



BETRAYER

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ADVENTURE BACKGROUND

The PCs have been gathered by chance, fate, or some benefactor, and have known each other as broodmates for as long as a year. A few weeks ago, however, their dreams took a strange twist. In place of the normal recollections regarding their draconic heritage and previous lives, each PC began experiencing darker dreams . . . nightmares of guilt, suffering, and betrayal. Betrayal of one's closest allies. Several days ago each player received a letter playing upon that fear.

Because each dream is read to each PC individually, the player's initial thought should be that he is the betrayer, and perhaps he may wish to mask that fact from his broodmates. In truth, every member of the brood betrayed a group . . . but that group was never the brood, and the betrayal was always performed on the brood's behalf.

A strange creature with mysterious motives, a resident of the dream city of Babylon, has entered the players' dreams and obscured them. It hopes to turn the brood against one another so that it may live in the dark and distrusting places amidst their brood mind; a fully-formed and well defended brood mind is too clear and open a construct for its purposes.

The true challenge of the adventure, therefore, will not be whether or not the PCs can overcome their foes in battle or outwit each other, but rather whether or not they can trust one another.

ADVENTURE SUMMARY

Introduction: Each PC is taken aside and a dream described. Unbeknownst to the PCs, each has a relatively similar dream. Then tell each about a letter he or she receives.

Scene 1: The party follows the instructions on the letter and each member finds himself in the special reference reading room of the Bishopgate Reference Library. Lies and truths are bandied about as each explains his purpose. Clues are followed, revealing a book that is a collection of dreamscapes collected by a utopian leader of the worker's movement of 19th century London. The book, of course, triggers a flashback.

Scene 2: In the Flashback, the PCs fight off an assault by strange creatures above a wondrous city of gold and gardens. At the center of the city is a huge statue of a golden serpent twined around a marble column . . . the same statue that was in each PC's dream.

Scene 3: Picking up right where the vision left off, a stranger, giving the name George Long, interrupts their meeting. He states that he knows that one of the group ended up with the mystic stone that topped the statue, and that he will buy it from him . . . lest the brood all fall prey to the poison that he just inflicted on them!

Scene 4: Investigation and flashbacks reveal the PCs' connection to Babylon, the book, and the truth behind the dreams.

Scene 5: Obligatory thug encounter gives the PCs a chance to vent their frustrations.

Scene 6: The party ventures into Babylon via their dreams and face their foe.



INTRODUCTION

Take each player aside and read a variation of the dream below. Switch up the details slightly, setting each sequence in a different historical era (Egyptian, early Medieval, Renaissance, ancient Eastern, pre-colonial South American, etc.). Do not provide any details as to the form the dreamer is in.

The dream started the same every time. You are sitting in a grotto in the (mountains, valley, desert, forest), seated in a circle comprised of the shapes of familiar forms. Your eyes seem to gloss over them, registering only a sense of camaraderie and brotherhood, before your attention is focused instead on the statue in your midst. It is of a serpent of gold wrapped around a column of marble, at its top a stone in the shape of a perfect sphere. Magic radiates from it like light from the sun. All of you appear to be happy, basking in its glow, until a shadow passes overhead blocking out the sun and casting the (columns, trees, rocks, canyon walls, mountainsides) around you into darkness. As the rest of your friends are distracted, you lean forward, letting the darkness envelop you, and before their unseeing eyes steal the sphere, replacing it with a fake that you hid within your garb. When the shadow has passed their gazes all return to the stone, and they smile, as if amused at their own doubt. They return to basking in the stone's glow, but it is noticeably faded. Something troubles each, you can see it in their eyes, as they shift their gazes from one to another. Finally, as if on cue, all of their gazes seem to shift slowly and hatefully toward you . . .

And then you wake, nauseous and retching, your hand clutched around your belly where your dream self had pressed the stone into your very flesh, hiding it so that you

could steal it from your comrades. Why, for whom, when, none of that is clear . . . all that is clear is that you betrayed them.

