

MUTANT

CHRONICLES



MÖDIPHÜS™
ENTERTAINMENT

3RD EDITION
DARK EDEN
SOURCE BOOK

FFFO™



LOCATIONS

1. MOUNT RAINIER
2. MOUNT MAZAMA
3. MOUNT SHASTA
4. CHICAGO
5. WASHINGTON D.C
6. DURANGO SUPERCOMPLEX
7. MANUAS
8. PIO XI GLACIER

THE AMERICAS





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DARK EDEN

OVERVIEW

As the bombs fell, as the seas boiled and the sky burned, the corporations left the people of Earth behind to die.

The world changed. Chains of seismic activity rippled around the globe, sparking volcanic eruptions and earthquakes in regions that had been stable for millennia. In places, new landmasses rose from the sea. New seas rose and drowned the land in others.

Where the bombs had fallen, radiation and the after-effects of chemical warfare produced hideous mutations in living matter, condemning those who survived the initial onslaught to a short but painful life of sickness and pain.

The explosion of the Mishima terraforming spacecraft Hu Jing not only turned thousands of square kilometres into a deadly RadZone, but its payload combined with a series of nuclear detonations in the upper atmosphere to turn the sky into an impenetrable, unbreathable blanket of smog that encircled the whole planet.

The stage was set for the total extinction of life on Earth.

It didn't happen.

From the hidden places of the Earth: fallout shelters, cave networks, the isolation of the wilderness and the husks of the charnel cities, the bloodied mutant remnants of humanity crawled forth. It was the dawn of a new age and the transformed planet was the cradle of a new humanity.

This shattered world was no paradise. This was a Dark Eden.

WHITESTAR UNDER SIEGE

Until recently, only one group on the planet could be considered a big deal—Whitestar, inheritors of the subterranean bunkers dug deep beneath the soil of Russia in the strife-torn years leading up to the megacorporations' Exodus to Luna and the other planets of the solar system.

Several of the "tribes," as Whitestar call them, are now a force to be reckoned with. For years apparently nothing more than confederations of mutants and survivors beyond the borders of Whitestar civilisation, the major tribes have advanced in leaps and bounds over the last decade or so, in part thanks to the influence

of off-world corporate agents who provide their chosen tribes with advanced technology and other forms of aid, playing one faction off against the others to advance their own agendas.

Today, the westernmost strongholds of Whitestar are at war with the Sons of Rasputin, Petropol has been overrun, and Whitestar's permanent observation posts in Western Europe have long since been shut down or destroyed by the mutant Templars.

It could be worse. Luckily for Whitestar, the Sons cannot focus solely on their push into Russia. To the west they fight the Templars, in the seas to the north the Lutheran Triad, and in the south-east they even spar from time to time with the fringes of Crescentia.

How did it come to this? Whitestar and the Tsarina had, perhaps, too much of their attention focused on extra-terrestrial affairs. Whitestar had, and continues to have, the only long-range air transport and orbital capabilities of any group on Dark Eden. But while those capabilities are far-reaching, they are extremely limited. Whitestar can reach anywhere on Earth, but cannot go everywhere. A lack of resources made it impossible for the Federation to run the gamut of protecting their outposts in France and Iberia, fending off the advances of the Sons of Rasputin, and providing troops and materiel for the struggle against the Dark Legion. Whitestar now finds itself under siege in its own back yard and not one of its corporate allies has offered to lift a hand in assistance, despite knowing full well what is going on. So far, pride has prevented the Tsarina or her emissaries from actually stepping forward and asking for help from either the Cartel or the Brotherhood.

RED DEATH, BLACK ROT AND A CHANGED WORLD

The great cities of the world before lie empty and crumbling. Before the Exodus, when the chosen few of the megacorporations escaped the Earth, leaving friends, enemies and family alike to die, there was an era of upheaval.

Scientific advances continued with a dizzying rapidity, a hundred ways to destruction for every boon to humanity's quality of life—all monopolised by the corporate and political caste. Priests and prophets walked the land foretelling doom. The remnants of the old nation-states struggled in vain to maintain their power in the face of the megacorporations. Poverty, plague, war and famine touched the lives of every person on the planet.

As Earth went to hell, the megacorporations established colonies on distant planets, havens created in their own images. As they took their leave of the birth world, the corporations consigned Earth's nation-states to irrelevance, the only fish left in a small pond, warring amongst themselves for the scraps of the planet. The big money was on Luna and the planetary colonies. Who cared about Earth's pitiful remains anymore?

Earth's wealth left for Luna, Mercury, Venus, and Mars. Earth got little back in return save for the Red Death, a virulent plague carried home by space farers from Mars. The disease ripped through the densely packed megacities of Earth. Those who could, fled to the countryside, where governments and charities hastily established refugee camps that soon succumbed to even worse disease: The Black Rot. Of all the horsemen of the Apocalypse, it seemed Pestilence was the hardest to hide from.

At least when war broke out between the dominant nations of Earth, in an ever-shifting web of alliances, you could take to the hills and the hidden places of the wilderness. Many did, and those who took shelter deep beneath the ground or in the few truly sheltered mountain valleys and the fastness of the jungles were among the survivors of the terrible decades to come.

As for those whom the Red Death and Black Rot did not claim, who escaped the carnage of nuclear war, famine did for most of them. Crops failed and livestock died *en masse*, and what little food and clean water was available was guarded jealously by grasping warlords.

When at last the explosion of the Hu Jing space ark put the finishing touches to the lethal cocktail that was Earth's atmosphere, the warlords finally had an enemy they could not fight with weapons or temporal power. The very air was poison. The ground had nothing more to give. From the most brutal generalissimo, the grandest self-styled president for life, to the lowliest serfs and soldiers of the successor nations, Death came for them all.

In the wilderness between the warlords' fortresses, animals and humans alike began to mutate into new forms, presuming the substances coursing through their systems did not kill them first. Across the world, in subterranean refuges, the forerunners of the great Tribes—the Sons of Rasputin, Crescentia, Lutheran Triad, and others—waited and planned for the day when they would rise again. Some groups were able to maintain themselves through the use of the legacy equipment they retained from their days in the sunlit world. They kept the filtration plants running, recycled the air in their underground shelters, and purified the underground water sources they found.



Dark Eden is unforgiving of the unprepared...

Other groups, including some outposts of the Sons of Rasputin, would have died were it not, ironically, for one of the side effects of the terraforming chemicals released into the Earth's atmosphere. They discovered caches of chemosynthetic bacteria that sustained their own sealed-off ecosystem without sunlight or water from the surface. Instead they converted methane and carbon dioxide into oxygen as they fed on those substances. The lucky human survivors were able to cultivate this bacterial soup to create a sustainable atmosphere without having to take the risk of bringing in air from outside.

Eventually, the skies began to clear. The surface of the planet became, relatively at least, habitable. Humanity began to claim its birth right once more.

They found a changed world. New land had risen from the sea—land bridges now connected places once separated by the sea: England and France; Cuba, Hispaniola and Jamaica; Bali to Java and Lombok. Elsewhere the land collapsed into the ocean, creating new causeways and straits. The British Isles broke into an archipelago of thousands of islets in a cold, shallow sea. The coastal cities of China sank beneath the waves. The wreckage of Luanda, once the most magnificent city in the southern hemisphere, was now on an island half a mile off the coast of the mainland. Intense volcanic activity created new islands and mountain ranges. The majority of the Indian

subcontinent remains a raging torrent of molten rock, constantly surging forth from the planet's core. The lands around the Adriatic Sea are now a realm of constant ash and fire.

CHINA: THE MUTANT KINGDOM

Nowhere on the planet suffered more than China from the rain of devastation from the Hu Jing space ark. That should not be surprising: the explosion happened directly over Nanning, and the craft's flight path took it northwards over the Chinese heartlands, trailing debris, burning fuel, nuclear waste, and terraforming chemicals in a broad swathe that dispersed itself over Chongqing and Changsha, Xi'an, Zhengzhou, Beijing, and Tianjin. And those were only the cities that took the brunt of the first, direct impact of the space ark's payload. That toxic cargo quickly flooded to the east and west, engulfing the jungles and mountains of Yunnan, the deserts of Qinghai and Mongolia, the megacities of the eastern seaboard around Shanghai, Hangzhou and Qingdao.

The immediate death toll alone was in the tens of millions. The Mishima Corporation, responsible for this devastation, simply continued with its plans to evacuate to Mercury. Refugees escaped the toxic zone as best they could, with millions fleeing into Siberia, Indochina and across the sea. Most could not escape and were simply abandoned as China became a no-go zone.

DARK EDEN AND THE GENETIC PILGRIMAGE

The Guardians' plan for the Genetic Pilgrimage has hardly continued without a hitch, yet it has suffered an even more disastrous twist of fate on the one place that its effects should have been sacrosanct.

The combination of undiluted terraforming agents and radioactive elements have undeniably altered the ultimate transposition of the Genetic Pilgrimage for the residents of Earth; to a drastic extent in some cases, such as the mutant tribes of South America. All of the Dark Eden tribes are beginning to display the effects of the Guardian's tinkering to some extent or another however, as evidenced by the psionic potential that is beginning to manifest amongst the Lutherans, the mutations that are becoming common place within the Templar factions, and the prophetic visions that have been gifted to the nomadic Crescentians, to name but a few. The long dormant seed that the Guardians planted is rapidly gaining pace in new and spontaneous directions. Whether this will ultimately be enough to curb the insatiable appetite of the Dark Soul remains to be seen.

It was the presence of Mishima's precious terraforming agents that wreaked the most havoc. They were never designed to be released into the Earth's atmosphere. Nor were they intended to mix with anything like the rest of what rained down from the Hu Jing explosion. Their effects on the environment when they came to ground were perhaps not entirely unpredictable, but they were almost entirely unpleasant.

Designed to produce life where there was none on Mercury, on Earth the terraformers destroyed all the plant life it came into contact with and created an abundance of bizarre alien growth instead. Much of it exuded poisonous spores or was otherwise inimical to human life. In other places, the terraformers created clouds of deadly gases that floated at ground level and leached into the soil, turning swathes of land into barren, rocky desert.

In time, the human and animal inhabitants might have become able to deal with the strange creepers and orchid-like things that now sprouted and tangled amongst the buildings and streets of their cities. But few lasted that long. For most, the result of contact with the terraforming compounds was death. Those who survived contact underwent extraordinary, often grotesque mutations. Nine times out of ten, the results of these bodily changes were fatal.

Those who survived their mutations were the ancestors of China's mutant population today, which exhibits a degree of transformation far in excess of the mutations seen elsewhere on Dark Eden. Mutant humans are few and far between indeed, because it is very difficult to survive in their environment. Not only are there pockets of intense radiation and toxic overgrowth, but they must also contend with mutant animal predators and rogue nanotech weaponry that escaped in the chaos centuries ago and multiplied.

On the fringes of the East Asian Exclusion Area, a few outsiders have started to explore and, in some cases, set up semi-permanent residence. These include some of the more adventurous Resectors from Whitestar to the north, along with some packs of Blood Giants. From the south, loggers and bio-prospectors venture cautiously into the jungles of Yunnan and the bordering areas to collect the unique, outlandish wood and plant life that grows there.

THE MEGABODY

Beneath the surface of the moon lurks a doomsday weapon, a creation of bitterness and envy—and nuclear warheads.

Within a single generation of the Luna colony's formal establishment, it was clear that this lunar metropolis was, or soon would be, the preeminent centre of human civilisation. While the planet below choked and rotted away, the gleaming city of its satellite was entering a golden age of prosperity and luxury. The inhabitants of Luna soon demanded independence. When their parent governments on Earth refused, Luna launched missile strikes from orbit against locations of symbolic and strategic value. The message was clear: we hold all the cards.

Knowing that the end was nigh, four national leaders of the old Earth hatched a plan that was in part a show of strength, but just as much a display of desperation. Their plan was called the Megabody.

Covert agents smuggled a veritable arsenal of nuclear warheads onto Luna and buried them at key points deep below the surface of the moon. The Megabody contained enough fissile material to blow up the moon a thousand times over. "If these rebels want independence," reads a secret memo sent to the Megabody working group, "they shall have the independence of the grave."

The four leaders also decided that they should be the only ones who should be able to destroy the moon. Each submitted part of the Megabody's 2,000-digit activation code and remained ignorant of the others. Five hundred digits were engraved into each of their skulls, and the engravers murdered to ensure their silence.

All four leaders died soon afterwards, when missiles launched from Luna devastated the major cities of Earth—a pre-emptive retaliation. But the whereabouts of their bodies, or more particularly their skulls

with the Megabody codes, are unknown. Contemporary records show them in their capital cities shortly before the Luna missile attacks: Mumbai, Brasilia, Bamako, and Washington DC. But quite where they were when they met their doom is lost to history.

Today, the skulls are the stuff of legend on Dark Eden. Mythical artefacts once seen or owned by someone's long-lost ancestor. Objects of power, of uncertain purpose.

The Megabody warheads, meanwhile, still lie beneath the surface of Luna.

THE TRIBES

Around the globe, scattered communities of human and mutant survivors eke out a hand-to-mouth existence. They scavenge among the ruins of the world before, hunt the strange creatures of Dark Eden's wilderness, and harvest the alien fruits of the poisoned earth.

For the most part, these survivors do not organise themselves on any scale larger than a village or an extended familial clan. The predominant way of life on Dark Eden is much like that of human prehistory. It is a simple life of survival. What trade exists occurs in the form of barter with neighbouring groups. War continues in the conflict over food and resources: spears and bows are once again the most common weapons. Those who have access to firearms have an unassailable advantage, until they come up against anyone similarly blessed.

However, there are exceptions to this general rule. A handful of major confederations have emerged in recent years. These are groups that either stayed together from the earliest days when they sought refuge beneath the earth, or who have consolidated and conquered diverse clans to form a unified, powerful culture bloc. In either case, these groups are known as the Tribes.

The remains of Western Europe are the home of several of the Tribes, a fact that has created untold violence and enmity as their incompatible world views and plans for the future collide.

The Templars are a race of mutants who survived the darkest days of Dark Eden's harrowing. They see themselves as the next evolution of humanity, a superior race to those around them. They control the majority of what was once France and Iberia, a portion of the Alps as far down as the volcanic badlands of Italy, and have pushed into the parts of North Africa. Their bloody Crusades see them continually at war with their neighbours: The Lutheran Triad to the north, Sons of Rasputin to the east, and Crescentia to the south.

The Lutheran Triad is a tripartite coalition of clans that inhabits the shattered archipelago now called the Triad Isles. The ructions within the Earth a century ago created a land bridge between northern

JOINING THE NATIVES

More so than any other sourcebook, Dark Eden is packed full with information and secrets. And rightly so too, as the birthplace of humanity is finally revealed in its entirety for the first time since **Mutant Chronicles** first mentioned the wreckage of old Earth. As with all projects of this nature, there is, unfortunately, only so much that can be squeezed on to each page. We have strived to provide a GM with as much information as possible in order to allow the megacorporations the opportunity to continue their machinations and dreams of systemic conquest on—or below—the surface of their former home.

That said, and in consideration of the amount of information that we have revealed, we fully appreciate the fact that some players and GMs may wish to create characters that are native to Dark Eden, or run campaigns that solely encompass one of the many tribes. Those unfortunate space considerations precluded us from including an entire character creation chapter. We have, however, striven to sprinkle some seeds that would serve to facilitate a homebrew campaign placed amongst some of the tribes. Consider looking to previous sourcebooks for inspiration also; tweaking the Whitestar sourcebook's Adolescent Event Table could provision for the Sons of Rasputin for instance, plus the **Mutants & Heretics** sourcebook can be referenced for any number of mutations. Just remember, as always, to have fun with it!

France and England's south coast, bringing the Templars to the Triad's very doorstep. The Lutherans are instantly recognisable thanks to the process called the Cleansing, which leaves every adult of their society with a blank, featureless face save for the eyes. Some among this mute society have begun to develop psychic powers, which many among the Triad take as a sign from God.

The Sons of Rasputin form a regimented, industrial society in a state of constant war. Claiming a swathe of territory from the Austrian Alps through Germany and Poland and north to the Arctic Circle, the Sons of Rasputin were a "lost" arm of the Whitestar network. Cut off from the outside world during their years in the underground shelters, Rasputin society developed a strict hierarchy that it follows to this day. The Sons war with the Templars but especially with Whitestar, whom they look to unseat from their position of power to the east.

Crescentia is a nomad society, whose villages roam constantly on the backs of huge beasts, along seasonal routes. Crescentian villages may be found throughout north Africa and the Arabian Peninsula,

as far east as Persia and as far north as Anatolia and the Caucasus, where they are in sporadic, untrusting contact with the border outposts of Whitestar.

Spread throughout central Africa are a couple of major groupings that might or might not be reckoned as Tribes, for they do not exactly form a unified front against the world. The tower block-states of Great Bamako are the trade and cultural hub, such as it is, of West Africa, where princeling rulers of each tower vie against the others.

Far to the east, in the African Great Lakes region, the warlord King Kipanga is the preeminent power. He collects tribute from many towns and villages, and his army is the major force in the region. However, his power comes from tribute given personally to him, rather than any binding identity that all his vassals share in. For this reason, the idea of a "Kipanga Tribe" would be tenuous at best.

Over the burning magma flows of India, the airborne Akash Clans dwell aboard skyships on the thermal currents. A clannish vendetta culture of raids and reprisals, the Akash might come together if faced with an existential outside threat. For now, though, they bicker and fight and barter amongst themselves.

In the ruins of Australia, the Oz Trails boast no major group that could be considered a Tribe. This is a land of desert survivors, biker gangs, nomads, bandits and terrible dreams. Could a charismatic and competent leader unite enough of the Oztrailers to create a Tribe? Perhaps.

No longer connected as a land mass, North and South America are now as disparate in climate as they are in population. The northern continent is an ash-soaked graveyard whose crumbling edifices echo with the memories of the Earth's final days, while the southern continent has exploded into a verdant growth that shelters all manner of strange mutations below its sprawling canopy.

