wounded man's pupils and nods reassuringly.

"Welcome back to service," he says like a father and uses a second syringe to inject Bascule with a load of painkillers. Armaturgia wipes the sweat off her brow and moans in exhaustion.

"I will start the boat," she says and turns towards the Characters. "Thanks for your help. I couldn't have done this alone."

She mildly smiles at the Characters. Behind her, Vatenguerre rises. He looks at the Characters across Armaturgia's shoulder and slowly raises a finger to his lips as if telling them to be quiet. Then, in a sudden flash, the Preservist raises his black knife. The blade slashes quickly across Armaturgia's throat. Before she can wheeze Vatenguerre's hand covers her mouth. With a merciless move, he jerks her neck sideways, and throws her to the floor like a twisted doll.

Before the Characters can react, the Preservist raises a hand in their direction as if trying to quickly calm them. He doesn't spoil for a fight. The man looks at the corpse on the floor. Her head rests on the ship's floorboards in a weird angle. A pool of blood spreads towards the Characters.

"Fuck, I cannot stand Apocalypitics," he says with disgust on his lips.

The Characters are speechless. Vatenguerre stoops over the body. He cuts the neoprene apart, and Armaturgia's shoulder blade becomes visible. A tiny, abstract number is tattooed there. The Preservist points at it, looking at the Characters.

"The coordinates of Ducal," he says drily. "Infiltrator. Duplicitous Cuckoo. Wanted to infiltrate the Spitalians," he points out. He clicks his tongue. "What do you think? How did she know so much about Sacrocant?" He lets the question linger unanswered.

"A pity it had to end this way. She probably thought she could double-cross a Preservist. The girl tried fooling the wrong one." He wipes the bloody knife clean off her neoprene and gets up. "I'll steer the Belle Doche out of the port. You go and get out of here. Hide on the next ship." Vatenguerre moves towards the cab.

"I will draw their attention and try to keep the gunfire from you. The boat is fast enough for me. You seize the moment and leave Bayonne. If you can make it out onto the bridge, detonate it." With these words, he takes a grenade from his belt and softly tosses it to the group so the character standing next to him can safely catch it.

He draws his Spitalian medal from his cape and returns to the Characters one last time. The Preservist grabs one Character's wrist and presses the medal into his or her palm.

"A lucky charm."

The Character can barely get a quick glance at the engraving on the back of the medal – Vatenguerre, Red Pack, 2578.





## TO HELL WITH BAYONNE

Outside, the Characters must get to safety. Behind them, the ship's engine roars. The Belle Doche debouches. The guards come running down the docks. "What? There's a cutter debouching!"

Suddenly, the floodlights flare up again. Someone has flicked the switch at the breaker. The port is flooded in glaring white light. One of the guards fires a signal rocket into the air. It trails a tail of sparks followed by screeching noise. The first rifle salvos rattle.

Within minutes, the Surge Tank comes alive, like a giant's silhouette. Red lamps light up at the turret. The barrel turns, looking for a fleeing ship.

"BRACKABRACKABRACKABRACKA!"

The high-velocity ammo thunders across the port, plumes of water splash up, and hundreds of swamp birds flee in panic from their nests in the canopies.

Within less than ten minutes, Sacrocant's people will be all over the place. The Characters have to shoot their way through them to the palisade and make it back to the Scorched Path on the other side of the bridge.

As soon as they start moving, all hell breaks loose behind them. Sacrocant's people rush after the Characters. This way! They have to run to get rid of their pursuers. The Characters race across the rickety bridge to the Scorched Path.

Looking back, they see four Apocalyptics chasing them.

They raise their rifles and shoot.

The grenade.

Now!

## COMBAT STATS

**PROFILE:** Rhône-Flock

**INITIATIVE:** 4D / 10 Ego

**ATTACK:** Projectiles 5D

Melee 4D

Brawl 5D

**DEFENSE:**

Passive 1

Melee active (Parry)

Melee 4D

Ranged Combat active (Duck)

Reaction 5D

**MOVEMENT:** 5m

**ARMOR:** Leather clothes (2)

**CONDITION:** 10 (Trauma 5)

# LOOSE ENDS

The Characters are out of danger. The coast is clear. They are resting somewhere out there in the underbrush, tending to their wounds. What's next?