This dream has plagued you for nearly a week, and the dark betrayal it forebodes has made you hesitant to share it with your broodmates. However, its importance cannot be denied. Despite your best efforts at researching the statue and stone and at dealing with the nausea and headaches that seems to persist as the dreams intensify, you have made headway with neither. You had resolved to broach the topic to your comrades when you receive an unexpected letter. You can't remember opening it, much less receiving it in the post, but nonetheless you find yourself reading it one morning at your desk. When you search for the envelope it came in, you find none. It says:

"I know about your dreams, betrayer" it said, "and I know what they mean, both to you and your brood. To learn more, come to the Bishopgate Reference Library, special archive reading room. Come alone." It is signed "G.L."

The next time the PC attempts to find or read the letter, even if he just takes his eyes off it for a moment or puts it in a pocket for safekeeping, it is gone.

SCENE 1: SUSPICIONS

Some PCs may attempt to share information with their broodmates, or bring them along as backup. Let them play it out however they like. Some will be secretive and reveal nothing regarding their dream or letter, while others will probably compare notes. However it turns out, it gives the brood a chance to test out their sense of trust, their natural hierarchy of leadership, and the like.



Regardless of the means by which they get there or the plans they undertake, the next available time that the special archive reading room is open, later that afternoon, is when they will all arrive (it is not scheduled for open reading at any other time).

The hallway to the room is long and well-lit, so it would be difficult for any of the brood to spy on the others or “skip out” unseen once he realizes that the rest of the brood are there.

Just as you allowed the players to form their own intrigue and dig their own graves regarding sharing information previously, let them interactive for a time when they all arrive in the room. Of particular note is that a large tome is on display in the room’s central table, a 19th century book of paintings and illustrations gathered by an artist named Kristoff Winslett.

The Flashback: At some point during the characters’ interactions, the library’s ventilation system activates and pumps cool air into the reading room. The momentary disturbance causes the leaves of Winslett’s book to flutter, sliding until they reach perhaps the only truly inspiring work within: a golden cityscape lit by rainbows and a setting sun, its streets lined by hedges and its buildings buttressed by gardens and waterways. Grand plazas adorn the painting and a sense of mystery, age, and possibility permeate the place. At the piece’s center is a statue, one that must be hundreds of feet high

given the scale of the piece. It is a marble pillar 50 ft. in diameter and surrounded by a huge golden serpent, twining around and climbing up its length. At the pillar’s top is a sphere that sheds a strange, otherworldly glow. It lights, yet does not light, the city below. And it is into that cityscape, or rather above it, that each of the players finds themselves . . .

SCENE 2: BATTLE OVER BABYLON

Suddenly the walls melt away, and you find yourself soaring above a vast cityscape of gold and green. Directly beneath you is the statue, huge and powerful, the stone shining with glory. A quick glance around you shows your companions are all with you. You are united, and powerful. You will claim this stone for the brood. Then a powerful humming fills the air. The noise come from all around you, and rising up from the city you see shapes of gold and silver and red, shapes of darkness and shapes of light, none defined but all dangerous. A voice in your mind whispers harshly to you, “It is ours. It is the dream stone. You will die and dream no more!” You know, somehow, that the entire city is speaking to you. As one, the dream shapes scream and turn towards you. There is a wave of vertigo, and then they are upon you.



DREAMDEATHS



Aspects: Fire 6(6), Water 2, Air 6(6), Earth 2

Initiative: 12

Health:

1M, <1/2+/4+/6+/8+/10+/12+/14+

Size/Reach: 3/15 ft.

Armor: 0

Taint: 0

Stride: Fly 100 ft. (Speedy, manuv. 5)

Weapon: Dream Tendril 10/M

Sequences: None

Skills: Athletics 6, Melee 6, Quickness 6, Senses 6, Will 6

Edges: Aggressive 1 (Melee), Follow-through 2

Powers: Clarity 5, Envelop 5, Malleable 5, Undeterred (Intruders) 5



Begin combat. Each dragon is attacked by one dreamdeath on the first round, two more on the second, four more on the third, and so on, doubling each time. While easy to destroy, being made of the stuff of thoughts and dreams, these creatures can be quite damaging.