Although the fortunes of the surviving inhabitants of Earth have differed greatly, and despite the fact that they largely harbour an ingrained hatred for everyone outside of their own culture, there is one unforgotten virtue that unites them: not one of them has forgotten the destruction that was visited upon their ancestors during the dark days of the Exodus.

STELLAR ANCESTORS

THE BROTHERHOOD

From an underground base hidden deep beneath the ruins of Jerusalem, the Brotherhood keeps watch over the whole of Dark Eden, but particularly the lands around the Mediterranean, for this is where the Cardinal has foreseen that the final battle against the Dark Soul will take place. The Cardinal's prophecy matches one

of the visions of Crescentia's first Prophet, which has helped the 'Brotherhood to dig their claws deeply into the nomadic tribe.

The Brotherhood maintains a permanent ambassador at the court of the Tsar in New Prague. This post is always taken by a Watchman Inquisitor, whose job it is to counsel the Sons of Rasputin and warn them away from the path of the Dark.

The Jerusalem base, the Castra Foliis, is guarded by the Crucifiers, a power-armoured unit that also acts as enforcers for the Brotherhood, accompanying their envoys when they travel around Dark Eden.

As well as its covert monitors, the Brotherhood also sends out Missionaries among the Tribes and survivor communities of Dark Eden. They travel without bodyguards, singly or in pairs. Every trip is a test of courage and faith, for they must walk through the valley of the shadow of death, with enemies always ready to strike them down if they are incautious.

The Brotherhood also has a covert, surgical option for dealing with troublemakers. When a Watchman or Missionary uncovers Dark Soul or corporate activity that they can't deal with, the commandery in Jerusalem may send out one of the Seekers. These "Bloodhounds of the Brotherhood" operate alone. They are elite trackers, infiltrators, and assassins. Armed with blade, poison and sniper rifle, they will track their quarry to the ends of the earth and eliminate them by whatever means necessary.

THE CARDINAL'S VISION

A huge volcano, erupting amid a sea of carnage. The Dark Legion swarms beaches and mountains. On a hill overlooking the battle, thousands of Brotherhood Watchmen and Seekers die slowly, crucified by followers of the Dark Soul. Corporate soldiers, Doomtroopers, Brotherhood troops and unidentified fighters in swirling robes join battle with the foul forces of the Dark Legion. A dark sigil blots out the sun.

ICONIC CAREER: SEEKER



Although Whitestar insist that they do not need their help, the Brotherhood have charged their Watchmen with the guardianship of Dark Eden and its inhabitants. The Seekers were established to hunt down and destroy anyone who threatened that edict. Drawn from the Second Directorate and its Mortificator program, the Seekers are trained extensively in sniping rather than close combat, and are instead taught to stalk their prey across the harsh environments of Dark Eden as opposed to the sewers and back alleys of the corporate jungles. Like their renowned counterparts, each Seeker

is trained in the use of an Aspect of the Art, which gives them a distinct advantage when tracking an opponent across the desolate wastelands of Earth.

Prerequisites: Brotherhood, Mystic talent, Insight Expertise 1, Observation Expertise 1, Survival Expertise 1

Difficulty: 2

Mandatory Skills: Mysticism, Ranged Weapons, Survival

Elective Skills: Athletics, Observation, Stealth

Signature Skills: Mysticism, Ranged Weapons, Stealth

Talents: Three talents from Mysticism, Observation, Ranged Weapons, or Stealth

Equipment: Quietus Armour, Gift of the Cardinal sniper rifle (see page 193), Punisher handgun

Earnings Rating: See *Mutant Chronicles* core rulebook page 249, *Economics and the Brotherhood*

Special: Mysticism talents include Arts talents. A Seeker must pick a single Aspect of the Arts. And may only take talents and abilities from that Aspect's talents tree.

ICONIC CAREER: WATCHMAN



Members of the First Directorate of the Brotherhood assigned to Dark Eden are called Watchmen. They are the planet's protectors, sworn to guard the native peoples from corruption by either the Dark Soul or corporate agents. They are as happy to eliminate corporate infiltrators as they are cultists of the Dark Legion.

Brotherhood Watchmen move overtly among the peoples of Dark Eden, ever alert for signs or servants of the Dark Soul. They not only monitor and report on the communities they watch, but also work to eradicate the corruption and taint of the Darkness wherever they find it.

Prerequisites: Brotherhood, Mystic talent, Insight Expertise 1, Survival Expertise 1

Difficulty: 3

Mandatory Skills: Insight, Mysticism, Survival

Elective Skills: Observation, Resistance, Willpower

Signature Skills: Insight, Mysticism, Survival

Talents: Three talents from Insight, Mysticism, Survival

Equipment: Power controller, armoured vestments

Earnings Rating: See *Mutant Chronicles* core rulebook page 249, *Economics and the Brotherhood*

Special: Mysticism talents includes Arts talents. A Watchman may select talents from any or all of the Aspects of the Arts, and is not limited to one as some Brotherhood careers are.

THE CARTEL & CORPORATIONS

Thanks to the rapprochement with Whitestar, the corporations now have comparatively easy access to Dark Eden. And they have taken advantage of it. Every corporation has scouts and surveyors



The Cardinal's Vision.

investigating the ruins that their forebears left behind. They also have agents working within Earth's survivor communities, particularly trying to spy on and influence the leaders of the various Tribes.

All contact from off-world is monitored by the Cartel, in theory. In practice, each corporation has a few token ambassadors who operate in the open where the Cartel can see them. And the other 99% of corporate agents go and do what they like.

Cartel members' activities on Dark Eden, including any travel to or from Whitestar areas, are overseen and regulated by the Earth Affairs Special Committee. This body convenes on a monthly basis on Luna. The committee has two representatives each from Capitol, Bauhaus, Mishima, Cybertronic, and Imperial, plus one from the Brotherhood. A full-time backroom staff provides intelligence and briefings.

The EASC has sufficient political pull to order Cartel missions on Dark Eden or in orbit, when it is able to demonstrate extreme necessity. For the most part, its function is simply to rubber-stamp requests for transit to and from the surface from corporation business units.

The Mishima delegates can be relied upon to vote against any action that involves sending personnel or investigators to the surface of Dark Eden, regardless of the circumstances.

CARTEL POLITICS

Everyone in the Cartel has agreed that the Earth is neutral ground, not to be tampered with. So why is there so much tampering going on? Part of it is that the Cartel's enforcement capabilities are overstretched at the best of times, and that their jurisdiction is severely curtailed. But the number of "blind spots" in the Cartel's monitoring of spaceflight to and from Dark Eden, and the ease with which all the corporations seem to take advantage of them, suggests that elements within the Cartel are deliberately arranging things that way. Hopefully they're getting well paid for their effort.

Within the parameters of normal operations, the Cartel does not send operatives down to the

planet. The exceptions to this rule are rescue missions, which occur with increasing frequency. Once a month or so, some Brotherhood missionary goes missing or a corporation team undergoes an “accidental” landing on the planet’s surface and needs help to get back out. The corporations and Brotherhood always prefer to send their own teams, but what little clout the Cartel has allows it to insist on at least accompanying, if not taking over, the rescue mission.

CAPITOL

Deep beneath the thick crust of blackened salt that used to be the Dead Sea is the biggest corporate base on Dark Eden. Despite the agreements between the corporations—mediated by the Cartel of course—to adopt a hands-off approach to Dark Eden, Capitol analysts see another war on the planet as inevitable and so the company has taken steps to ensure that it has the advantage when the time comes. The facility under the Dead Sea, dubbed Camp Goliath, houses a staff of hundreds and is the staging post for recon teams, commando units and sub-rosa envoys of Capitol.

Constructed in secret, it is the headquarters for all of the corporation’s activities on Dark Eden.

Capitol decided to break its agreement with the Cartel and other corporations regarding meddling with Earth on the basis that if they don’t do it first, someone else will. Capitol agents have secretly begun trading with the Lutherans, Sons of Rasputin, and Crescentia to establish friendly ties. Meanwhile, the armed forces have prepared to storm across the Middle East and Europe as soon as the word comes down the chain of command.

Capitol now has plans and alliances in place with key elements in the Lutheran Triad, the Sons of Rasputin, and Crescentia. The corporation’s forces are dug in secretly within Camp Goliath and in dozens of hidden firebases scattered across Europe and North Africa, ready to emerge when the order is given, sweeping all before them with the aid of their Tribal allies.

The Commander-in-Chief of Capitol’s secret envoys is the silver-tongued Otto Melchizadek. A veteran campaigner who has survived forty years’ worth of intrigue amongst the corporations, Cartel, and Brotherhood on Luna, he now travels incognito among the greatest and most powerful courts of the Tribes, swaying their policy with a whispered word here, a bribe there. Slight of stature, bent and wrinkled with age, you might not think much of him from his appearance. But he has toppled executives, generals and kings on four planets.

If Otto Melchizadek and his ambassadorial corps are the velvet glove, the Wolverines are the iron fist. These coolly professional commandos have been hand-picked and genetically altered to handle the rigours of life on Dark Eden without protective gear, using

WHAT CAME BEFORE

Physical constraints of the sourcebooks aside, it would be right to ask why most of the secrets that are revealed here have never been discussed before. The answer is simple in a contextual sense; the corporations just do not talk about them. Dark Eden and all that occurs there is the proverbial elephant in the room, the solar system’s very own Mokita.

The corporations know that the Whitestar Federation is besieged at the hands of the Sons of Rasputin, but the Tsarina has so far not asked for help, so none is offered; though truth be told, the corporations are hoping that the Sons may accomplish something that they themselves could never begin. Likewise, the various intelligence agencies of each faction are well aware that Capitol have deployed secret bases across various continents, but none of them mention this fact for fear of drawing attention to their own clandestine activities. As such, Dark Eden has become a very real hotbed of corporate sabotage and political intrigue. None of the expatriates are meant to be there however, so it is never spoken about.

As for Whitestar, other major priorities have always precluded expansion; dealing with corporate in-roads, establishing a foothold on Luna, aiding with the First Dark Legion War, and exploring the expansive frontier of the solar system have absorbed a vast amount of resources and manpower, both of which are in relatively short supply for the Federation. They have simply never been in a strong enough position to fight a war of reclamation for the entire globe, let alone undertake major explorative missions. The information that they have garnered from the Resectors and military expeditions that do manage to return is a jealously guarded secret.

Just remember, as always, to have fun with it!

a modified formula of the SBT treatments that create Whitestar’s Nameless mutations. Capitol commanders and psychoanalysts keep a close eye on the Wolverine units: while their adaptation to Dark Eden is admirable, no one wants them to go too native.

ICONIC CAREER: EARTHWATCH SENTINEL

Capitol has seeded hundreds of Earthwatch bases across Dark Eden and hidden them beneath the surface of the land or submerged them on the sea bed in shallow waters off the coasts. Their function is to watch and wait. Each base holds a complement of a dozen soldiers. Most are veterans of Capitol’s special forces; all are volunteers due to the nature of their work.

The Earthwatch Sentinels remain inside their bases for years at a time. To preserve their readiness throughout the long term, which can be disproportionately long due to the travel restrictions to and from Dark Eden, only one soldier in each base is awake and on active duty at any one time. The rest remain in suspended animation until called upon. During their time “in the tank”, each Sentinel is constantly updated with the latest intelligence and reports from other Earthwatch bases and elsewhere in the solar system, all of which is fed directly into their brain by Capitol handlers from a relay station on Luna.

The Sentinels are activated only for important missions that require them to leave the base, such as rescuing stranded Capitol personnel, performing surgical strikes on selected Tribes, conducting surveillance of survivor encampments, and exploration of ancient cities identified as potentially valuable sites for the corporation.

Prerequisites: Capitol, Military career, Ranged Weapons Expertise 2.

Difficulty: 2

Mandatory Skills: Close Combat, Ranged Weapons, Willpower.

Elective Skills: Acrobatics, Resistance, Survival.

Signature Skills: Acrobatics, Close Combat, Ranged Weapons, Willpower.

Talents: Two talents from Acrobatics, Close Combat, Ranged Weapons, or Willpower.

Equipment: Tortoise Mk. 1 armour, M50 assault rifle, Earthwatch Implant (see page 191)

Earnings Rating: 3

BAUHAUS

The Homebuilders have no official base on or under Earth’s surface. Their headquarters on Dark Eden is at the Tsar’s court in the Rasputin capital. The official Bauhaus ambassador is highly regarded there, and the corporation is permitted to house a permanent delegation in the Winter Palace itself.

Although this alliance with one of the strongest Tribes has made Bauhaus a particular enemy of the Lutheran Triad and the Templars, and further strained relations with Whitestar, it has paid dividends. Rasputin troops have bolstered Bauhaus forces on Venus and Mars. In return, Bauhaus “advisors” stage lightning raids on the enemies of the Sons, with the studied exception of Whitestar, and more and more Bauhaus-made weapons and equipment make their way into Rasputin hands.

Bauhaus troops on Dark Eden are largely composed of Recitor commandos, sometimes led by a handful of the elite Ulfwners, lone operators capable of sowing mayhem and confusion among enemy ranks without ever being spotted by the enemy or requiring supported from allies in the field.

ICONIC CAREER: STOSSZAHN RIDER

DE

A unique creation of the continuing interaction between Bauhaus and the Sons of Rasputin, the Stosszahn Riders are Bauhaus citizens who have taken to the ornery mounts of the Rasputin cavalry—Rivetbulls. Stationed at the Winter Palace with the ambassadorial retinue, or elsewhere as part of the military advisory staff, Stosszahn Riders learn the art of riding a Rivetbull as part of their attempts to fit in and ingratiate themselves with their Rasputin hosts. It also has a practical value in traversing the hostile terrain of the planet. Those who really catch the bug for gallivanting around on these huge beasts have been known to bring Rivetbulls back home with them. Small but sustainable populations of Rivetbulls now live in breeding farms on Venus.

Most Stosszahn Riders adopt Rasputin customs in one way or another, in addition to the fascination for Rivetbulls. Many affect Rasputin modes of dress, such as thick greatcoats, tall peaked military caps or even sleek black gas masks (worn around the neck as an ornament, since they are not much needed when not on Dark Eden).

Prerequisites: Bauhaus, Military or Rural career, Animal Handling Expertise 1

Difficulty: 2

Mandatory Skills: Animal Handling, Close Combat, Observation

Elective Skills: Ranged Weapons, Resistance, Survival

Signature Skills: Animal Handling, Close Combat, Observation, Survival

Talents: Two talents from Animal Handling, Close Combat, Observation, or Survival

Equipment: Hussar Mk. IV armour (if not already possessed), MP-105 pistol, machete, S-34 Thermite Lance (see pg 99 *Bauhaus* sourcebook), Rivetbull mount (see “Common Rivetbull” on page 211)

Earnings Rating: 2

IMPERIAL

The agents of Imperial are the most widespread on Dark Eden of any corporation. At least one Conquistador has lobbied the Tsar’s court in New Prague—unsuccessfully thanks to the existing Bauhaus influence. Others have been seen cutting deals in Crescentia and among the Akash Clans. Imperial’s most significant presence is in the Triad Isles, the corporation’s ancient homeland.

Imperial enjoys favourable relations with the Triad, in no small part because Imperial weapons and tactics have helped to beat back Templar Crusades from the south. Many noble Imperial families trace their ancestry to places in the Triad Isles, and the Imperial and Lutheran clan structures are similar enough that both sides are able to relate to one another. Furthermore, the agents of Imperial have allowed the Lutherans to believe that they also share their religious beliefs, though it’s uncertain how long this deception by omission can last.

The Triad Isles are a distrustful place, and despite being welcomed in a general sense, Imperial personnel are not allowed to simply tramp about the place as they like. In exchange for trade goods and weaponry, the corporation has been allowed to establish a permanent base in the far north of the archipelago called Lakord Island. This once-barren rock is now extensively built out and serves as both a small-scale spaceport and a naval base for Imperial. The Triad have no problem with their Imperial friends bringing trouble to the shores of the Templars or Sons of Rasputin.

The three patrol boats stationed at Lakord Island would scarcely be counted as launches elsewhere in the solar system, but on Dark Eden they are potential kingmakers in spite of their small payloads thanks to the advanced weaponry they employ.

Imperial also has a much more significant advantage, though they strive to hide it from their hosts and, they hope, everyone else. The *Invicta* is a long-range nuclear submarine capable of travelling underwater for up to a year at a time without resupply. It carries a crew of twenty, a complement of twenty marines, and cruise missiles armed with nuclear and conventional warheads.

ICONIC CAREER: CONQUISTADOR CORSAIR



In addition to its formal and acknowledged contact with the Lutheran Triad, Imperial has other, more deniable people working to further the corporation's interests—and their own—around Dark Eden. These individuals are the Conquistadors Corsairs, seafaring cousins of the Conquistadors who have done so much to advance the fortunes and reputations of Imperial throughout the solar system.

Conquistador Corsairs travel to Dark Eden via orbital transfer to Whitestar's Kosmograd spaceport. From there, they make their way to the sea via the markets of Urgamal, picking up a crew of bodyguards, sailors, and specialists on the way. At the coast, usually either close to Vostmor or Mertvaya Voda, the Corsair will have a ship waiting. The vessel is bought and paid for by the corporation via a chain of intermediaries and cut-outs.

There the Corsair and his crew set out onto the blackened, oily seas of Dark Eden in search of riches, ancient technology, and adventure. They transmit coded reports on what they discover to Imperial satellites in orbit that relay the information to Luna and the asteroid belt. Provided they survive to tell the tale, the potential rewards for the Conquistador Corsairs and their crews are huge. And in return, the Imperial Corporation has agents in place across the globe that it can call in a favour from when it needs to.

Prerequisites: Imperial, Survival Expertise 1, Command Expertise 1.
Difficulty: 2

Mandatory Skills: Command, Pilot, Survival.

Elective Skills: Athletics, Close Combat, Observation.

Signature Skill: Command, Resistance, Observation, Survival.