The foundation for upcoming stories in and around Bayonne, the Rhône delta, and the swamps has been laid. Your players can follow leads independently and work together to uncover the secret of the Red Pack and the drone trafficking.

## SACROCANT

The Raven of Bayonne is alive. He has sworn revenge. He will find the traitors who have assaulted his nest and freed his hostage. He will have the perpetrators hanged. Sacrocant has analyzed the assault in detail. Moving forward, he will be even more cautious. His henchmen keep their eyes and ears open and buy information. At some point, one of the traitors will blab, and the Raven will have a trail leading straight to the Characters. The Raven's plan may have faltered, but Toulon is still his primary objective.

## CARDIAL

Armaturgia has disappeared. Cardial does not know what's happened. Has Sacrocant uncovered her true identity and gotten rid of the Cuckoo? He sends conspirators and middlemen along the Scorched Path to find the tracks of his adopted daughter. At the same time, he keeps track of Sacrocant's every move and plants his people in the ruins of Ferrallies to claim territory for Ducal. Cardial has been in cahoots with the Neolibyans for long enough. He will have to use them now.

## THE BARRELS

What about the Belle Doche? Why was there a Spitalian supply ship in the port of Bayonne? What was her cargo, and where was she bound? What is within in the red barrels? The Characters will have to slice through several layers of this mysterious cooperation between Cremant and Bayonne before uncovering the truth. Can they capture one of Sacrocant's hunters to squeeze him or her for information?

## CHARCUTIER

Who is Commando Prime Charcutier and what is his relationship with Sacrocant? The Characters have a trail leading into dangerous terrain. The Preservists are a mysterious order, and their instigators are ruthless elite soldiers.

## OPIS

The cutter with the children from the Orphanage has been floating somewhere on the Rhône for a while. What is Opis up to? Does he want to bring the children to Cremant? Are they the chosen generation of new Preservists Charcutier intends to experiment on?

## THE RED PACK

Who are Bascule and Vatenguerre? What is the Red Pack? An elite unit within the Preservist corps? Where does it operate? What is its mission? Why was Bascule so crucial for the Pack? The Characters will soon find out.

## THE SPITALIAN MEDAL

The inconspicuous engraved Spitalian medal is a precious gift from Vatenguerre. The tracking device embedded in the badge enables the Preservists to pinpoint the location of the group and to track their movements if they keep it. Vatenguerre has marked them with a bull's-eye. It would be well advised for the Characters to crack open the piece of metal and look inside.

## DECOY 5

The search for the Shutter continues. Only one trail can be found in the villages and hamlets surrounding Bayonne. It leads back to Borca. What does the Chronicler want there?





## THE TRAIL TO BRITON EXPERIENCE

The Characters have a starting point for further investigations. They can stay in the Rhône delta or travel back to Toulon to try and stop Sacrocant's machinations from there while collecting new information.

Over the weeks and months to come, rumors will mount. The Red Pack whose trail they have been following plans something in Northwestern Franka. The operation is leading to Briton, the holy land of the Anabaptists.

It is time for the Characters to prepare for a long journey ahead. From Toulon to Montpellier and on towards Toulouse. From there, they will travel to Aquitaine and then north past the Ruins of Nantes and the Loire rapids.

Time is of the essence, for the Day of Ganaress draws near ...

Surviving the scenario +1 EP

Initiating an extraordinary course of action +1 EP

Helping Vatenguerre +1 EP

Entering Sacrocant's nest unseen + 1EP

Getting rid of the Nymph without causing a scene +2 EP

Silencing and hiding the guards +2 EP

Navigating the Surge tank +1 EP

Surviving Madonna and Carlotta + 3EP

Saving Bascule +3 EP

Duping the guard at the gate + 1EP

Convincing Centime to extinguish the floodlights + 1EP

Uncovering Armaturgia's true identity +2 EP

BLACK FEATHERS AND CRIMSON HANDS