NEW POWER: ENVELOP

An enveloping creature, which usually also has either the Malleable power or Shapeshifter legacy, can extend part of its flesh or being around the creatures it strikes, slowly surrounding them in a film of flesh, ooze, energy, or other sort of substance that it exudes from its own body.

MECHANICS

When you inflict a wound after striking a foe, your target suffers a disadvantage (physical) penalty equal to the rank of the wound you inflicted plus your rank in this power (minor wounds are considered to be rank 0). Unlike most disadvantage penalties, these are not fading. Victims of the power can only remove the penalties by “shaking off” or breaking loose from the stuff that is enveloping them. This can be accomplished as a physical action with a Fire (Athletics) test; for each success, the disadvantage penalty lowers by 1. As with escaping from restraints, the disadvantage penalty applies to all physical tests, even those made to escape from the envelopment!

At rank 1, you may use this power against creatures of your size or smaller. For each additional rank you have in this power, you may use it on creatures one size category larger.

At the GM’s discretion, a variation of this power may cause mental disadvantage and need to be fought with Air (Grit) instead.

BATTLE’S END

The dreamdeaths are likely to overwhelm the dragons, eventually inflicting so many physical disadvantage penalties that they can-

not continue to fly or even move. When this happens, read the following aloud.

As each of you is born to the ground by the writhing lights and shadows that surround you, find your vision blurring. Soon whatever is surrounding you has begun to penetrate your flesh and, more importantly, your mind. The stone atop the huge column in the city begins to fill your mind, to become the center of your universe. You can feel your brood mates’ thoughts through your link, feel their pain, anger, and helplessness, and you know that they feel yours. The huge golden serpent on the column before you begins to unwind from its pillar, then slithers forward amongst you, looming overhead with ominous power. A voice speaks into your minds, and you know that it belongs to the stone atop the pillar. “So, you have done well to find me, but of course you cannot pass a test for which there is no answer. No, only a glimpse into your minds will manage that . . . which among you, I ask, shall be my guardian? Which will take the power that I offer, the light, the golden love, which will accept me as your master, and serve me forever? All are worthy, yet only one may receive the blessing . . . and he must thereafter destroy his friends. It is the only way. Oh, what is this? I smell . . .” and though it is the stone that speaks, the golden serpent above flicks its tongue in and out above one of you, testing the air, “I smell corruption. You shall be mine, and once I have made you mine, you shall bring your friends to me, so that they may be consumed.” As quick as a blink, the huge golden serpent strikes, driving its fangs into one of your skulls, pumping the mystic venom of its master’s light into your mind, remaking you as its creature, as a betrayer, as the one who would destroy the rest. Yet, as the memory fades, and you return to your frail human forms in the modern age, you cannot tell . . . with your minds linked, who among you was the betrayer? Which

received the venom's kiss? Each of you shared the agony of the strike as if it happened to him, and him alone.

SCENE 3: DUST IN THE WIND

You come back to yourself suddenly, realizing someone has spoken. Looking up you see the door is open, and a middle-aged gentleman in a grey suit is standing in it. Seeing your questioning stare, he repeats himself. "I said I'm sorry. Did I interrupt something here?"

The gentleman introduces himself as George Long, an American businessman here for a convention. He is of medium height with dark brown hair and bright green eyes. After some amount of smalltalk, George begins to sound more and more sinister, making references to things about the PCs that he should not know. He might bring up dragons, dreams, or even some of their past adventures. Once the PCs call him on his mysterious knowledge, his eyes will suddenly begin to glow a brilliant green, and he will calmly explain the following:

"The answers you seek are within yourselves, dreamer. I know only as much as a witness of your lives would know. I served the master that claimed one of you as his own, and once he had you, what need had he of me, such a minor servant as I was? You remember being taken, do you not? And of course you remember the betrayal . . . you had all come together to use the power of the stone, that vessel in which my master resided . . . and the betrayer among you took it."