Talents: Two talents from Close Combat, Command, Observation, or Survival.

Equipment: P-60 Punisher Handgun and Punisher Short Sword, NBC suit (see ppage 192), heavy civilian shoulder pads.

Earnings Rating: 4

MISHIMA

Mishima has a corporation-wide ban on travelling to or interacting with Dark Eden. As with many such directives it is honoured more in the breach than in the observance. Numerous shadow corporations send clandestine dropships through blind spots in the Cartel's surveillance network to get their operatives onto the planet's surface. The Suritomo keiretsu has successfully negotiated terms with two of the major Akash clans, exchanging the valuable rare ores they extract from the molten remains of India for advanced Mishima technologies.

At the same time as this is going on, other elements of Mishima spend a great deal of effort trying to stop anyone from interacting with Dark Eden. Cartel sessions concerning matters relating to the planet routinely run into road blocks as the Overlord's delegates obstinately and creatively use every procedural and regulatory trick in the book to delay motions from even being introduced to committee, before slowing them down, blocking them, expending political capital to inveigle other corporate delegates into voting to keep clear, and generally dragging everything to an exasperating crawl. The three Lord Heirs have standing orders regarding the subject if any information relating to Dark Eden is discovered in the course of industrial espionage against the other megacorporations. Naturally, these instructions are carefully worded so as not to imply any involvement in industrial espionage.

Mishima's shadow walkers are expected to turn over data regarding corporate activities on or involving Dark Eden directly to the officers of their keiretsu's Lord Heir. This information is then either brandished gleefully in public to embarrass that other corporation, or stored for later use when it will prove more politically damaging.

ICONIC CAREER: VOID WALKER



The training of Mishima's shadow walkers is comprehensive, intense, often fatal, and turns out corporate spies who are a match for any in the solar system. What it has not done, historically, is prepare the trainee for action in the cold vacuum of space.

Increased activity in orbit and the extensive development of corporate space fleets in recent years forced that to change. The result is a new kind of stealth operative, comfortable in a zero gravity environment. These agents are called Void Walkers. Their missions are fraught with danger, even more so than for the average shadow walker. The typical Void Walker mission involves making a solo insertion into a target orbital facility or spacecraft, travelling alone

across vast distances with only a few controlled blasts from the heat-damped manoeuvring jets of their Kyo Suits—specially designed space suits that protect the wearer from the cold and radiation of space but which have dangerously limited air and power supplies. Void Walkers who overstay the mission window by even a short time finish their return journeys dead or in a coma.

Prerequisites: Mishima, Stealth Expertise 1, Vacuum Expertise 1, must not possess any training in a martial arts school

Difficulty: 3

Mandatory Skills: Close Combat, Space, Stealth.

Elective Skills: Ranged Combat, Thievery, Willpower.

Signature Skill: Close Combat, Space, Stealth, Thievery.

Talents: Three talents from Close Combat, Space, Stealth, or Thievery.

Equipment: Katana, Ronin handgun, Kyo suit (see page 191), heavy civilian shoulder pads, 2 anti-armour grenades, rebreather.

Earnings Rating: 3

CYBERTRONIC

The machine mind of Cybertronic has so far focused its thoughts on one region of Earth in particular: the western Pacific. Ocean-proofed operatives splash down into the sea and march along the seabed in search of... something. Cybertronic is not forthcoming about what, when asked about the purpose of its presence on humanity's birth world. Among the inhabitants of the Pacific islands, of northern Australia, of Papua and other islands in the region, word has spread far and wide of the strange mechanical men that emerge from the sea and lumber across the land. They seem oblivious to those who cross their path, automated defence systems striking out at people whose homes they walk straight through.

Naturally, this most secretive of corporations has not revealed anything about what it seeks on the surface of Dark Eden, even when confronted with hard evidence of its activities there. Cybertronic's representatives do not even bother to deny the accusations. They simply move on to the next subject to be discussed. They have nothing to say, not even to announce that they have nothing to say.

ICONIC CAREER: KAMELEON

Cybertronic's hunger for data on Dark Eden is insatiable. The corporation's most valuable assets in gathering that information are the Kameleon agents of the Security, Warfare, and Intelligence Division. These undercover agents first of all undergo an extensive period of surgery and cranial reconstruction to remove the original bone and musculature behind their faces and replace it with a non-metallic, semi solid compound that can be controlled and reshaped via a cerebral implant adapted from a subreality rig. The agent's face is now effectively infinitely malleable, able to take on any features and proportions that its owner desires. The next part of the Kameleon training process is for the agent to master the use of this

new face-shifting ability. It is difficult to control, and for the first few weeks the new Kameleon has no face. Rather, where a face should be is a bobbling shifting mass of flesh.

When the agent is able to achieve precisely the desired appearance and maintain that appearance in a stable fashion, the next part of the training begins. This involves the Kameleon Mk IV Stealth Suit, a skin-tight body glove loaded with microscopically small cameras and display crystals. The suit can mimic any background or clothing the wearer chooses, again controlled via the modified subreality implant. Of course, it cannot recreate any item of clothing that sits away from the body, such as a cloak or hat. If necessary, the agent must obtain such items independently. At any rate, Kameleon agents are careful to be sighted by Dark Eden natives only at a distance or in a busy crowd where no one will pay much attention to them. In open countryside, they simply mimic the background scenery to appear invisible.

Prerequisites: Cybertronic, SWI only, Athletics Expertise 1, Stealth Expertise 1

Difficulty: 2

Mandatory Skills: Athletics, Stealth, Survival.

Elective Skills: Mechanics, Observation, Ranged Weapons.

Signature Skills: Athletics, Stealth, Survival, Willpower.

Talents: Two talents from Observation, Stealth, or Survival.

Equipment: Kameleon Mk IV Stealth Suit (see page 191), Automask see pg 77 *Cybertronic* sourcebook, P1000 handgun (see pg 214 *Mutant Chronicles* rulebook), subdermal armour (see pg 245 *Mutant Chronicles* rulebook), cellular link (see pg 257 *Mutant Chronicles* rulebook), EYE-Tronic (see pg 257 *Mutant Chronicles* rulebook).

Earnings Rating: 3

THE DARK SYMMETRY

At this time, Dark Eden has yet to come fully face to face with the terrors of the Dark Soul. Few on the planet are even aware of its existence. At best, its baleful influence percolates through legends of ancient evils, long since sealed away by the heroes of long ago. Dark Eden is a planet with many problems already—and when the Dark Legion arrives they will all pale into insignificance in comparison.

The reason that Dark Eden has been spared the onslaught that threatens to overwhelm the rest of the solar system is that it exists as a perceptual blind spot and spiritual prison for the Dark Soul, thanks to the prescient actions of a handful of people millennia in the past. Their great occult workings effectively veiled humanity's birthplace from the Dark Soul's sight and barred its malefic influence from gripping the planet. Although it is cognisant of the bald fact of the planet's existence, the Dark Soul's will does not impel its minions to go there nor to take action to further its will in that direction. For now.

Fortunately for the denizens of Earth, the motive force behind the Dark Legion and the Dark Symmetry is the Dark Soul. Where its tendrils of perception reach out and grasp, there do its forces go. Even the Dark Apostles, with all their selfish volition, are constrained by the perceptions of the Dark Soul from which they emanate. So for as long as the Dark Soul is blinded to the planet, the Darkness and its direct corruptive effects will not turn towards it.

Unfortunately, not every being aligned with the Darkness is a direct implement of the Dark Soul. Heretics are, when all is said and done, simply people. People with supernatural gifts that enable them to wreak great evil and who are dedicated to the downfall of all that is good, but people nonetheless. The human servitors of the Darkness have their own thoughts and ideas, and a plucky few have made the journey to Dark Eden. Some do so with the idea of spreading the influence of the Dark Apostles to gain souls for their masters and glory for themselves. Others do so as fugitives, fleeing authorities on Luna or elsewhere in the solar system colonies. Only a handful have survived more than a few days on the harsh planet that Earth has become. They are the strongest, smartest and most ruthless of the lot. Now they worm their way into tribal Earth societies or recruit the natives into their cults of the Darkness, set up in the lonely places on the fringes of human settlements—too far away to bother with rousting, close enough to draw the dangerously curious and naive to their promises of power.

There are followers of the Darkness who are native to Dark Eden too. Some are recipients of hidden lore, passed down in secret from one generation to the next or uncovered in a cache of dark and terrible knowledge broken open after centuries of concealment. Yet others seem simply to be touched by the Darkness, experiencing sudden mystical revelations of corruption and mystical insight. The earthquakes that wracked the world during the Exodus also served to further weaken the Great Seal and its crystalline components; spiritual disaster followed natural as the weakening of the barrier allowed the Dark Soul to make its corruptive presence felt on Earth despite the fact that it remained blind to its prison. True Corruption has found a breeding ground on the ancestral home of humanity.

Finally, there are a very few tools of the Dark Symmetry that remain on Dark Eden from before the veiling of the planet. These are the Necrocities. Dormant for millennia, they have been waiting for the appointed time to blossom. That time is now. Slowly, inexorably they have crept forth from ancient ebon buds, unfolding into dark, baroque, lifeless cityscapes that await habitation.

So far, only one of the Necrocities has been discovered by humans. High in the Alps, exploratory parties from the Templars and the Sons of Rasputin have converged on the mysterious site. They seek to find out what the strange, still growing place is and what it is for. And, if it is of any strategic value, they aim to seize control of it for themselves.

Meanwhile, similar vacant cities are growing in Antarctica, at the lip of the Marianas Trench, and close to the Great Slave Lake in North America.

HERETICS OF DARK EDEN

At present there cannot be more than a few hundred Heretics, as in individuals fully cognisant that they serve the Dark Apostles, on the planet. Their numbers will soon swell into the hundreds of thousands at a minimum, of that the trailblazers of Darkness are sure. Already many people on Dark Eden are being exposed to the ways of the Darkness, subtly moved to indulge the basest urges of humanity. They do not need much encouragement.

THE OBERST XENO-Ys

Only one Heretic is in a position of truly great power on Dark Eden: The Rasputin Oberst known to the Dark Apostle Ilian as Xeno-Ys. He has already swayed his fellow Obersts towards the path of Darkness, each to a greater or lesser degree.

Xeno-Ys had another name when he was born, and he bears that name still. It is not yet time to reveal who he truly is and truly serves. Four years ago, he travelled to Luna and thence to Mars, to fight on behalf of Bauhaus in some mission that needed to be done at arm's length. He did his duty, led his soldiers. He killed for Bauhaus because it was what the Sons of Rasputin needed. And then he heard a beautiful voice.

Having sated his bloodlust, he made to return to his waiting dropship with the remaining Rasputin troops. There, in a quiet glade that had escaped the destruction, a clear and unearthly voice harkened to him. Frighteners In a silent forest it explained truths of the cosmos to him—not everything. Not all at once. But enough for him to know that this was the way. That this Dark Apostle would be his everything from now until the day he died, and perhaps beyond. "I shall call you Xeno-Ys," she whispered.

He longs to hear that secret whisper once more. But since he returned home he has not heard the voice of Ilian. He is cut off from her, and he does not know why. But she promised she would rejoin him—and soon. So he works to prepare the way for his dark mistress.

MAX IONESCU, THE DEAD SEA MOLE

Hundreds of administrative staff keep Capitol's secret base in the Middle East ticking over. They process huge amounts of data every day. One of them is Max Ionescu, a shy but efficient data processor who is in her first job since graduation. Everyone experiments while they are at college, people say—Max joined a cult of Muwahije in her freshman year. She has few friends and fewer pastimes when not on duty. This helps her in her real job, which is to secretly relay key

information that Capitol's monitors gather to the Dark Legion, which has a receiving array on Luna. Because she has nothing else to do, she has a lot of free time, and no one particularly goes looking for her when she isn't at her work station.

OPERATION CALVARIA: THE HUNT FOR THE MEGABODY

The Megabody was designed with one function in mind: to obliterate the moon. But the Brotherhood has other plans for it.

When the Cardinal discovered proof of the extent and destructive power of the Megabody a little over a year ago, his first instinct was to do his utmost to have the entire network deactivated. However, he is not one to rush into a decision, and a few days of contemplation later, he had a new plan. The Cardinal's agents would locate the Megabody warheads and repurpose them. The weapon of vengeance would become a device to protect humanity from the Dark Soul.

Brotherhood operatives, plus agents recruited from the Cartel and the ranks of Luna's freelancers have been scouring the undercity ever since, extrapolating from the ancient records of the Megabody's creators to locate the hundreds of sublunar warheads. When they find the warheads, a party sets forth from the Cathedral bringing a mysterious device of the Cardinal's own design, which is loaded into the Megabody device in place of its original payload.

These missions have not been easy. For one thing, the byways of the undercity have shifted and metamorphosed greatly in the centuries since the Megabody was planted. For another, the undercity is inhabited by creatures of the Dark Legion, cultists and mutants, none of whom offers a warm welcome to the Brotherhood or its allies.

A dozen or so warheads remain to be located—and then there is the next step in the Cardinal's plan. A team of hand-picked recruits must travel discreetly to Dark Eden to locate and bring back the four Skulls of the Apocalypse that carry the Megabody launch codes. This will be the final key needed to activate the Cardinal's new, repurposed Megabody.

Its new purpose is to act as a defence against the Dark Soul's forthcoming psychic assault on the human race. In a few scant months, a shard of Nero, the tenth planet, will shear away and hurtle through the void of space, heading directly for Earth. When the shard ploughs into the atmosphere, the resultant psychic shockwave will madden millions, kill as many again, and tilt the battlefield between the Dark Symmetry and the Light in the psychic realm strongly in favour of the Dark.

The new Megabody, even if activated in time, cannot prevent that. But it can draw off the greater portion of the shockwave when it

occurs, giving humanity a fighting chance in the final battle against the Dark Soul, on and around humanity's birth world.

PAYING A VISIT TO DARK EDEN

INTO THE LABYRINTH: EXPLORATIONS AND INVESTIGATIONS

During their travels around Dark Eden, your Player Characters are likely to find themselves exploring cities (ruined or inhabited), poking around catacombs, trekking through the wilderness or sneaking about in forts and palaces. In many cases, perhaps most, the GM will have a particular array of encounters and challenges ready to go for the situation at hand. At other times, the following mechanism may be used to add interesting elements to the adventure.

Throughout this book, you will find lists of Discoveries, Treasures, and Threats pertaining to the various locations and factions.

When a Player Character tries to find their way around in an unfamiliar place, the player describes his general approach and the GM decides both the relevant skill test and the length of time required. Looking for a person or place in a bustling city might have a base time cost of one day, while a similar action within an enemy fortress would take an hour or two. The player makes an Average D1 test of the appropriate skill and attribute. For a group of PCs, designate one character as the leader to make this roll. On a success, they encounter a Threat appropriate to the location or faction involved. On a failure, they meet a Threat and the Dark Symmetry pool increases by 1.

One point of Momentum from the relevant test may be spent to uncover one of the area's listed Discoveries or Treasures, or to halve the amount of time required for the activity (rounding fractions up). Two points of Momentum from the relevant test may be spent to avoid encountering the Threat. A total of four Momentum from the relevant test must be spent to find what the PC is looking for, or to find the most valuable secret, object or person in the present location.

Momentum from each relevant test may be banked from one roll to the next within the same general location, which is perhaps the most reliable method for obtaining the four Momentum necessary to reach the ultimate goal of the search.

Momentum expenditures and their results take effect before any Threat is encountered; if a player or group obtains four Momentum, then they've found the heart of the labyrinth and the Threat will appear to menace shortly after their discovery. Similarly, any Discoveries or Treasures are encountered before the Threat, which can come in handy sometimes.

Example 1: Kory DeLillo is sneaking around the Winter Palace in New Prague, in search of a young serf snatched away from her family to be an indentured servant in the chambers of Duke Jedinak. His player decides that a stealthy approach is the way forward. The GM says that the base time is an hour, and the player makes an Average D1 Thievery check, getting two successes. Not being under particular time pressure, Kory spends the full hour creeping around the carpeted stone halls and spends his one Momentum to discover a Treasure. The GM consults the Treasures available in the Winter Palace. Kory discovers a stack of blank but already signed security passes in a side office. He writes in a false name and his own description, which comes in handy when he encounters the Threat his roll generated. He bumps into a guard patrol, which he must deal with before he can make another exploration roll. Fortunately, he has his newly minted authorisation pass and a way with words....

Example 2: Zoe Roth and her companions have gained entry to the carved tunnels of the Pale Womb, the central meeting place of the Crescentian people. They are looking for a particular dealer in Tusk Beasts, although he is proving extraordinarily slippery. The ex-Mishima intelligence agent Wong Tsz-fung has already banked 2 Momentum from the group's previous Stealth roll. Now Zoe leads the group to finish the job: she takes the lead as they go from one place to another throughout the city, interrogating anyone that might know where the Tusk Beasts dealer is. The GM decides this has a base time requirement of one day. Zoe spends a Chronicle Point to guarantee 2 successes on the roll (due to her Focus), then makes the roll itself and gains one more success. That means 2 more Momentum—the group decide to cash in their 4 Momentum all at once and finally corner the Tusk Beast dealer.

The GM describes the PCs cornering the dealer in a gloomy corner of the bazaar. They have their quarry, but they know a Threat awaits them soon, because they didn't pay it off with Momentum.