He looks at each of you in turn. "Come now, you know who you are. Traitor. Judas. Turncoat. A special place in hell is reserved for you," he says, smiling, looking at all of you and none of you.

"Now, here is what shall occur. You who stole the stone, you who was the servant of my

master, will take that stone to the Tower of London, and you will bury it in the earth beneath the tower green. If you do not," he waves his hand through the air, and you notice that the room is filled with a thin dust, "you will die, slowly and excruciatingly, from the contact poison I released into this room while you were, umm, 'meditating'."

Then, as quickly as it came, the eerie light fades from George Long's eyes and he looks around, confused and somewhat scared. He breathes in the dust and immediately begins to cough.

The man truly is named George Long, and everything he told the players about himself is true. However, the creature speaking during the flavor text was not George Long at all. It was a creature called the Rusalki, a mythical being that escaped into the world of dreams at the end of the mythic age. It now survives by inhabiting the dreams of supernatural creatures and feeding off the mystic energy they create. It stumbled across the scions while skipping through the minds of London's dreamers, and found that the waking flashbacks of a reincarnated scion are among the tastiest of all sustenance.

However, the link created by the brood mind gives the scions a strong insight into each others' dreams, as well as an unusual ability to support each other during such dreams. The Rusalki, fearing that together they might discover and force her from their dreams, has made it her goal to keep them separated and distrusting of one another so that she can consume them one by one. Hence, her manipulation of their recent dreams to make it seem as if a member of the brood had, and possibly still would, betray the others.

George Long is a potential medium, a human with second sight, essentially, who hadn't yet recognized his powers because he had never before been to London. He is also, conveniently for the Rusalki, a narcoleptic. The

Rusalki sensed his arrival and makes use of his vulnerability to mystic control to force him into a waking sleep, at which point she can manipulate his body and use him as a puppet.

The unfortunate Mr. Long doesn't know anything at all about what is occurring, other than that he had a dream about the Bishopgate Library the night before and decided he'd like to visit it. He remembers beginning to chat with the PCs, but at some point during the conversation his memory lapses. He is somewhat embarrassed by this, assuming that he must have fallen asleep despite having taken his narcolepsy medication, and will be evasive when the PCs start questioning him, then defensive, and is likely to become scared if the PCs begin to seem threatening. He does his best to excuse himself as soon as possible, but can fairly easily be cajoled into giving out his hotel information (he lies at first, but if he truly fears for his life he gives the correct hotel and figures he can always just check out and report the incident to the police).

As for the "contact poison," it is nothing but a handful of dust. Nonetheless, the PCs will begin to suffer strange symptoms over the next few days that may make them believe they are in danger.

SCENE 4: SLEUTHS

Over the next several days the PCs will likely research Mr. Long, the stone about which they dreamed, the book from the library, the "poison" they believe they are suffering from, and so on. It makes for a more interesting experience if the PCs "split up" to perform this research, allowing one-on-one time with each player and then adding to the interaction once they all return together and report their findings. Of course, if the players don't trust each other because they think one of them is a betrayer, this also allows for hijinks as they attempt to keep tabs on one another.

THE POISON

The PCs are not actually poisoned, but the Rusalki is feeding off the energy in their dreams, denying them R.E.M. sleep and preventing true rest. Each day, all PCs must make Earth (Ka) tests with a TH of 5 + 1 per previous test. Any PC who fails loses one point from his maximum karma pool. When his maximum karma pool reaches zero, he enters a coma and, a week later, reawakens . . . as a completely normal human being. His draconic soul has been consumed, and never again will he regain any connections to the supernatural.

No matter what means the PCs use (whether scientific or mystical), not only can they not find a cure for the poison, they can't even convince anyone that they are, in fact, poisoned. You may play this up as being such a devious poison that none can discover it. Doctors may suggest that the PC seems tired and run down, and will go so far as to ask if they're sleeping well (the PCs do, to the best of their knowledge, sleep just fine). The only way a medical or mystical advisor will realize what is happening to the PCs if they seek help from a sleep or dream specialist specifically.

THE BOOK

The PCs may look to the book as a clue, given that it has an illustration of the artifact in question that they've been told to acquire (or have been told they already have).

Kristoff Winslett, the author, was an eccentric who lived from 1803 to 1854, an artist and ideologist who fancied himself a leader of the common folk and workers' rights movements. He was far too rich to have ever suffered as a worker himself, but his heart was in the right place. He wrote several high-flown works describing utopian societies and espousing equality for man. One of his later hobbies, and the source of the book, titled *Dreamscapes*, was creating paintings based on dreams



described by others. If the players page through the book they find several relatively unimpressive watercolor and oil prints of unreal landscapes.

Research into Winslett's life, into the book itself, or into his painting of Babylon may be accomplished with an Air (Research) test or, should the PCs have access to it, a Candle of Remembrance or similar item or power that allows them to look into the past. If using good old fashioned research, the following information can be gained, depending on the number of successes gained (each level of information should include the previous level of information, as well). If using magic, the amount of information gained is left to the GM's discretion.

TH Information Gained

- 1 Babylon is a mythical city that is said to have been the most perfect city in the world. Some interpretations of the myth say that it is so perfect, it may only exist in dreams.
- 3 Winslett died, ironically enough, by falling asleep in a chair while holding a lit candle. His flat in Soho (and the entire block) burned to the ground. A new building was built atop it in the late 1800s, which is currently on one of the many "Haunted London" walking tours.
- 5 The image of the snake winding around the pillar is an ancient one, and has given rise to the symbols of the caduceus (commonly seen on ambulances, the oroboros, and the serpent and the egg. The sphere at the top is less well known, however. The closest lead you can dig up is that it is related to the philosopher's stone, which was said to be able to grant all

of a man's dreams to him, whether it be wealth, power, or immortality.

- 7 Winslett wrote a memoir that, thanks in large part to his overly florid prose as well as to his almost complete lack of artistic talent, was only published with a print run of 100 copies. One copy survives in London.
- 9 Modern dream-seers (meaning those within the past 2,000 years) claim that Babylon not only existed in reality, it continues to exist in dreams. It is alternately a beautiful and dangerous place, though, and many once real mythical creatures are said to have fled into that city of dreams when the real world could no longer sustain them. Such creatures are often parasitic, feeding off the dreams of mortals.

THE MESSENGER

As mentioned previously, George Long is innocent. The Rusalki can possess him anytime it wishes, but prefers to remain in the background and let the PCs flail about. However, the fact that he has some psychic awareness means that he can be investigated using various mystical powers. A ritual might be performed that could temporarily add him to the PCs' brood mind, or he could be hypnotized, or a PC with the magical means might enter his dreams.

If the PCs choose this method, they should be able to discover that Long was possessed by a spirit of some kind. Depending on the success of their investigations, likely by using Air (Ka) tests, they may learn its nature (living in dreams), its name (the Rusalki), and its powers (to manipulate dreams).





THE AUTHOR

Following one of the book leads may bring the PCs to Winslett's old stomping grounds and, if they visit the place at night and use reasonable means of establishing contact (a seance, using magic or powers that allow one to see spirits, etc.), they may speak to his ghost. Alternatively, they may dig up his memoir using further research and a good expenditure of money (it is a rare antique, after all).

Winslett's ghost should be played as an irritating, high-flown idealist who wouldn't know reality if it ate him. He speaks very familiarly and comfortably to the player (choose one at random if several PCs are present). However, he will tell his questioner, between opining on all things social and philosophic, that OF COURSE he painted the Babylon piece after participating in a meditation exercise using that lovely golden sphere. Doesn't he [the PC] remember? He was THERE, after all, darling, and it was HIS sphere!

After revealing this, Winslett will lapse into other reminiscences and slowly fade from existence, answering no more questions.