TIMELINE

- 2105AD/-476YC** Luna City is officially founded.
- 2131AD/-450YC** Riots sweep Luna City when the megacorporations of Earth decree that Luna City is—and always will be—Earth's vassal state.
- 2181AD/-400YC** Construction begins on the Durango and Sinaloa super-complexes.
- 2211AD/-370YC** The Exodus begins and the Megabody Working Group is formed. The First Tsar leads his people into secure underground bunkers.
- 2212AD/-369YC** Earth's military forces seize control of remaining nuclear arsenals and threaten Luna City with annihilation. Jordan Gibbs makes his broadcast, holding Capitol to ransom using the Megabody. Capitol responds with heavy bombardment of the former United States. The other megacorporations follow suit and institute a nuclear holocaust on Earth. Captain William "Bill" Goodenough holds the line in Delaware to such an extent his forces are spared. The Megabody Working Party are all slain. The planet is swept with nuclear fire and life aboveground barely survives.
- 2405AD/-176YC** Whitestar emerges as a major new power.
- 2420AD/-161YC** The Tsarina and her brothers use Australia as a test site for bringing the Art to humanity.
- 71YC** The tribes of South America found the União Amazônica at the Zona Neutra.
- 253YC** A Cartel science vessel, the Terra Nostra, crashes near the former site of Paris. Altering themselves to survive Dark Eden, the survivors are viewed as angels by the local mutants. They become the first Templars, and the Terra Nostra crash becomes a divine judgement.
- 401YC** Blood Giants are first encountered by Whitestar troops when they raid the Federation's border.
- 560YC** Capitol attempt to penetrate the South American jungle: each expedition is lost.
- 659YC** The Brotherhood begin construction of their base, the Castra Foliis, under the former city of Jeruslaem.
- 699YC** The various Kins of the Lutheran Triad unite after the First Templar Crusade kills countless Lutherans at Castle Bridge.

- 809YC** Capitol construct their secret base beneath the Dead Sea.
- 821YC** The First Expedition, a disastrous attempt by Capitol to negotiate with the Templars, ends in their complete slaughter.
- 824YC** Imperial Conquistadors make tentative progress with the Lutheran Triad.
- 900YC** The Second Templar Crusade takes place, resulting in the assimilation of many mutant tribes. With covert access to Imperial weaponry, the Lutheran Triad take the fight to the Templars.
- 1087YC** After nearly fifteen hundred years of seclusion and indoctrination, the Sons of Rasputin burst from their bunkers and begin to take stock.
- 1101YC** Capitol attempts to create an Earthwatch Station at Catatumbo. The expedition is called off due to the Catatumbo Phenomenon.
- 1109YC** New Prague becomes the capital of the New Preussian Empire. The Tsar orders several of his bunkers to claim allegiance to Whitestar.
- 1115YC** Bauhaus agents become active among the Sons, securing key negotiations with the Tsar and his Obersts.
- 1150YC** Heretics are blamed for an explosion at the Kosmograd space port, but it is later proven to be the Sons of Rasputin. Several more attacks take place throughout Whitestar over the next year.
- 1217YC** Following a disastrous attempt to manipulate the Lutheran Triad, the Brotherhood are marked as heathens and barred entry to the Triad Isles.
- 1221YC** With preparations complete, the Sons of Rasputin turn their eyes fully toward Whitestar and begin raiding their borders.
- 1230YC** Mishiman emissaries make diplomatic overtures to the tribes of Dark Eden. Despite limited success in most places, they gain respect amongst the Crescentians.
- 1236YC** Having failed to make headway against Whitestar but desperately seeking success, the Tsar orders a split in the Sons' army. The western brigades conquer any tribes they encounter until the Templars halt their advance.
- 1237YC** Capitol begins fortifying firebases across Dark Eden. The Cartel plans to prosecute Capitol, but step aside once the Brotherhood intervene.
- 1278YC** Cybertronic mounts an expedition into the southern Triad lands, resulting in the slaughter of many Lutheran Kin.
- 1281YC** Veragé is recruited by Mishima to fight on Venus, then fights his way out when they later detain him. The Overlord bans any interaction with or travel to Dark Eden, though the keiretsu find numerous ways to sidestep this sanction.
- 1289YC** Whitestar mount a savage defence of Petropol and stall the advance of the Sons of Rasputins. Fighting on two fronts, the Sons make little headway on either.
- 1299YC** Clan Loughton of Imperial re-establish contact with their Falkland Island piratical descendants.
- 1306YC** Brotherhood Watchmen note a considerable rise in Heretical activity on Dark Eden.
- 1312YC** Whitestar Resectors discover the Alpine Necrocity.
- 1313YC** The Cardinal has a vision of the future and witnesses a shard of Nero hurtling toward Earth.
- 1314YC** The Obersts murder the incumbent Tsar, replacing him with a puppet impostor.
- 1318 YC** A reinvigorated Sons army smashes aside the defences of Petropol.
- 1319YC** Present Day. The Dark Eden campaign begins.

ZONES OF CORRUPTION

I am Igor Nagibin. I have been a Resector since I was just a boy. More than thirty years now! I have travelled to many places where no one else has been. I went to the Von Braun base at the top of Mount Ialbuzi's eastern peak. I went to the Archangel lighthouses. And who found the great engines hidden at Sheremetyevo-12? Yes, that was me too! Some people say I am the greatest living Resector, though I would never say such a thing because I am far too modest.

What I am saying is that the author of this book is a great Resector and a great guy, and so you should listen to what he says about exploring the Corrupted Zones.

-Igor Nagibin, Vostmor

INTRODUCTION

Ok, so you want to be an elite Resector. I don't blame you. The life of the Resector is good—you work your own hours, you get to see new places, you have an adventure, and if you're good at it you can make a nice living.

The real top-drawer Resectors are the ones who go into the Zones of Corruption. If you're reading this book, it means you're interested in following my footsteps into the Zones—I salute you! You must be brave and a little bit of an idiot, for the Zones are crazy dangerous. But they have the best loot! Everybody loves the person who brings back that extra special swag from the Wastelands, and let me tell you, a reputation for going into the Zones will help you win the attention of that special girl or guy too: who wouldn't be attracted to a rich, brave Resector? And if they think you're a little stupid, all the better—they won't feel threatened intellectually!

But enough about how I met my wife. Let's get on with me dispensing my hard-earned wisdom so that you can go explore the Zones without getting splattered into tomato sauce on your first trip.

ENVIRONMENT

What is a Zone of Corruption? Where do they come from? Nobody knows, and for you and I these questions are irrelevant. What you need to know is what to expect when you go into a Zone. One thing

we do know about the Zones is that they are spheres—big balls of weirdness. For a long time, we thought they were domes, because they intersect with the ground, but if you try to tunnel underneath one you could be in a lot of trouble too.

So, each Zone is a sphere about 20 kilometres in diameter. Depending on where it meets the ground, that means its width at ground level can be anywhere from 20km across to almost nothing at all. So, just because you have travelled a while without anything weird happening, don't drop your guard. Maybe you are still in the Zone. Only once you have gone, let's say 25km to be safe, can you be sure that you're out of the area.

So far the only way to figure out the extent of a Zone is to keep testing and mapping it—that's why stronghold militias always take care to signpost and fence off a Zone of Corruption in their district whenever they can. There's no background radiation to help distinguish a Zone of Corruption, no atmospheric pressure, or anything like that to help you build a Zone-detection machine. You just have to find out where the weird stuff happens and make sure you remember.

WILDLIFE

There isn't any. Often one of the first clues that you're in a Zone of Corruption is the silence. Even bugs don't go into the Zones. Somehow the birds and beasts just know to stay away. Not even the Wasteland mutants go in there in the normal course of events, although if you're being chased by a kleshnya, it'll follow you right into a Zone—that can actually be a good thing if you know where the hazards are and avoid them.

DEVIATIONS

A deviation is what we in the business call the individual areas of space inside a Zone of Corruption that *deviates* (so you get where the name comes from, right?) from the normal laws of physics.

We'll get into how they do that in a little bit, but first let's look at their general characteristics. This is important so that you can detect a deviation before you blunder into it, and then figure out what its shape is likely to be.

Deviations have a 'mantle' – an outer band of lesser effect that surrounds the core. That outer band is like a skin about 10cm deep that surrounds the deviation on all sides. Spot that, and it will be your lifesaver again and again! Let me give you an example: let's



Roughing it in Dark Eden.

say you're going through an ancient ventilation shaft into an office building, and ahead of you in the tunnel there's a deviation called a gravity well (more about this later!). In the deviation's core, the gravity is a hundred times that of normal—if you walked into it you would be smeared into paste on the floor! But because you are a wise and cautious Resector who has learned and memorised the lessons in this book, you are proceeding slowly, with your hand or (better) a stick held out in front of you to test the way. In the deviation's mantle, the gravity effect is much less than normal. So you feel your hand or (better) stick being pushed down maybe 100% more than normal, but not enough to do you any serious harm. You realise that there must be a gravity deviation ahead, so you back up and try to find another way in!

Deviations can occupy any area within the Zone of Corruption. They can be at ground level, they can be up in the air, they can be underground. Don't forget that. Especially the ones in the air! I once saw a guy who was stupid enough to ride a motorcycle through a Zone of Corruption. To be sure, he was being chased by a gang of mutant raiders, but even so.... Well, he took a short cut through the Zone, trying to get away. I guess he figured it was worth the risk, and he might have thought the street was safe because I had driven him through in a car a few days before. What he didn't know was that there was a time-sink deviation over the street. It was above the height of my car, but it was around about head-height when he drove through on his motorcycle. His head slowed to a crawl when it got inside the time sink, but his bike and all the rest of him carried on going! Pretty messy, and it took his head about an hour to fall to the ground, too.

So the moral of the story is: watch your head! Hahaha! No, it's "don't make assumptions".

They follow the shape of physical objects next to them. Hmm, OK. How do I explain this one? It's like this. The borders of a deviation always line up with some physical object that was there before the Zone of Corruption came along. They can line up with anything—a wall, a road, a tree stump, a parked bus, you name it.

ALTERED GRAVITY

This one is pretty obvious and should be easy to detect if you're paying attention. These deviations are areas where the Earth's gravitational pull changes in power, in direction, or both at once. Actually a deviation that reverses and magnifies gravity can be a lot of fun! Make sure you have something soft to land on and you can send yourself hurtling through the air.

But seriously, be careful. These things can splatter you against a wall just as easily as they can make you fly.

TIME SINKS

These might be the most dangerous things in a Zone of Corruption, because you can very easily wander into one without ever realising it. A time sink is an area usually about 10m square where the passage of time runs much faster or slower than normal. When you're inside everything seems normal, but on the outside, time is proceeding at the usual rate. Walk into a slow time sink and you could miss hours, months or even years before you come out. In a fast time sink, the surroundings outside will seem to slow to a crawl—but to anyone outside, you seem to be moving at superhuman speed or becoming an old-age pensioner before their very eyes!

My tips for avoiding a time sink:

1. Wear a wristwatch with a big display and check it regularly.
2. Make sure to keep checking what's happening all around you in the distance as well as whatever you're concentrating on right now—make sure the rest of the world's moving at the same speed you are.

BALEFIRE

You've probably seen this in all those pictures those la-di-dah artistic photographer guys like to take when they visit the Zones, and then whinge about how they lost a hand to frostbite in the Wastelands or whatever. They got a point though, about wanting to go and see the balefire, because the flames are beautiful, the way they wave and flicker silently in all kinds of colours—usually blue, sure, but a lot more colours than you might think too.

The ordinary balefire just burns where it is, up from the ground, out sideways from a wall or down from the ceiling. It'll burn you if you touch it, but if you keep your eyes open it won't spring any surprises on you. It just sits there and burns for years at a time, never consuming any of the stuff around it.

You do need to look out for a new patch of balefire being born. They come into this world with a bang—first, there's a sparkling of colour like oil floating on water, then FOOM! a big gout of balefire explodes out of nowhere like the burn-off from a gas mine. If you see that glittering, step out of the way.

THROWBACKS

This is the kind of deviation I find the scariest—it messes with your mind! I heard some people say that if you are exposed to throwbacks enough, your dreams begin to be invaded by the Dark Apostles, but I say that's nonsense—everyone knows that's just off-world stuff. Rumours spread because they have the ring of truth to them, though, and for sure these things will haunt your dreams.

A throwback hurls you back in time to a memory from your own life. You relive it, completely. It feels to you like you're really there, with everything happening again just as you remembered. Meanwhile, in the real world you are just standing staring at nothing, with your mouth hanging open.

The mantle on a throwback is hard to spot. If you start to well up with an emotion that feels wrong, that is one sign. Sudden memories that you haven't thought of in years might also mean you're in the mantle of a throwback—on the other hand your mind may just be wandering. That happens too. It's really quiet in the Zones of Corruption and it can be hard to not daydream.

PALETTE SWAPS

Changes your perception of colour or sound, switching things around in your vision or hearing for a few minutes. Disorienting but essentially harmless, unless it's rendered permanent. That can happen if you don't leave the deviation within a minute or two.

BLACK FOG

Pretty much what it sounds like, this gas hovers like a dark cloud and will burn your lungs and eyes if you get into it unprotected. It can be blown along by the wind but it won't leave the confines of its Zone.

MAGNETIC STORMS

These are areas of electromagnetic disruption that aren't a big deal for you personally, but will wreck any fancy electronic equipment you've brought with you. Bring a disposable device like a digital stopwatch so you can catch when you've gone into the edge of one of these.

So! There is a very basic introduction—not much help, right? Don't worry—in the following pages of this book I will give you all the vital tips you need to survive and thrive as an explorer in the Zones of Corruption.

DEVIATION AVOIDANCE

Whenever a player character in a Zone of Corruption accidentally moves into the vicinity of a deviation, the player must make an appropriate skill test—with a difficulty dependant upon the character's movement speed—to see if the character spots the effects of the deviation's mantle before blundering into its core. Each deviation listed below will provide the relevant skill test. What

happens next depends on how careful the character is being about moving forward at the time. The character may suffer minor or major effects from the deviation—As explained shortly, the character may suffer minor or major effects from the deviation, or even avoid harm entirely.—or avoid harm entirely.

Dead slow: The cautious approach of the wise is to carefully test every step they take in the zone. Success on an Average D1 test is sufficient to avoid the effects of the deviation entirely. A failure indicates that the character gets part of their body into the mantle before noticing something wrong, and suffers the minor effects of the deviation.

In an ideal world, all tests to detect a deviation would happen under these conditions. However, moving like this is exceedingly slow and time-consuming, and circumstances such as inclement weather or mutant attacks may force a character to move more quickly than they would like.

Walking pace: Characters who are moving slowly but not especially cautiously make a Challenging D2 test to avoid the effects of the deviation. Success means the character incurs only minor effects from the deviation, while failure results in major effects.

In a hurry: Very dangerous. Characters who are moving at speed or, for whatever reason, not paying attention to their immediate surroundings must make a Daunting D3 test to spot the deviation. Success means they normally suffer only minor effects. Failure will mean major effects, plus other possible ramifications.

DEVIATION EFFECTS

The precise nature of the effects caused by a deviation, whether minor or major, depends on the nature of the deviation. A selection of example effects for each deviation type follows, which the GM may use as-is or adapt to suit the particular situation of their game. As a rule, minor effects hurt or inconvenience, and major effects are potentially deadly. Using a major effect to gruesomely kill off an NPC is a good way to bring home the peril of the Zones of Corruption.

ALTERED GRAVITY

AVOIDANCE SKILL: Acrobatics or Athletics

MINOR: A change in the direction of gravity causes you to slip and fall heavily. You drop a valuable item and the reversed gravity pins it to the ceiling or the mantle's dome, whichever it strikes first.

MAJOR: The local gravity is massively increased, crushing you against the floor. The character gains the Staggered condition for as long as they remain within the Zone. In addition, the Dark Symmetry point costs associated with this status effect are doubled.

TIME SINK

AVOIDANCE SKILL: Acrobatics or Athletics

MINOR: The change in momentum as part of your body enters the time sink while the rest remains outside causes a sharp twist and a sprained wrist or ankle. The character suffers 1+**T**3 damage with the Dreadful and Stun qualities that ignores Soak. The character is also subjected to an Average D1 mental assault. The GM may spend two Dark Symmetry points to inflict a minor physical impairment, such as a sprained ankle or knee. The minor impairment will increase the Repercussion of Acrobatics and Athletics tests by two until a Challenging D2 Treatment test is made for the injury.

MAJOR: A violent change in momentum breaks bones. You stumble into a high-speed time sink and begin to age rapidly—from your point of view the outside world has almost frozen in time. The character suffers 2+**T**6 damage with the Dreadful, Knockdown, and Stun qualities that ignores Soak. The character is also subjected to a Challenging D2 mental assault. The GM may spend four Dark Symmetry points to inflict a broken limb upon the character. Broken limbs require a Challenging D2 Medicine test to be set correctly and effectively immobilise the appendage. Characters with a broken leg will need a support to take any movement actions other than a slow crawl, and even then may only take the Adjust Stance movement action, which now requires a Standard Action as opposed to a Free Action. Characters with a broken arm may not use the arm for anything that involves manual dexterity with that member. Failing to resist the mental assault will additionally age the character a number of years equal to the number of Mental Wounds suffered.

BALEFIRE

AVOIDANCE SKILL: Acrobatics or Observation

MINOR: You see the balefire eruption coming, but not quickly enough to escape the flames and suffer minor burns. The character suffers 1+**T**3 damage with the Blast (Close) and Incendiary 1 qualities to a random hit location.

MAJOR: A balefire eruption hits you directly at close range. The character takes 2+5**T** with the Incendiary 3, Spread 1 and Torrent qualities to a random hit location.

THROWBACK

AVOIDANCE SKILL: Insight or Observation

MINOR: You experience a brief episode from earlier in your life—the snap back to the present time is disorienting and bewildering. Unless they succeed at an Average D1 Willpower test, the character suffers the Dazed status effect for 1d6 rounds.

MAJOR: Your past experience is a highly traumatic episode. The character suffers the Dazed and Perplexed status effects until a

successful Psychotherapy test is administered, or until one day of full rest has been taken, whichever comes first. The difficulty of the Psychotherapy test is equal to the difficulty of the test that had been taken to spot the deviation. In addition, the character must make a Challenging D2 Willpower test or suffer a mental assault.

PALETTE SWAP


AVOIDANCE SKILL: Insight or Observation


MINOR: The change in colour scheme is eerie and disturbing. Unless they succeed at an Average D1 Willpower test, the character suffers the Dazed status effect for 1d6 rounds.