Alternatively, the same information may be gained from reading Winslett's memoir, but instead of the ghost telling the PC that he was there and it was his sphere, the PC will instead have a flashback that places him, as an only partially awakened scion, in Winslett's loft, meditating with him, some flunkies, and the sphere.

THE SPHERE

The sphere itself cannot be found, no matter what stones the PCs look under. It seems to have disappeared from the face of the earth.

SCENE 5: BRUISERS

The next time the PCs gather together, after they trade information, they are set upon by a gang of thugs. There is one thug for each player, and they attack to injure and scare, rather than kill. They threaten the PCs as they attack, demanding "the gold ball." If they subdue the PCs, they continue to demand the "gold ball," saying that their boss (a minor gang leader with a hedge wizard advisor) knows they have it. Use this scene to continue building the distrust among the PCs, with the lead thug suggesting that one of them has the sphere but won't give it up, not even to save his friends from a horrible beating.

If the PCs defeat the thugs and question them, they find out only that their gang leader's wizard had a dream that pointed them to the PCs. If more than half of them are disabled or killed, the rest attempt to run away.

THUGS

Aspects: Fire 4, Water 3, Air 2, Earth 2

Initiative: 6

Health: 2M, <3/3+/6+/9+/12+/15+/18+/21+

Size/Reach: 0/2ft.

Armor: 0

Karma: 2

Stride: 20ft. (Moderate)

Weapon: Fist 3/L; Kick 4/M; Chain or Club 6/M

Sequences: Flying Fists, Barroom Brawling, Street Fighting

Agg – F8/W0/A1/E2 – L Fist + R Fist + Ready + L Fist; Damage +5

Neut – F4/W3/A2/E2 – Power + Fist; Disadvantage (physical) 3

Def – F1/W6/A2/E2 – Spin + Ready + Fist; Damage +5, disadvantage (mental) 2

Skills: Athletics 3, Melee 4, Quickness 3, Ranged 3, Senses 2, Stamina 3

Edges: Action Junkie 1, Aggressive 1 (Melee), Daunting 1

Wealth: 2





SCENE 6: DISCLOSURE

The PCs' various encounters and clues should lead them to realize that everything leads back to one thing: their dreams. They will continue to be befuddled and harranged by the Rusalki, possibly having other adventures all the while the Rusalki feeds off of them.

The answer to their problem is to enter their dreams in unison, rather than separately, to do battle against the Rusalki. This can be accomplished with an Air (Ka) 3 test, using the group mind power, as the brood enters a trance state together. The dream state is not a natural one, however. The PCs find themselves entering the dream of Babylon in their human, rather than draconic, forms. Also, rather than their normal aspects, all of the PCs' aspect scores are 1. However, they gain supernatural aspect scores in each aspect equal to their normal base aspect scores.

As they enter the dream, they find themselves walking down the golden streets of Babylon, heading towards the gigantic serpent monument. Each is holding the sphere (or at least, a sphere) in his hands. As each PC looks at his sphere, he remembers what happened when the serpent attempted to poison one of them and make him the sphere's servant: it failed. It attempted to wrest control of one of the brood member's minds, but the brood is one, and as such it was akin to separating one soul into many. It failed, and the combined power of the brood's mind made the sphere the servant, not the other way around. Recognizing the danger it represented, the brood hid the sphere away from mankind and the world in the only place they knew was safe: in their dreams.

Likewise, in all of the half-remembered dreams the PCs had at the beginning of the adventure, they clearly remember now that

they were in human form, and that those around them focusing on the sphere were not their broodmates, but rather power-seekers and wizards. These were various moments throughout the mythic age in which the sphere found its way into the world and the brood, disguising themselves as power-seekers, tricked the villains into revealing the sphere to them so they could take it back.

So why, then, did they feel such suspicion of one another in their dreams? How could they have been so certain that one of them was a betrayer? Because the Rusalki, the dream creature who possessed George Long, has been dwelling in their dreams and manipulating them, the better to sow dissension among the PCs.

All of this knowledge floods into the PCs with a rush, and it coincides with a trembling of the ground. Read the following.