MAJOR: Two colours that should be different now look the same and you misjudge your step, taking a nasty tumble. The character suffers the Dazed status effect for as long as they remain within the deviation. In addition, the GM may spend two Dark Symmetry points to inflict a minor physical impairment, such as a sprained ankle or knee. The minor impairment will increase the Repercussion of Acrobatics and Athletics tests by two until a Challenging D2 Treatment test is made for the injury.

BLACK FOG

AVOIDANCE SKILL: Acrobatics or Resistance

MINOR: You get a lungful of the Fog. The character takes 1+3 damage with the Spread 1 and Toxic 1 qualities.

MAJOR: You find yourself enveloped in the blinding corrosive Fog and begin to blister until you can find your way out. Whilst in the fog, the character suffers 2+4 Damage with the Spread 1, Toxic 2 and Vile qualities. Additionally, they suffer the Blind status effect for each round they remain in the fog, plus a further 1d6 rounds once clear. A Challenging D2 Observation or Survival test can be made each round the character is in the fog, with success allowing the character to escape and failure keeping them trapped for another round.

MAGNETIC STORMS

AVOIDANCE SKILL: Insight or Observation

MINOR: One of your electronic items is affected by the field and goes on the fritz until it's repaired. Make a Corruption roll against a random device by rolling a number of dice equal to the level of difficulty of the test that was required to avoid this effect. The GM may spend two Dark Symmetry points to add one die to the roll, to a maximum of six Dark Symmetry points and three additional dice. If the Corruption roll exceeds the item's Reliability Soak, the item ceases to function until repaired. Fixing a damaged item requires a Mechanics test with a difficulty equal to the original difficulty of the test that was required to avoid this effect. If the character is not actively using the device, they may notice the damage by succeeding at an Average D1 Awareness or Observation test.

MAJOR: An electronic item is ruined beyond repair. Make a Corruption roll against a random device by rolling a number of dice equal to the level of difficulty of the test that was required to avoid this effect. The GM may spend a Dark Symmetry point to add one die to the roll, to a maximum of six Dark Symmetry points and six additional dice. If the Corruption roll exceeds the item's Reliability Soak, the item ceases to function and is damaged beyond repair. As above, the character may notice the damage on success of an Average D1 Awareness or Observation test.

TYPE 1 PROTOTYPES

Intimately tied in with the Zones of Corruption are the Type 1 Prototypes. The Zones don't create these hyper-sophisticated devices—over 90% of Zones are devoid of such relics, which were created by Bauhaus engineers anyway—but 100% of the Type Ones discovered to date have been found within a Zone of Corruption. Presumably, there are Type Ones hidden elsewhere in the Wastelands, but no one has yet figured out a more reliable mechanism for tracking them down than poking around a Zone of Corruption until you find one.

The theory currently in favour posits Zones of Corruption are attracted to Type Ones because their highly advanced technology makes them more attractive to the Dark Symmetry. If that is the case, the power of the Dark Apostles has yet to make any more headway with the Type Ones than with normal Whitestar tech. No Type 1 Prototype has yet manifested the effects of the Dark Symmetry. Scholars suggest that it may be something about the Earth itself that protects the devices created upon it from the ravages of the Dark Symmetry. Even when taken off the planet, Whitestar technology remains largely immune—not that this has yet been tried with a Type 1 Prototype, as transporting one outside Whitestar territory is strictly forbidden.

The locations of the finds and the identifying stamps on the Type One casings indicate that they were part of some technological development drive by Bauhaus in the 22nd century. Records were deleted, deliberately and accidentally, during the corporate exodus, and the emigre Bauhaus corporation of today is cagey about what it knows of such projects. Bauhaus would love to get their hands on some Type Ones in order to recover the lost processes that created them, but Whitestar doesn't trust them enough to cooperate. At this point, Bauhaus's best chance of getting hold of a Type One lies in paying vast sums of money to a rogue Resector to smuggle one to Luna, or to a gang of freelancers desperate, dependable, and deniable enough to go and get one on Earth.



ZONES OF CORRUPTION

EUROPE

THE SONS OF RASPUTIN

In the heart of Europe, a new power is rising; from Scandinavia and the Baltic, down through Germany, the Balkans and to the very Hellespont.

They do not cower beneath the earth as the Whitestar does, for they are brave. They do not scuttle among the ruins of the days gone by like the Templars, but build new and mighty cities on the foundations of the old. They do not mutilate themselves as the Lutherans do, for they are proud to be human. They will inherit Dark Eden, they say, for they are the Sons of Rasputin.

Emerging from subterranean seclusion only 200 or so years ago, the expansion and progress of the Sons of Rasputin in the short time since has been nothing short of breath-taking. For decades, the

leaders of this lost offshoot of the Whitestar network had checked the ancient maps, itemised resources, and planned meticulously the path they would take as soon as they returned to the world above. They bided their time, emerging only when they saw that the time was right, and at once set about claiming their supposed birth right.

Today Rasputin cities cut a broad swathe across the European continent, all belching smokestacks, thundering factories that never sleep, brutal soaring city blocks, and clattering railways. The war machine supported by these industrial cities grinds inexorably outwards, expanding the Rasputinite borders. More slowly now than in the early days, yes, but inexorably nonetheless.

Until they encountered Whitestar to the east and the Templars to the west, the Sons of Rasputin's plans went off without a hitch. Now the conquerors have slowed to a crawl, the battle lines are set. In the



The Sons of Rasputin meet the Dark Legion off-world.

capital, New Prague, generals and ministers gather to plan the next major offensive. At their bidding, hundreds of thousands of serfs and labourers toil in latter-day feudalism to make real the dreams of their betters.

The Sons did not want a war on two fronts, so they dug in, fortifying against the Templars to the west and planning to deal with them first. Whitestar, they knew, did not yet fully appreciate the scope or threat of the Rasputin tribe. The assault on the Tsarina's herd could wait. The time would not be wasted: The Rasputin plants within Whitestar would continue to gather valuable information, all the better to strike surely and swiftly once all was in place for the eastward offensive to begin.

So it is that the border between Rasputin and Templar domains is a much-contested no man's land of scorched earth and shattered redoubts. In the altered landscape of the new Europe, the foothills of the Alps stretch all the way to the North Sea. The peaks of the hills and mountains from north to south are the seats of great fortifications built by either side, housing huge batteries of artillery able to fire at targets beyond the horizon. The forts and castles have changed hands, been destroyed and rebuilt countless times. Below them, the valleys have become charnel fields of battle, and the final resting place for thousands of soldiers.

The Lutheran Triad, across the North Sea, were and remain little more than a nuisance to the Rasputin forces, at least for the time being. Lutheran corsairs raid the Rasputin coasts in hit and run raids. Their vessels are too light and poorly armed to stand a chance against a Rasputin dreadnought, and too swift and nimble to be caught by one either, barring the vagaries of Fortune.

THE FIRST TSAR

The old world crumbled during the wars of the Last Days. At this time, the man who would be known to history as the First Tsar led his people to safety, in the huge underground shelters he had wisely prepared. As the world above was poisoned, corrupted and changed, entire generations lived and died in the shelters. Resources were scarce. Rationing was strict. And social control had to be stricter still. The Tsar's teachings of obedience to one's betters—young to old, common to noble, woman to man—took root. Even so, entire sectors sometimes broke down into violent anarchy.

When the Sons of Rasputin emerged from hiding, their proud, rigid society was well established. They followed their ancient maps to the old cities and began to rebuild. The tribes above joined as serfs or were made into slaves. Those too mutated and revolting to consider bringing in to the Rasputinite fold were relocated to unusable wilderness areas and Rad Zones. Before long, they came into contact with Whitestar. Perceiving that the Whitestar strongholds they had contacted did not realise the extent of the Rasputin tribe, the then-

Tsar ordered a number of eastern Rasputin settlements to gather information from within. These new colonies joined the Federation as, essentially, entire strongholds of spies. They claimed to be long-standing independent strongholds and hooked themselves into the broader Whitestar network, passing on actionable intelligence to the imperial court in New Prague. Many of these early settlements have since been "conquered" by an expanding Rasputin empire. Others remain embedded within Whitestar.

As the Rasputin domain expanded, the Sons came into conflict with all the major tribes now extant in Europe and on its fringes. They reserve a particular hatred for the Templars, who return the compliment. The cliffs and mountains bordering Templar lands bristle with towers and fortifications to protect from the next Templar Crusade.

SOCIETY

The Tsar rules from New Prague, where he holds court in the Winter Palace, a gigantic, opulent, and heavily fortified monument to the power of the New Preussian Empire.

The Tsar's inner circle are the five Obersts, each of whom claims descent from one of the First Tsar's closest followers, who in turn were among the greatest of the Bauhaus nobility who remained on Earth during the Last Days. They assassinated the true Tsar some seven years ago. Now a puppet obedient to their will rules in his place.

Answering to the Obersts are scores of Dukes, each of whom holds the power of a king over his assigned domain. They must give the Tsar and Obersts their loyalty, taxes, and military resources. In return, their will is law and their rule is absolute, without interference from above.

Lower in rank, and answering either to a Duke or directly to one of the Obersts, are the Barons. Their rule is more militaristic in emphasis. They command the garrisons, fortifications and surrounding towns of small but strategically important locations, often in the border regions. The typical Baron is a former military officer who lacks the noble blood required to become a Duke but who has shown enterprise and leadership worthy of reward and greater responsibility.

One's social rank determines lifestyle and life expectancy to a great degree. The serfs at the bottom of the pile toil and suffer for the whole of their short lives. They have safety from the threats of Dark Eden beyond Rasputin borders, but nothing protects them from the toxic air of the cities where they live, made powerfully poisonous by the chemical smog spewed by the Preussian factories into the already polluted atmosphere.

Nobles and the military enjoy what passes for luxury in Dark Eden and have more protection from the elements. They never set foot outdoors without armour and breathing masks to protect them from the environment.

To the serfs, the nobles and soldiers are heroes, models to be aspired to. When a noble strolls past in elaborate and garish raiment, or a military officer in crisp, impressive uniform, the common folk flock to them, hoping for a coin, a place in a household, an offer of employment or even a kind look. State propaganda tells the serfs that they may, one day, rise to these higher stations. In truth, such elevations are vanishingly rare.

Every family, highborn or low, must provide at least one child for conscription into the military within 20 years of the birth of their eldest. It is considered wise to send the strongest—whichever will survive longest to draw more of a pension in later years. Many families send all their children to serve.

OUTSIDERS

Many emissaries from foreign lands have a place in the Tsar's court. Since the breaking of the pact with the Lutheran Triad, though, the Sons of Rasputin have not formed any formal alliance.

The strongest outside faction in New Prague is the Brotherhood. Their ambassadors and consultants appear openly at the court and give advice to the Tsar and the Obersts. They are valued for their knowledge of the Great Darkness (as the Dark Symmetry is called here) and for what they know of the megacorporations and the world as it was before the Exodus. The most senior Brotherhood representative in the Winter Palace is Brother Eusebius of the Administration Directorate.

The Brotherhood's very presence is the product of an act of defiance by the otherwise thoroughly subjugated actor who poses as the Tsar, the miserable Akaky Kovalyov. Almost two years ago, when Brother Eusebius presented himself to the imperial court, some impish instinct roused Kovalyov to invite the Brotherhood to stay permanently. If suggested in private, the Obersts would have crushed this mischief at once. But since it was done in public, they had no choice but to obey the will of the "Tsar" in order to keep up appearances. Kovalyov suffered greatly for his impudence and has since retreated entirely into the bottle. Nevertheless, the Brotherhood remains, with the grudging blessing of the Tsarina—who hopes they may prove a mollifying influence on the barbarian Tsar and his hordes.

Unbeknownst to the others, Oberst Lukanio is in contact with the Bauhaus corporation. Lukanio's personal scribe, Invidion, is his contact, a long-term mole for the corporation who regularly relays information from the Rasputin corridors of power back to his handler on Luna. A few people have begun to notice Invidion's habit of lurking around the palace gardens at all kinds of unusual times: his transmitter device is hidden behind a rockery near the Water Pavilion.

THE OBERSTS AND THE MILITARY

The Sons of Rasputin are commanded in name by the false Tsar, but in practice by a circle of five traitors. All five of these men betrayed and murdered the man they had sworn to serve, the true Tsar. One or more of them is a traitor to humanity, working in secret to further the interests of the Dark Soul.

The Sons of Rasputin are the most technologically advanced of Dark Eden's major tribes, and they plough their knowhow into strengthening their military.

The Rasputin armed forces are divided into five branches, each headed up by one of the Obersts. The Obersts use their direct control of the military to cement their power: those who oppose them are easily conscripted and sent to either the Sanitariums in the north or the front lines to die. None has, as yet, obtained the necessary leverage or political capital to eliminate any or all of the others. They remain in a state of tense equilibrium.

THE SEA LEGIONS: OBERST LUKANIO

The Rasputin navy sails in the North Sea, the Baltic, and parts of the Mediterranean. The mainstays of the fleet are the Dreadnoughts, hulking armour-plated titans that belch smoke and bristle with cannon. Smaller frigates act as the Dreadnoughts' outriders, while an extensive array of reconditioned pre-Exodus cargo ships and cruise liners serve as troop transports for the other branches of the Rasputin military.

The Sea Legions fall under the command of Oberst Lukanio, a man thoroughly dedicated to his own earthly pleasures. His elevated position in life allows him to sate any desire. His tower in the Winter Palace is a sumptuous den of vice, six opulent floors of debauchery at any time of day or night, stocked with food, drink, courtesans and catamites. In Lukanio's apartments, there is always music in the air. When Lukanio sets forth with his entourage onto the streets of New Prague, the serfs do their best to evade his attention: many a pretty girl or boy has been snatched from the streets to serve as his plaything until he grows bored.

THE FLYING LEGIONS: OBERST NIKOPOL

Though they cannot compete with the air forces of Whitestar, and certainly not with anything the offworlders can field, the Flying Legions give the Sons of Rasputin a tremendous advantage on the battlefield against other tribes. Their vehicles include the Bloodbaron Triplane, reconnaissance airships, and a variety of powered and unpowered hang gliders.

The First Air Lord is Oberst Nikopol, a man of exceptional bloodthirstiness. Nikopol enjoys killing for killing's sake and often directs his forces, and those of the other Obersts if he can, into situations where carnage is guaranteed even when other strategic

options present themselves. His apartments high in the Winter Palace are a veritable museum of weapons and trophies. He likes to start each morning with a sniper rifle on his balcony, picking off a distant serf or two before breakfast.

THE TSAR'S CAVALRY: OBERST BILAR

The Sons' mounted troops—that is, those riding Rivetbulls and other beasts, as well as those who drive tanks and other armoured vehicles—are grouped together as the Tsar's Cavalry. They are typically organised into squadrons of around half a dozen vehicles or beasts for short-term missions. On campaign, they are assigned *en masse* to accompany a particular legion of the Imperial Army.

The imperial cavalry commander is Oberst Bilar, a man who has built a dazzling career by taking credit for the achievements of others. Now that he is the head of the imperial cavalry, he does his utmost to ensure that his troops take on only those missions that have the best chance of success, for their triumphs are his glory. If an assault is struggling on one front, he abandons it to support the successful part of the offensive. An infantry legion needing cavalry support to hold out just a little longer in a forlorn hope can forget about getting any help from the cavalry—at least if the matter is brought to Bilar for approval.

Day to day, Bilar takes a sadistic delight in depriving underlings of their rightful reward. Nine times out of ten, an officer who shows bravery and merit will receive Bilar's favour, in promotions and monetary rewards. The same goes for artisans in his employ, or servant. But every so often, seemingly on a whim, Bilar waits

until a person is on the cusp of gratification—receiving that coveted captaincy, collecting payment for an ornate custom-made sword—and takes it all away, ejecting them from their home, job, and social circle. Those who make too much fuss get a bullet to the head.

THE IMPERIAL ARMY: OBERST DE MORGEN

The largest branch of the Rasputin military in terms of manpower, the Imperial Army consists of line infantry, artillery units, reconnaissance troops and assorted support units. Lowest on the totem pole in terms of equipment and prestige, the Army nevertheless enjoys prestige more or less equivalent to the other services, and to be a soldier is without doubt a step up from being a factory serf.

Soldiers sign up with the Imperial Army either for an eight-year term of service or for “life” — thirty years or the soldier's 50th birthday, whichever comes first. Which of the two occurs depends on the manpower needs of the Army at the time the recruit joins up, and on the circumstances of the recruitment. The sons of aristocrats usually get the eight-year term. Convicted criminals signing up instead of going to jail get life. In between these two extremes is a spectrum of privilege and desperation. Lifers enjoy less respect than the fixed-termers, but have a fraternal solidarity among themselves that transcends rank and background.

The First Lord Marshal of the Army is Oberst de Morgen. His family fortune was built upon slave labour in the copper mines of Silesia, and he intends to bring that success story to the Imperial Army. Even during his rise through the ranks from Tribune to General, Oberst de Morgen never liked what he saw as a freewheeling spirit



The Tsar's Cavalry.

RASPUTIN THREATS

Refer to **Chapter 8: Allies & Adversaries** and **Chapter 9: Tribal Technology** for details of these.

- ◀▶ **BLOODBARON TRIPLANE**
- ◀▶ **COSSACK KOMMANDANT**
- ◀▶ **COSSACK SCOUT**
- ◀▶ **JAEGER COMMANDO**
- ◀▶ **RIVETBULL**
- ◀▶ **SAWBLADE BATTLE TANK**
- ◀▶ **SHOCK SOLDAT**
- ◀▶ **SOLDAT FAHNENTRÄGER**
- ◀▶ **SOLDAT FLAMMEN**
- ◀▶ **SOLDAT HAUPTMANN**
- ◀▶ **SOLDAT SCHWERWAFFE**
- ◀▶ **SOLDAT TROOPER**



SCENES FROM RASPUTIN LANDS

In the gelid environs of the Arctic, the Sons of Rasputin constructed vast Sanatoriums. Originally for research and therapy of mutated humans, these buildings, with their wide central courtyards, now mainly hold political prisoners. The harsh solar radiation of this region is slowly changing those born here, toughening their skin to resist the damaging rays. Those brought here as prisoners or patients are not so lucky. Cancer claims all but a few within a matter of years.

The outermost gates of the Winter Palace stand open for the trudging mass of thousands of petitioners, serfs, and functionaries who make their way in and out of the colossal fortress's outer precincts. Stern, heavily armed guards check each and every one. This is only the first curtain wall. Each of the five walls is taller, thicker and more heavily protected than the last. Soaring high above them is the Tsar's Tower, a slender edifice of pleasure gardens and ballrooms extending from the cyclopean Imperial Bastion beneath, the Tsar's most impregnable refuge.

of volunteerism in the Army. As he sees it, the fact that most of the rank and file sign up voluntarily just as the senior officers do leads to a distressing lack of hierarchy. His pet project is a unit of cadets called the Janczarzy, youths raised from infancy to serve as soldiers in the Imperial Army. They will soon be ready for front-line combat, when de Morgen hopes to prove their mettle. In so doing, he will show that the future of the Imperial Army lies in indentured soldiery, a caste of hereditary soldiers who know no other life, who will never refuse an order, and whose courage and loyalty is absolute.

THE SPECIAL OPERATIONS AUXILIARY: OBERST ENGELSEIN

The special forces of the Sons of Rasputin fall under the command of the Special Operations Auxiliary. Though relatively few in number, the SOA troops are among the most honoured and command great respect and influence thanks to their elite training. The SOA includes the Shock Soldats, Soldat Flammens and Jaeger Commandos, among others.

Commanding these elite troops is Oberst Engelsein, the youngest and most recently elevated of the five. Of all the Obersts, he is the closest to feeling anything like remorse for his treachery against the Tsar. Withdrawn and subdued, he views everything and everyone around him as if from a great distance. His soldiers, his servants, his so-called friends: they are all, to him, simply pieces of a puzzle or game, to be moved around until they fit in place. His actions are cold, calculated, and sometimes, with an increasing frequency, self-destructive. Oberst Engelsein simply no longer cares.

DISCOVERIES BELOW GROUND

New Prague lies on the ruins of, naturally enough, Old Prague. Many of its towers and factory complexes extend below ground into service corridors and storage facilities. They are supposedly sealed off from the remnants of the city that was here before, but there are gaps through which the brave or foolhardy may slip. The buried streets are still passable in places and, if you know the route, you can make your way to the River Vltava, which flows sluggish and lightless far beneath the city. From the western end of the dilapidated Charles Bridge, a long-forgotten tower block gives entry to the bowels of the Winter Palace itself.

BUSTING INTO THE WINTER PALACE

The following sections provides the resources to play out an illicit incursion into the Tsar's Winter Palace in New Prague.

The Winter Palace is vast. Not too vast to map, but too vast to present you with a full list of its rooms and chambers without boring you (stark, echoing corridors feature heavily). Key segments of the palace are detailed below. Use the scenes, challenges, things, and threats to flesh out the rest. Make a map as you go along.

Begin with the Player Characters already approaching the subterranean entrance to the Winter Palace. Ask the players questions to establish how they got to this point.

QUESTIONS

Whose idea was it to come here? What have you sworn to do here? (i.e. steal the Megabody skull, kill the Tsar, rescue someone, retrieve sensitive data)

OTHER CONSIDERATIONS

How did you find out about the underground entrance? What did you have to destroy to gain access to the old tunnel that leads here? What reward have you been promised?

KEY LOCATIONS

THE LOWEST LEVEL

1. ENTRANCE

Gate. A huge iron portcullis stands over the fast-flowing river. It can be cranked up or down by means of a wheel on the dock. When it is down (as it is now), there's a tiny gap between the bottom of the gate and the surface of the water.

Bridge. There is a five-metre high tower on either side of the river, with a metal footbridge connecting them. A Soldat Trooper stands guard, extremely bored, in each one.

Crank. This is the wheel that raises and lowers the portcullis.

2. THE DOCK

Bunker. A concrete pillbox overlooking a bend in the river. It has a single door, with firing slits on all sides. It is manned by three Soldat Troopers.

Dock. Boats once tied up here. No longer. The iron bollards are covered with centuries of rust.

Wall. A three-metre high brick wall with barbed wire on the top. There is a sturdy scrap-metal gate in the middle.

Ledge. A narrow path runs along the edge of the sheer wall beside the river, leading into the darkness. Someone has put a plank over a gap in it as a makeshift bridge.

3. THE PRISON

Cages. Three cube-shaped steel cages. An emaciated prisoner lies in one, shackled. He is delirious.

Oubliette. A wooden trapdoor opens onto a lightless pit. There is a woman imprisoned here, in the tattered uniform of a Cossack Kommandant, and as emaciated as the man in the cage. She must also be delirious, as she keeps shouting that the Obersts killed the Tsar and she saw them do it.

Lift. A creaky winch-operated lift is the way up to the basement levels of the Winter Palace. It's operated by hand, so someone needs to stay at the bottom to send people up, then have the lift sent back down again by someone operating the other winch on the floor above. At the top of the lift shaft are two Soldat Trooper guards. Not as bored as the ones down below, but pretty bored. From there, long stone corridors lead to prison cells, storage rooms and the stairs up.

4. THE STASH

Pallet. A makeshift gate. Spotting the grenade booby trap on it is an Average D1 Observation test.


Nook. Someone has been hiding stuff they looted from prisoners in here. There are a dozen rings, assorted cameos and brooches, an ornate knife, assorted military and civilian ID cards and a stack of personal journals. Player Characters who wave an ID with a picture that looks more or less like them reduce the difficulty of Persuade tests against suspicious guards by one.

FUNCTIONARY LEVEL

There are many such floors in the Winter Palace. This is one example.

1. ENTRANCE

Staircase. Leading up from below.

Lightning Wall. A field of arcing electricity functioning as an impenetrable barrier (touching it deals 2+4 damage, walking through it kills you). Disabling the Lightning Wall is a Challenging D2 Mechanics or Science test. Sneaking across the landing to the mechanism in the first place is an opposed Stealth test versus the Observation of the Soldat guard on the other side of the Lightning Wall. Dealing 24 points of damage to the Lightning Wall will destroy it. This will, naturally, immediately summon the six guards on the other side.

Perhaps the simplest method would be to get one of the guards on the other side to turn the barrier off with the adjacent control panel. Luring the guards out with some ruse will achieve this, although they will emerge on guard and armed. Presenting oneself as someone

Winter Palace

The floor plan of the Winter Palace is a symmetrical, cross-shaped building. At the top is a semi-circular apse. The central vertical corridor (A) leads to a large, ornate lobby (A) at the bottom. The horizontal section consists of an antechamber (C) flanked by two corridors (D). The left corridor (D) leads to a private room (H) and a study (E). The right corridor (D) leads to a private room (H) and a study (E). The central antechamber (C) contains two staircases (B). The top semi-circular apse is the throne room (F), flanked by an arboretum (G) on the left and a study (E) on the right. The bottom semi-circular apse is a large, open space. The legend identifies the rooms as follows:

- A Lobby
- B Stairs
- C Antechamber
- D Corridor
- E Study
- F Throne Room
- G The Arboretum
- H Private Rooms

- A Lobby
- B Stairs
- C Antechamber
- D Corridor
- E Study
- F Throne Room
- G The Arboretum
- H Private Rooms

who is supposed to be there is possible. They are expecting an official visit to interrogate the suspected spy being held in the Chief Scrivener's office. Convincing them that you are said party is a Challenging D2 Persuade test.

2. OFFICE AREA

Guardroom. A small cubbyhole with a chair in it. One Soldat Trooper remains here while the other patrols the corridor.

Break Room. Four Soldat Troopers are in here, playing cards. A small wood-burning stove stands in the corner providing light and heating the kettle when a cup of tea is needed.

Archive. Row upon row of ancient metal filing cabinets, some stacked two high, which seems unstable. The cabinets contain thousands of pages of tedious accounting records, counting bullets fired and resupplied to the armed forces, bean harvests, vehicles manufactured and so on.

Scrivener Pool. A hushed atmosphere prevails over eight rows of eight desks. A lowly, gaunt clerk sits at each desk, flipping through ledgers and amending entries.

Chief Scrivener's Office. Crowded with piles of books and ledgers, this is a large, comfortable office with a well-worn leather chair behind a massive desk made from scrap steel polished to a ferocious shine. A man is locked in here on suspicion of being a spy: Oberst Lukanio's personal scribe, Invidion. The internal security chief, Kommandant Therios, fears the Oberst's reaction to the scribe's arrest, so she has stashed him here out of sight rather than taking him to the actual prison levels to keep things quiet. Invidion knows all sorts of things, which he is happy to tell the Player Characters provided they help him get away.

Staircase. The way up.

COURT LEVEL

This floor houses the Tsar's throne room, meeting chambers and the Arboretum, among other things.

FOYER

Staircase. Leading both up towards the roof and down.

Lobby. A grand wide foyer, clad in marble with a plush red carpet leading towards the Throne Room. Four Cossacks are on guard here, led by a Cossack Kommandant.

Lightning Wall. See the description on the Functionary Level. This wall has control panels on both sides of the doorway.

Fountain. Bubbling away with cool, clear water. There is a statue of the goddess Minerva in the centre.

THRONE ROOM

Antechamber. Just beyond the Lightning Wall, behind two huge wooden doors. There are two low benches here for people waiting to be admitted to the court. Two huge oil paintings hang on either side: one is a scene from the Battle of Gdansk, the other is a portrait of the Tsar as a young man. The real one, not the impostor currently on the throne—you can tell because the one in the painting has a small birthmark on the left side of his neck. Another set of double doors opens onto the throne room.

Corridors. These branch either side of the antechamber, allowing access to the back rooms without having to go into the Throne Room. There is an oppressive silence here, aided by heavy drapes and thick carpeting. Six Jaeger Kommandos patrol the corridors in pairs.

Throne Room. A large rectangular hall, decorated with intricate

SCENES WITHIN THE WINTER PALACE

A gap behind a statue of a knight, just big enough for one person to squeeze into.

Snow blowing in through a broken stained glass window.

Footsteps echo along a long, vaulted corridor.

Military officers in a richly furnished drawing room drink brandy in front of a roaring fire.

A cold grey room full of desks, with a dozen scribes furiously scribbling away at ledgers.

A sleeping guard dog in front of heavy oak doors twitches its legs as it dreams.

Cooks bustle about in a huge industrial kitchen, preparing a feast for the court upstairs.

The Tsar slumped in his throne at court, while Oberst Nikopol whispers in his ear.

A decrepit footman in a dusty formal coat trudges along a threadbare carpet, carrying a sealed letter on a silver platter.

Two washerwomen talk excitedly about enrolling their children in the military. One has lost a son and two daughters already in the battle for Petropol; she is excited about sending her young son Kristof to war, and is sure this one will make it back alive.

tiling and shining chandeliers. The Tsar's throne is the only seat in the room—no one may sit in the imperial presence. The room is full of nobles bedecked in finery, dances waltzes and gavottes before a morose and jaded Tsar, flanked at all times by one or more of the Obersts. Ten Jaeger Kommandos keep watch from a balcony that runs around the edges of the room, supported by ornate gold-adorned pillars. Occasionally the music stops for an announcement or for some petition to be brought to the Tsar. He always consults with the Obersts before giving an answer. Every hour or so, the Tsar withdraws to his study or the Arboretum for a break. At ten o'clock at night, he goes upstairs, escorted by his bodyguards, and turns in for the night.

Study. A private library and sitting room for the Tsar with a well-stocked and frequently replenished drinks cabinet in the shape of a globe. A broad window looks out across New Prague. There are bars on the outside.

The Arboretum. A climate-controlled glass dome containing a small wooded glade and an artificial stream.

ROOF

Biting winds howl across here, fifty floors up. There's little in the way of cover, if you got chased up here. There's a door leading to a stairwell on each of the four sides.

Two mechanics are working on the machines up here. They bolt and run for it as soon as they see an intruder.

Two Bloodbaron Triplanes sit on steam launchers ready for an emergency take-off. Getting the catapults up to a working head of steam is an Average D1 Mechanics test, taking ten minutes by default. Momentum from the test may be spent to reduce the time it takes, by one minute per point of Momentum.

Each plane has room for one pilot and one passenger.

CHALLENGES

◆ Convince Someone You're Supposed to be here

A Challenging D2 Persuade test. The difficulty is reduced to Average D1 if you have the right clothing and documentation for your cover story.

◆ Climb the Outside of the Palace from one Floor to the Next

A Daunting D3 Athletics test. Don't look down.

◆ Take Off from the Roof in a Stolen Plane

A Challenging D2 Piloting test. The difficulty rises to Daunting D3 if the pilot is unfamiliar with this kind of vehicle. Which is likely. Failure means a sickening lunge down the side of the Winter Palace—each character on board loses one item they are

carrying. An Average D1 Piloting test is then necessary to level off and not crash into the ground.

◆ Step Over a Sleeping Guard Dog

Doing this without waking the dog is a Challenging D2 Stealth test. If you're not bothered about waking the dog, just step over it, no roll.

TREASURES

◆ A scrivener's dropped note that says "Cabinet D7, bottom drawer". This refers to the Archive room. The location conceals a loaded handgun.

◆ A gallery of ancient masks of all shapes and sizes, hung along both walls of a long corridor.

◆ "A Treatise on the Megabody" – A handwritten book found in the Tsar's study or the Chief Scrivener's office. The unnamed author has collected and compared rumours of the purpose and location of the Megabody skulls. The book states with some certainty that the Templars have one in Paris. It is less sure about other possible locations: Stonehenge, Bamako, Buenos Aires, Melbourne, Damascus.

◆ A display rack of swords collected from across the Templar, Lutheran Triad, Crescentian, and Whitestar territories.

◆ A Bauhaus-made listening device which can be hidden somewhere in order to pick up important conversations.

◆ A stack of pre-signed security passes that flagrantly breach protocol; these passes have been left blank but signed in advance by the officer in charge. So you can fill in your own particulars.

THREATS OF THE WINTER PALACE

GUARD DOG ▲ OR ☆

That's a big dog. The bite is pretty bad, but the bark will bring humans with guns.

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	7	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	4	6	3

FIELDS OF EXPERTISE

COMBAT	FORTITUDE	MOVEMENT	SENSES	SOCIAL	TECHNICAL
EXP	FOC	EXP	FOC	EXP	FOC
1	1	–	–	1	1
1	1	–	–	1	1

WOUNDS: 3 (Trooper) or 6 (Elite)

SOAK: None

ATTACKS:

◆ **Savage Bite (melee):** 1+**T**5, 1H, Armour Piercing 1, Vicious 1

SPECIAL ABILITIES

◆ **Grasping**

◆ **Night Vision**

◆ **Companion Animal:** Guard dogs are sometimes left to roam open grounds, but are usually accompanied by a human handler. A guard dog may never lead a unit when part of a Squad led by a human handler. A Squad that contains both a handler and guard dog may direct the animal to attack, which replaces the Commander's attack with the dog's Savage Bite attack. A guard dog that moves beyond Close range of the Squad and its handler becomes an independent creature that is separate from the Squad until it once again moves within Close range. This does not prevent the handler from issuing it with further commands.

◆ **Smells Good, Tastes Better:** Guard dogs are bred for their abilities to detect and disable intruders. They may re-roll one d20 when making an Observation or Insight test, or two **T** when making an Unarmed Combat test, but must accept the new results. Additionally, when trying to detect, locate, or recognise a person or object that it has previously had interaction with, the guard dog gains one bonus d20 to any related skill test.

HUMAN GUARD

Soldat Troopers, Shock Soldats, and Soldat Vicars are the most common, but all Rasputin troop types may appear as sentries within the Winter Palace's precincts.

INQUISITIVE CLERK

Most scribes, accountants, and other officials keep their heads down and pay no attention to anything outside their own specific duties. Every so often, though, you'll find one who is a little too curious for comfort and wants things like access passes or reasonable justifications for being in a restricted area.

THE ALPINE NECROCITY

Amid the snowy peaks of the Alps, a vast, dark city is growing. Shining black and baroque high in the mountains, Whitestar surveyors first discovered it several years ago. It was strange that they had never seen it before, but they attributed this to happenstance. Scanners on previous journeys might easily have been disrupted by the electromagnetic storms, burning rains, and other meteorological phenomena common in those days.

A mapping expedition consisting of soldiers and Resectors soon discovered that this was not the case. The reason no one had seen this strange, empty city before was because it had not been there. It

was empty, but with roads and buildings and chambers as if waiting to be inhabited. Because of the sepulchral mood instilled by its gloomy silence, the explorers named it the Necrocity

And it was getting larger. Slowly but surely, inch by inch, its glossy black structures were spreading to cover the mountainsides and valleys around it. At the time of that first expedition, some five years ago, the Necrocity was approximately 100 square kilometres in area. Today the Necrocity is already ten times that size, and it continues to grow.

EXPLORATIONS

Whitestar and their corporate allies, the Templars, and the Sons of Rasputin all have teams in the city itself or in the vicinity, exploring the terrain and carrying out experiments to deduce the nature of the Necrocity.

These teams have not yet come into contact with one another. They are due to do so right around the time your Player Characters arrive on the scene.

DISCOVERIES

The Necrocity is constructed from millions of small, black squares of a material similar to obsidian, each about one centimetre across. These mosaic tiles conduct electrical current, can be magnetised, and, with time, can form duplicates of themselves. This is what makes the city grow and reform.

There does not appear to be any central processing unit controlling the growth of the Necrocity. If the city does have an overall program, it is dispersed across the countless neutrino processors contained within its mosaic tiles.

Beyond the limits of the city is an ancient, cyclopean sarcophagus. This will be the birthplace of the Dark Soul's corporeal body on Earth. The city is growing towards the place, slowly enveloping the mountains around it, to be ready for a time when the Dark Soul conquers all.