From atop the pillar a woman of unearthly beauty and towering size steps forward, standing on the head of the serpent and commanding it to unwind from the pillar, lowering her with it.

She steps forward, clothed only in a shimmering green light that the PCs recognize as that given off by George Long when he was possessed. She looks less than pleased.

"Welcome to my home, fleshbags. Meat. Prey. I would have enjoyed suckling on your dreams for months to come, but you grow too bold for cattle. I will have to consume you one and all, now." With that, she raises her hands and sends forth waves of green fire, which consume the spheres you hold . . . and then begin to consume you.

As individuals, the PCs are no match for the Rusalki. Even with their supernatural aspect scores in Fire and Air, they still only have base scores of 1 in those aspects, and as such cannot perform more than a single physical or mental move each turn . . . meaning no simple or



advanced sequences, very slow casting, and so on. However, their supernatural aspect scores in Earth and Water will allow them to survive her attacks . . . for a while, anyway.

The answer is in the spheres. They are all part of the philosopher's stone that the PCs claimed so long ago, and they wish to be joined together as one. By bringing them together, the PCs may overcome their own limitations, as well. As the spheres touch, they join, and in so doing combine the essences of those who bear them.

Thus the PCs may overcome their individual limitations by attempting to combine their essences. After all, they defeated their foes in the past by being "as one," and the reason the Rusalki fears them is because of the potential of their combined power. You may provide hints regarding the possibility of this strategy by describing the dream state as being constantly in flux, with the characters' shapes and forms shifting, sometimes blending in with their surroundings and with each other. Likewise, the spheres will attempt to pull toward each other. If two PCs try to join two spheres together they likewise merge into one figure using a full-turn action. The being that results from the dream joining is as follows:

—Each base aspect score is the sum of all joined PCs' base aspects scores (in this case 2 for 2 PCs, 3 for 3 PCs, etc.).

—Each supernatural aspect score is the highest of the joined PCs' supernatural aspect scores.

—The size of the being is 0, +1 for each PC that has joined it (size 2 for 2 PCs, size 3 for 3 PCs, etc.).

—The being has access to any of the powers, legacies, edges, and skills that the PCs do.

Allow the control of the being to rotate from one player to another, deciding who is in charge by determining whose abilities or powers are being focused on that turn.

THE RUSALKI

Aspects: Fire 5(2), Water 4(4), Air 5(3), Earth 6(1)

APL: 6

Initiative: 10

Health: 7M; <4/4+/8+/12+/16+/20+/24+/28+

Size/Reach: 3 / 15 ft.

Armor: 8

Taint: 20

Stride: 50 ft. (Moderate)

Weapons: Emerald Fire: 12 (cannot be absorbed with armor) ~ Range infinite ~ Reload 0; Claw 6/L; Kick 8/M

Sequences: Eastern Medium Style

Agg – F11/W4/A0/E2 – Stride + Claw Strike + Spin + Kick Strike; Damage +15

Neut – F5/W4/A5/E3 – Roll + Ready + Kick Strike; Damage +20

Def – F5/W10/A0/E2 – Dodge + Ready + Kick Strike; Damage +10

Skills: Athletics 4, Interaction 6, Ka 5, Melee 5, Quickness 6, Ranged 4, Senses 3, Stamina 2, Stealth 6

Edges: Circumspect 2, Forceful Will (Voice, Gaze) 4, Resilient 1, Seductive 5, Survivor 3

Powers: Crushing Will 3, Clarity 3, Distant Mind 2, Rapport 5

CONCLUSION

The Rusalki defeated, the PCs are free to explore Babylon. Are its other denizens friendly? What effect has the sphere had on it throughout all of these centuries? Is the sphere still theirs to control, now that they've put it back together? What role will George Long play in their future adventures? Have all of the PCs' suspicions and fears been allayed, or do they still harbor doubts about one another? In the process of melding into a single being, could they even have discovered things about each other that instill yet more fears and doubts? Only time will tell . . .