SCENES

At the edge of the city, an incomplete courtyard. The obsidian floor and walls are growing, slowly but perceptibly, up the exposed rock face of the mountainside. If you stand and watch long enough, you see a small staircase grow from nothing, leading to a long oval platform, resembling a plinth waiting for a statue.

Members of the Templar expedition have captured a pair of Barron Daen's followers. The Templars are torturing them for information, which unfortunately for the Scarlet Rain cultists, they do not have.

If the PCs do not intervene, after a few more minutes the Templar squad leader loses patience and kills both of the prisoners.

Barron Daen leads his followers in a ritual. It begins with chanting, then progresses to ululations and screaming, frenzied dancing, and finally ceremonial bloodletting. During this time, the cultists pay little heed to their surroundings. Their minds and bodies are focused entirely on the wonder-working of their rites.

THREATS

The Carnifex Knight, guardian of the waiting sepulchre. This mechanical humanoid is programmed to destroy intruders. There is only one Carnifex Knight, but it has two bodies: one guarding the sepulchre, and one roving the Necrocity. If one body is destroyed, the Knight's consciousness instantly transfers to the other. Only one body can be active at any one time.

CARNIFEX KNIGHT ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
16 (+2)	14 (+2)	11	11 (+2)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	7	8	12

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	1	–	1	–	–	–	–	–

WOUNDS: 13

SOAK: Metal Plated Vestments: (All 5)

ATTACKS:

- ◀ **Black Bardiche (melee):** 3+♣8, 2H, Dreadful, Knockdown, Stun, Unforgiving 2
- ◀ **Burning Gaze (ranged):** Range C, 1+♣6, Armour Piercing 1, Incendiary 2, Vile

SPECIAL ABILITIES

- ◀ **Dark Presence**
- ◀ **Fear (2)**
- ◀ **Grasping**
- ◀ **Inured to Pain**
- ◀ **Monstrous Creature**
- ◀ **Night Vision**
- ◀ **Slave to Symmetry (2)**
- ◀ **Supernatural Awareness (2)**
- ◀ **Supernatural Physique (2)**
- ◀ **Supernatural Strength (2)**

◀ **Unliving**

◀ **Twin Simulacrum:** The Carnifex Knight enjoys the freedom of both the Sepulchre and the Necrocity thanks to its two bodies. Only one body may ever be active at a time. If one is destroyed, its conscience immediately transfers to and activates its second body; both bodies must be destroyed in order to defeat the Knight. As a semi-sentient automaton, the Carnifex Knight cannot suffer Mental Wounds and is considered to be unintelligent for the purposes of any effect that requires this (such as powers of the Art).

Unliving Cultists of the Scarlet Rain, drawn to the Necrocity by the apocalyptic visions of their leader, Barron Daen. They are a motley crew: scarred, mutated, disfigured, desperate. Men and women, young and old, all in search of some transcendental release from the pain of living.

Barron Daen, a visionary and prophet, at least a little deranged. Pale blue eyes blaze at you from behind his gas mask. In his dreams he sees the death of the human race. That death will begin at a hidden place within a city that lives and grows. When he heard about the Alpine Necrocity, he knew at once that this was the place, and brought his followers in search of answers.

Whitestar Resectors, wary and distrustful and heavily armed.

Asquad of **Rasputin Jaeger Commandos,** whose first reaction to meeting anyone is to shoot first and think about maybe asking questions later.

A rabble of **Legionnaires,** led by a Templar noble who really doesn't want to be here. He accepted the assignment only under great duress and will jump at the first honourable opportunity to jack the whole thing in and go home.

TREASURES

In the Waiting Sepulchre, extensive carvings of glyphs and pictograms spell out the coming apocalypse, for those with the eyes to see their meaning. This is not merely foreknowledge of doom. The carvings contain the Dark Legion's battle plan in its broad strokes: principal targets, approach vectors, and landing points of the Dark Soul's armada. Having this information would tip the scales, ever so slightly, back in humanity's favour.

A massive Dark Legion army will swoop eastwards from here and from landing points in northern Russia, to obliterate the twin cities of Nova Zembla. The odds against the Whitestar forces there are overwhelming, but if forewarned they will at least be able to get millions of civilians to safety before the Dark Legion arrives.

Each sector of the city has a control node, a pulsing globular mass of mosaic tiles that coordinates the growth and activity of the whole

city-mosaic in its area. Corporate technologists would kill to get their hands on one as a research subject. Attempting to detach a control node activates a Sector Defence Array (see Chapter 8: Allies & Adversaries)).

One of Barron Daen's sacred relics from the Before-Times is a video recording of a secret Bauhaus corporate briefing session. It contains footage of subjects of genetic research, from a bloodline of genetically altered humans — "artificially altered sometime in the distant past, for purposes unknown".

THE TEMPLARS

The Templars—the Children of the Temple of the Mother Earth, to give them their full name—see themselves as the chosen ones. They call themselves the New Humanity, for they know that they are different from all the others. They are the product of an evolution that allows them to walk the earth and survive without recourse to artificial aids. They breathe the toxic air. They eat the food that grows in the irradiated and poisoned earth. They thrive.

Their legends speak of The Great Culling, when the earth raged with fire and death, killing millions upon millions as the Earth Goddess sorted the wheat from the chaff, destroying the weak and craven, leaving only the best and strongest to be her followers.

The true history of the Templars is that they are descended from those poor souls who, at the time of the Corporate Exodus, had nowhere to hide. While other groups were able, through preparation or good fortune, to hide in underground shelters from the torments that wracked the planet above, the First Ones, as the Templars call the founders of their lineage, were forced to remain on the surface. Millions perished. Those few who did survive the early days of the ongoing cataclysm were surely doomed—except that something fell from the heavens and saved them.

The Templars describe those who came to Earth with a blazing light as angels of the Goddess. Seeing a fire in the sky, the First Ones followed it to the ruins of Paris, where they found what appeared to be men and women much like themselves.

The angels possessed extraordinary capabilities, which they used to wield instruments of power that they maintained within their ark, buried within the precincts of the ancient Pere Lachaise cemetery. Today, the Sunken Ark remains a forbidden, sacred place for the Templars.

The angels worked miracles on the blood of the First Ones, giving them and their descendant the blessings that would change them into the New Humanity, setting them apart from the herd of the old world's leftovers, who still scratched out a life upon the Earth.



A Templar Bestal patrols with his Purger Beast charges.

SCENES AMONG THE TEMPLARS

A shanty town huddles in the shadow of a Templar city. The starvelings who live here are a mixture of ordinary humans and mutants. A Templar with noble bearing, armed and armoured, comes to the edge of the shanty town and selects half a dozen of the inhabitants who gather, taking them away to do some menial task in the city above.

East of the fortress-city Lyonberg, the second city of Terra Nostra, permanent battle lines are dug into the devastated fields. Lines of trenches, more elaborate and reinforced each day face one another. On one side, the Templars. On the other, the Sons of Rasputin. Lyonberg was a Rasputin city until the Ascended Templar Castilon led his army against the short-lived Rasputin-Lutheran alliance and, after twelve days of fighting, took the city and put its inhabitants to the sword. The Sons have tried in vain to retake the city ever since.

A mounted Templar leads a straggling line of human and mutant retainers on foot. They cross a bleak, windswept landscape, drab pennants fluttering. One of the retainers stumbles and falls from exhaustion, and does not get up. The group does not stop but continues on its way.

In a ruined city somewhere in the south of France, a pack of Templar youths, pale, spidery and as-yet untattooed, stalk mutant beasts to claim their first kills, armed with spears and knives.

Pilgrims gather in Paris for the annual Parade of the Skull, thronging along the route. The parade contains countless floats displaying war trophies, and soldiers march in their finery. The Bearer of the Skull, a warrior chosen each year for their bravery in the Crusades, holds the Jewelled and Numbered Skull aloft as he is carried through the streets. The parade travels both along the fine white avenues of the Upper City and along the banks of the river in the City Below, before returning via Notre Dame to the Ash House at Pere Lachaise.

At the southern gates of Paris, a dozen bleached skeletons line the road, crucified. They wear the insignia of Capitol on their tattered uniforms, worn ragged with the passing years. This was the first expeditionary Wolverine team sent into Templar territory. They discovered the truth of the Terra Nostra, but were captured and executed before they could bring that knowledge home.

SOCIETY

The Templars live in tight-knit groups of neighbouring nuclear families. Among themselves, they are thoroughly pacifist—Templar violence is only ever directed at the so-called lesser species.

All political power in this society flows from the Ascended Templars, nine descendants of the foremost First Ones. They issue proclamations from Notre Dame Cathedral, reconstructed after their own fashion by the Templars. The Ascended Templars sit at the centre of an intensely centralised government—everyone who holds an office of any kind, even at the lowest levels, is appointed by the Ascended Templars themselves. For the most part, the offices the Ascended Templars dispense are territorial, giving the individual in question complete power of life and death in a given geographical area. On occasion, leaders are appointed for specific tasks that are not bound to a location, such as heading up a Crusade or managing an expedition to uncover more treasures and lost information pertaining to the First Ones and the angels of Terra Nostra.

The bleached white cities of the Templars are elegant raised structures of carved bone, stretching over the plains and ruins of the old world. They are built from the carcasses of the immense Tusk Beasts that the Templars ride into battle and use for transportation. Each family unit constructs its own shelter from the bones and hide of one or more Tusk Beasts, elevating the whole house five or more metres above the ground on fragile-seeming supports spliced together from the creatures' tusks. The cities are powered by energy from the wind and sun.

Tusk Beasts are integral to Templar life. Young Templars tattoo the emblem of a tusk on themselves when they have killed their first animal on the hunt, and add a second, crossed tusk for their first human kill.



PARIS

Paris, the capital, is divided vertically into two: The Upper City and the City Below. The Upper City is a typical elevated Templar city on an enormous scale, stretching spiderlike across the entire city in a filigree of curving walkways and spires. Outcasts and non-Templars live in the dismal City Below, among the dark and crumbled ruins of old Paris. Only a few locations at ground level belong to the Upper City: the two islands in the river, the Île de la Cité where the reconstructed Notre Dame is located and the smaller Île Saint-Louis, as well as the Pere Lachaise Cemetery, home of the Templars' holy relics, and the roads between them.

THE CRUSADES

The Templars' supremacist beliefs have helped make them one of the most violently expansionist tribes of the Dark Eden. Seeing themselves as the rightful inheritors of the world, they constantly seek to expand their territory, "Terra Nostra" as they call it.

Their bloody Crusades have so far been an unmitigated success. Many of the smaller bordering tribes have accepted vassal status. Others have fled, leaving their lands to be occupied by the Templars. Others have joined the Templar Legions. The remainder have been obliterated.

The Templar Empire now stretches from its capital in the ruins of Paris, through what was once Switzerland, much of central Europe, and south-west to Spain and the coast of North Africa.

ANATOMY OF A TEMPLAR

The Templar body is noticeably different from that of other humans, on Earth and beyond.

Their physique is tall and rangy. Their bodies are pale and hairless. They have long, sharp talons on their fingers. A thin white membrane covers their eyes, making them look ghostly and dispassionate. Their lungs have mutated to breathe the poisonous air of Dark Eden without difficulty, and their senses are abnormally keen. A Templar can track a person or animal for miles by scent alone.

When creating a Templar NPC, consider reducing Strength and increasing Physique to account for their distended stature. In addition to gaining the Vicious 1 quality when making Unarmed Attacks, all Templars also benefit from Templar Physiology Special Ability (see page 181)

STAKES IN PLAY

The Templars fight constant border skirmishes with those around them. The majority of smaller tribes have already fallen to Templar vassalage in the so-called Crusades. Sporadic conflicts continue with the Lutheran Triad to the north, the Sons of Rasputin to the east, and Crescentia in northern Africa. Will this turn into outright war? The Templars' supremacist doctrine makes this only a question of when, unless their minds can be changed.

Of the nine Ascended Templars, the fiery Coronne makes the case for all-out war the most fervently. He wants to see all Templars become part of a war machine that will explode outwards from the present boundaries of Terra Nostra, taking the Crusades to the lesser humans on all sides. Others, including Ascended Templar Varaut, point out—correctly—that while the initial onslaught might succeed, it would make the Templars fragile, and a successful counterattack by any one foe could bring down the Templars entirely. Better, says Varaut, to concentrate on one enemy. But whom to take on first?

THE TRUTH OF THE SUNKEN ARK

The Sunken Ark is an ancient Cartel science vessel, the Terra Nostra, forced to crash-land in the ruins of Paris. With their craft damaged beyond repair, and electromagnetic storms making it impossible to call for help from off-planet, the survivors were forced to make the best of the situation and try to set up something as close to their former lives as they could.

The First Ones swore themselves to the Cartel survivors' service, viewing them as something between wizards and gods. The Cartel survivors used their technology to alter their own genetic structure and that of their followers so that they could survive unaided in the pollution of this broken world.

Inside the crashed Cartel ship beneath Paris is a precious cargo, intended for the Cardinal all those years ago: a human skull, carved with 500 numbers on its forehead.

THREATS OF THE TEMPLARS

Refer to **Chapter 8: Allies & Adversaries** for details.

◄ GENDARME

◄ GENDARME BESTAL

◄ HORDE CENTUR

◄ HORDE STANDARD BEARER

◄ LAUTUS CAT

◄ TEMPLAR CAVALRY

◄ TEMPLAR LEGIONNAIRE

MILAVAKA

Located on a plain in the Massif Central, Milavaka is a typical Templar city. It is home to 450,000 souls, looming over the surrounding landscape on long curved stilt supports.



CITY GATE

Facing towards the south, this fortified portal is built around two huge tusks, each fully 10 metres in length, which support the joined bone and metal struts that make up the rest of the gate. Trophies hang on the gates as a symbol of city pride. The bodies of executed criminals and would-be invaders hang on the gates too, as a warning.

Guard towers on either side of the gate are manned at all times by two dozen Horde Troopers, a Standard Bearer and a Centur.

GATEHOUSE & BRIDGE

Beyond the ground-level gate, a wide ramp leads up to the inner gatehouse, some 20 metres above. The walkway is constructed from layer upon layer of hammered-together metal scrap collected by roving parties of hunters and scavengers over the years.

The inner gatehouse has a similar contingent of guards as at the bottom of the bridge. The bridge itself forms a killing zone, completely without cover. If a raiding party attacks that is small

enough to be considered a minimal threat, the defenders let them in through the City Gate and then close it behind them. The Horde soldiers at each end of the bridge then turn their guns on the attackers and annihilate them.

CITY SUPPORTS

Slender in appearance but sturdy in construction, the legs on which the city stands are constructed from sculpted, fused bone and metal, driven deep into the ground for stability.

UNDERSIDE HATCHES

There are numerous openings in the “floor” of the city. Some are observation hatches. Others are for throwing out waste onto the ground below, where a variety of horrible mutant animals feast on the Templars’ refuse. The height of the city off the ground makes it impossible for any enemy from other Dark Eden tribes to reach and enter via any of these openings. Off-world visitors, however, might have technological means available to them that the Templars have never thought of.



The Sons of Rasputin war machine rolls on.

WIND TOWERS

Fierce gales regularly whip across the landscape here, making the whole city shudder and sway. Wind towers on the rooftops harness that energy and the inhabitants use it to power heating, light and machinery.

SOLAR PANELS

The other main source of power for the city, these massive solar arrays are gradually breaking down. The Templars recovered the panels from a ruined Bauhaus installation, and have made good use of them over the years. However, they do not have the means to repair them, and one by one the photovoltaic cells are giving out. Soon, electricity will have to be rationed.

OPERATION CALVARIAS: PARIS

It is not difficult to learn the general location of the Paris Megabody skull. It is one of the holy relics of the Templars. They call it the Jewelled and Numbered Skull, for succeeding generations have lavishly decorated it. Once you are within Templar lands, many people will allude to its existence in conversation or speak directly about it.

EXAMPLES

A group of half a dozen Templars recruit travelling companions from the renegade shanty town outside their city. They want extra bodies to protect them on their pilgrimage to Paris, where they will attend the Parade of the Skull.

Templars won't talk much of such matters to ordinary humans, but if you make friends with one of the renegades who live on the fringes of Templar society, they'll tell you about the skull: it's kept in the Ash House, inside an ancient cemetery in Paris. The Templars bring it out once a year in a parade through the streets of the city.

You might see the parade itself and recognise the Jewelled and Number Skull for what it is. The skull is too heavily guarded during the parade to seize it then, not to mention that it's surrounded by thousands of Templar civilians. But once it's back in its sanctuary in the Pere Lachaise Cemetery, who knows?

GETTING INTO PARIS

There are two main ways that outsiders intent on pilfering the Megabody skull might enter the city: unobtrusively, or deliberately getting captured so that they'll be brought to someone important.

ARRIVING UNOBTUSIVELY

Passing oneself off as a Templar is difficult, a Daunting D3 Disguise test. An easier task is to pose as an ordinary human from a

subjugated tribe, many of whom live as part of Paris's underclass. This is an Average D1 Disguise test and allows entry to the city without being stopped and questioned by guards.

If a character is stopped, a Daunting D3 Persuade test will let them pass unmolested. A failure on this test necessitates some quick thinking to escape the clutches of the guard and seek refuge in the crowded warrens of the under-city.

GETTING CAPTURED

Characters obviously from off-world, Whitestar, or another tribe are arrested and taken to the Haxo Detention Centre, a holding facility located in a disused Metro station. The lead interrogator, Centur Rochel, questions them to find out their intentions and learn about their equipment and background.

The inevitable attempted jailbreak is left an as exercise for the GM. Broadly speaking, it is sufficient to overpower one prison guard and fight past half a dozen more before making good one's escape.

GETTING INTO THE CEMETERY

At any one time, there are over a hundred Horde soldiers guarding the Pere Lachaise Cemetery, of whom 20% or so are Elite, with the rest as Troopers. These are not terrific odds for the average group of Player Characters, if taken on directly.

Astute would-be intruders may choose to create a distraction. By causing cries of alarm at one place on the cemetery's perimeter, they can thin the ranks of the guards elsewhere.

Waiting for darkness and/or inclement weather will also help with a stealthy approach.

MAIN ENTRANCE

The crumbling gateway into the cemetery has been adorned with war banners and painted Templar iconography. Twin wooden guard towers rise either side of the entrance, equipped with powerful searchlights. The guard platforms are armoured with sheet metal, providing **T4** Cover Soak.

Ten or more guards are on duty here at all times, including at least one Horde Centur and Standard Bearer.

THE WALLS

The perimeter of the Cemetery is protected by a stout stone wall, patrolled in pairs by Horde Troopers at thirty-second intervals. Although challenging, climbing over the wall is the easiest way in.

Climbing the wall itself is a Daunting D3 Climb test. The difficulty may be lowered by useful equipment or by momentum spends. The real trick is getting over the wall without being spotted.



The Paris Megabody skull.

Characters may try to simply get to the wall once one pair of guards has passed and is a safe distance away, but before the next pair of guards gets within sight range. This is an Average D1 Observation or Stealth test to run to the wall at the right moment, and allows one Climb test before the next patrol comes along—or two if the characters are smart enough to climb close to a corner of the cemetery where they can stay out of sight longer.

More violently inclined individuals might prefer to waylay a pair of guards and subdue them. Provided they can do this without the guards having time to call for help, this provides time for two attempts at getting over the wall before the next guards come along, or three near a corner. Every round of combat after the first reduces the available attempts to climb the wall by one. If the fight goes on really too long, four rounds at most, the next pair of guards will arrive and join in, sounding the alarm.

PATHWAYS

Once you have gained entry to the cemetery, there are plenty of places to hide. Most of the tombs are almost as tall as an adult human, built like mini mausoleums. In addition, the serfs who tend the grounds keep the paths clear but only cut back the vegetation, leaving the narrow spaces between the graves full of tall tangled grass and brambles.

When trying to remain unseen and motionless, the tangle among the graves grants a bonus success to opposed test of Stealth against the guards' Observation. While trying to move stealthily it may, at the GM's option, impose a penalty due to the rustling of the vegetation.

Between the perimeter wall and the Ash House are two zones: in each zone the Player Characters find 2d6 Horde Troopers and one Horde Centur. Opposed Stealth tests are made against the Centur's Observation to remain undetected.

If the Player Characters make it through two zones (or more if they choose a circuitous

route for some reason), they can dash across the open courtyard to the shadowed pillars and arches of the Ash House. This final dash does not require a roll—it is subsumed into the tests undertaken in the previous action zone.

THE ASH HOUSE—ENTRANCE TO LOWER LEVELS

The Ash House was once a crematorium. Now it is the sanctuary that contains many of the Templars' most holy relics and conceals the secret of the Templars' origin.

Inside at ground level, the Ash House is a single large circular hall, with double rows of marble columns ringing the outside. In the centre is a wide spiral staircase leading down into the earth. It is gloomy, with only a little light coming in through the cracked windows up near the domed roof. At night the Ash House is lit by guttering candelabra.

This chamber is guarded by five Gendarmes. There are always two stationed at the top of the staircase, while the others undertake sporadic patrols.

THE RELIC HALL

The winding green marble staircase leads to a broad wooden landing that opens on to the Relic Hall. This is a hand-dug rock chamber filled with tall shelves stocked with trophies, jewels, human and animal skulls, war banners and other items of plunder the Templars have deemed worthy of veneration over the years. The walls are lined with tapestries depicting the achievements of the Templar Crusades.

Another squad of five Gendarmes is on duty here, walking among the piled-high shelves of looted bric-a-brac. If they hear a disturbance from upstairs, such as gunfire, two of the Gendarmes go up to investigate while the other three remain, alert. They have a telephone link to a nearby barracks which they can use to summon reinforcements.

Searching the Relic Hall for the Megabody skull takes, by default, an hour and an Average D1 Observation test. Momentum from this test can be spent to reduce the time required to search in increments of ten minutes, to a minimum search time of five minutes.

The skull is not here. But there is another exit: a narrow, dark archway hollowed out of the earth, concealed behind a ragged velvet curtain in the far corner of the Relic Hall. A narrow packed-earth ramp leads deeper down.

THE TERRA NOSTRA

The narrow tunnel opens out into a natural cavern containing a huge metallic structure that illuminates its surroundings with a humming incandescent glow from small lights running along its length.

Residents of Luna will know it at once for what it is—a crashed Cartel space transport. An old design, certainly, but recognisable. A decal on the bow says TERRA NOSTRA.

This chamber is protected by the Guardian of the Flame, a veteran Gendarme of prodigious fighting ability. He monitors the cavern from a rocky ledge high above the Terra Nostra and sees all who enter. His first action is to hit the alarm button that summons reinforcements from above ground: ten Gendarmes and twenty Horde Troopers arrive within ten minutes.

The second is to attack. Spotting the Guardian before he leaves his guard post or fires from there is a Daunting D3 Observation test.

The Guardian is not stupid, and makes use of cover, surprise, and his knowledge of the cavern to battle against intruders. A series of hidden passages in the cavern walls allow him to be apparently pinned down in one place and then appear without warning on the other side of the cavern.

THE GUARDIAN OF THE FLAME (ELITE)

Clad head to toe in sickly green ceramite armour, the Guardian is the defender of the Terra Nostra.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	13	10	13
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	12	12	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	3	2	2	2	2	2	2	1	1	2	1

WOUNDS: 8

SOAK: Ceramite Body Armour: (All 4)

ATTACKS:

- ◀ **Assault Rifle (ranged):** Range M, 1+**T**5, Burst, 2H
- ◀ **Bolter (ranged):** Range C, 1+**T**4, Semi-Automatic, Unbalanced, Armour-Piercing 1, Close Quarters
- ◀ **Greatsword (melee):** 2+**T**5, 2H, Parry 2

SPECIAL ABILITIES

- ◀ **Fear (1)**
- ◀ **Cavernous Tactical Advantage:** The Guardian spends most of his waking hours walking amongst and studying the nooks and crannies of the Terra Nostra's resting place. He may re-roll one d20 when making a Stealth test within the cavern, but must accept the new result. Additionally, he constantly benefits from

a Cover Soak of $\uparrow 2$ against ranged attacks, although this can be increased dependent upon his location within the cavern. A Ready Standard Action may be used to negate this Cover Soak (effectively shooting him as he hops between Cover)

- ◆ **Last Line of Defence:** The Guardian knows that he is the only thing barring an intruders advance into the Sunken Ark, the knowledge of which empowers him to fight like a demon. He may re-roll up to two \uparrow when making a Close Combat, Ranged Weapons, or Unarmed Combat attack, or one d20 when making a Willpower test, but must accept the new results. Additionally, he need not pay a Dark Symmetry point to take a Parry Response Action and may even attempt to parry when he does not have a Close Combat weapon in hand. Further, he reduces the penalty for firing at a range other than the weapon's optimal range by one step, to a minimum of zero. Finally, when taking a Shake It Off action, he may recover two Light Wounds for each Momentum spent on the Willpower test.

INSIDE THE TERRA NOSTRA

Characters may enter the wrecked Cartel ship via its main passenger ramp, which extends from its midsection, or further forward, through the massive hole in the hull sustained when the craft smashed into the earth at hundreds of kilometres per hour.

The hull provides solid protection from any gunfire being brought to bear on the Player Characters. Inside the ship is cramped with utilitarian corridors and workspaces.

1. BRIDGE

Smashed beyond repair, this was the control and navigation unit of the Terra Nostra. A character can remove the navigation unit to retrieve the data later on with a Challenging D2 Mechanics test. The unit is bulky, with an Encumbrance value of 2.

2. BUNKS

These are acceleration couches, designed to protect the crew from G-forces during take-off. They were not designed to be used for longer than a few minutes at a time. However, this room was clearly turned into a living space a long time ago. Old faded family photographs are stuck to the walls above each couch, and crumbling or mouldering personal items lie strewn about on the floor.

3. INNER HOLD

A small cargo space. Its wire racks and storage spaces are empty. Whatever this once held, it is long gone.



Templars deal with a local predator.

4. SCIENCE STATION

The gutted remains of what was a sophisticated sensor suite. It is a Challenging D2 Science test to locate and remove the data drive. The drive also contains the audio log of the Terra Nova's science officer, Jenny Freeman. The entries explain from her point of view the events after the crash that led up to the creation of the Templars.

5. MAIN HOLD

A large cargo space at the aft of the ship. The Templars have set this area up as a shrine containing the flight uniforms of the Terra Nostra crew and an altar covered with a red silk cloth. On the altar sits a plush velvet cushion, and on top of that sits the Jewelled and Numbered Skull—the Paris Megabody code carrier.

6. ENGINES

Even this many years after the crash, the fusion reactor in the engine compartment is still ticking over—that's what keeps the lights on down here in the cavern. Restarting the take-off engines is a Daunting D3 Mechanics test (or Dire D4 if you're being shot at). There's no way to steer the ship, but you can make it go up, at least, if you can fire up the motor.

GETTING OUT AGAIN

Four basic options present themselves:

Fight all the way back out of the Ash House, the Cemetery and escape into the City Below of Paris.

Search the tunnels that lead off from the cavern and hope one emerges above ground. It does—finding the exit is a Dire D4 Observation test and counts as a Restricted action during combat.

Climb through the cavern roof. The Terra Nostra smashed into the ground all those years ago, and the ground above the cavern is still not particularly stable. Climbing up to the roof and scrambling through the cracks in the earth above take three rounds, with a Challenging D2 Athletics test each time. Failure means that the character is unable to make upward progress rather than falling (though that might happen if you get wounded).

Smash through the cavern roof. If a character can start the Terra Nostra's take-off engines, they can launch the ship upward, smashing through the earth above in the north-west corner of the cemetery. This causes the cavern to collapse in on itself. Those on the ship have little control over which way the ship goes but they can get some distance between them and Pere Lachaise. Landing the thing with just engine control is an Average D1 Mechanics test. Momentum from this test may be used to offset the difficulty of resisting the falling damage of the crash landing: an Average D1 Acrobatics test as per p. 129 of the *Mutant Chronicles* core rules with a potential damage of 2+↑4.

RANDOM CELEBRITY GRAVE TABLE

When you need to find out quickly whose tomb a character is sneaking past or taking cover behind, roll a d20 and consult the following table. The first time you use the table for a stealth task, you are encouraged not to roll, but simply to select result 10.

D20	CELEBRITY GRAVE
1	Abelard and Heloise
2	Guillaume Apollinaire
3	Sarah Bernhardt
4	Georges Bizet
5	Frédéric Chopin
6	Jean de la Fontaine
7	Stéphane Grappelli
8	Joseph-Ignace Guillotin
9	Georges Haussmann
10	Marcel Marceau
11	Amédéo Modigliani
12	Molière
13	Yves Montand
14	Jim Morrison
15	Édith Piaf
16	Camille Pissarro
17	Marcel Proust
18	Edmond James de Rothschild
19	Gertrude Stein
20	Oscar Wilde

THE LUTHERAN TRIAD

They are called the Triad because they are three tribes, united against the world. For the followers of the First Martyr, Armageddon has already come—in its fires the present world was born. The Dark One has come and his agents seek to destroy all life, all goodness. Only the just can oppose him.

The three tribes of the Triad are united by their faith, founded when the wise men of a devastated age came together to compile the New Lutheran Bible—a new holy text, with warnings and histories to show the way out of Dark Eden. The tribes took these messages and

held them in their hearts, but for generations after that they grew apart. They were isolated, communicating rarely with each other. It took a massacre to bring them back together.

The First Templar Crusade slaughtered Lutherans in unnumbered thousands at Castle Bridge. It could not be said that no one saw it coming, but no one had been able to do anything about it. In the aftermath of the carnage, the Triad Council held its first meeting and hammered out the framework for a defensive alliance among the three Kins—Ash, Kain, and Wrought.

SOCIETY

THREE TRIBES

The Ash Kin dwell among the gloomy mountains of the north. It is a land wracked with almighty storms throughout the year. The Ash Kin dwell in caves and ancient bunkers. They are gaunt and dark haired. Black is the predominant colour of their clothing. They are famed for their miraculous stigmata, which often manifest in battle—blood pours from wounds on their hands, feet and body. The stigmatic is consumed by otherworldly visions and becomes oblivious to the outside world. Ash Kin warriors have been seen manifesting stigmata in the height of battle, shot and stabbed multiple times without feeling a thing.

The Kain Kin live in the Western Isles. Their bodies are marked with tattoos of ancient designs, which give them special powers. Kain society is based on clan lineages, and they wear tartans to identify which clan they belong to.

The Wrought Kin of the Southlands are a conservative people with a tremendous fear of anything they see as “the unnatural”. In recent years, the Wrought have discovered that they have an immunity to mystical powers, though it is not clear whether this is innate or somehow created over time. They are also the foremost creators of the Lutheran Rituals.

THE CHURCH

The New Day Lutheran Church of the True Apostles or, to give it its quotidian name, the Church, is the unifying force of the Lutheran Triad.

The annual rites of the Great Rebirth in spring, and the Coming of the Lord’s Anointed in winter, take place at the reconstructed Stonehenge. Once again a place of power and healing, Stonehenge is the destination for Lutheran pilgrims, the injured and sick.

Arguably of greater importance yet is the Dome, a colossal cathedral built on the isle of Avalon, in the centre of the Triad Islands. There are many temples in the Triad Isles, but the Dome is by far the greatest of them all. Every Lutheran tries to visit the Dome at least once a year to receive the blessing of the Archbishop.

The Archbishop is the spiritual leader of the Triad. He has the power to appoint and dismiss the Patriarchs who govern the provinces of the Isles. Stripping a Patriarch of the title is an act of last resort, for it costs a great deal of political capital.

At the local level, Reverend Arwans act as the priests and counsellors of the Triad. Every town and village has one, and often more, each with a troop of acolytes who hope to one day be elevated to the clergy themselves.

THE CLEANSING

The Triad’s most distinctive feature, to outsiders, is their lack of features—eyes without a face. When a child is born in the Lutheran Isles, the community’s Reverend Arwan baptises them within eight days, bringing them into the Church and beginning the process that culminates in the Cleansing.

Over the following week, a grisly initiation ensues. The Cutters, acolytes of the Reverend Arwan, slice, crush and remove the child’s nose and mouth, sealing over the face with the precious vat-grown protoflesh that comes from the grand Arboretum of the Dome. They insert feeder inlets and air filters directly through the wall of the neck. A small metallic box—the Jehovah Box—is then attached to the base of the Lutheran’s neck and connected to the air filters. The box provides additional pre-filtering and draws air towards the Lutheran’s lungs via a fan that is powered by his own heartbeat.

The faces of young Lutherans are a mess of mismatched skin, scars and metal splines. As they grow up, the children learn to work, fight, and pray in the Lutheran way, and the Cutters painfully grind away the scars in weekly sessions.

When all the scars have gone, and the child has the smooth, featureless face for which the Lutherans are famed, they undergo a second baptism called the Cleansing; an intense ritual overseen by the Reverend that is designed to purify and cleanse both body and spirit. The child is now considered to be an adult and a full member of their Kin and the Lutheran Triad. All adult Lutheran gain access to the One of the Cleansed Special Ability (see page 172).

THE POWER OF THE TRIAD

The Lutherans have begun to develop a very unique set of powers, most of which are further individualised by Kin. Further information on these powers can be found on page 174.

THE TRIAD ISLES

The time of the Corporate Exodus and its aftermath saw great changes to the geography of the Triad Isles as the earth ripped asunder and the skies became mad. The sea poured over the land in some places, while in others new land rose from below.

New land from beneath the sea now connects the Triad Isles to the European mainland. But much of the eastern portion of the Southlands was flooded and now consists of a few islets surrounded by swamps and the sea. The Western Isles broke up and changed position to create a long archipelago stretching out westward into the cold sea. And in the Northlands, the mountains grew ever taller, active volcanoes emerged, creating a bleak, dark, and inhospitable landscape.

STONEHENGE

Rebuilt by the hands of thousands of Lutheran faithful and thousands more slaves from across the sea, the concentric circles of Stonehenge once again dominate the landscape of the Salt Fort Plain, which slopes gradually down to the dark, distant sea on all sides. The standing stones stretch for miles. They are cut from all kinds of rock, brought here from all the islands of the Triad Isles in a show of unity among the three Kin groups.

This is the location of the two great annual rites. In spring, the stones are festooned with a web of pennants stretching in radiating lines, crisscrossing and linking each standing stone to every other. As the faithful arrive from far and wide to participate in the rite of the Great Rebirth, they pass beneath this canopy of flags and throw ribbons, necklaces, and brightly coloured streamers up from beneath to add to the riot of decoration.

The festival of the Great Rebirth lasts for ten days. For the first nine days, worshippers effectively make camp at Stonehenge, around the central circle. Arwans preach homilies and lead the congregation in prayer. On the tenth day comes the Hekatomb. A hundred creatures are brought forward to the Killing Stone and sacrificed one after the other, slit open from ear to ear and stacked on a pyre that is lit at the beginning of the festivities and burns until its conclusion. The tower of smoke it creates is a sign of community and good fortune that the congregation can still see on the horizon for hours as they return to their homes.

Communities from around the Triad Isles bring the best animals they can to be part of the Hekatomb. The most common animals are oxen and Rivetbulls. When they can be had, more exotic creatures such as Tusk Beasts or Lautus Cats are sacrificed. In exceptional circumstances, prisoners found guilty of treason spatter the flames with their blood.

With the first frosts of winter comes the Festival of the Coming of the Lord's Anointed. This feast commemorates the foundation of the New Day Lutheran Church of the True Apostles and is a time of joyous celebration during the bitterly cold winter months, even as the darkness draws in.



A Lutheran Greymourn lays on some fire.

FOOD & DRINK

Lutheran cuisine is incredibly unappetising to outsiders. Lacking mouths, the Lutherans consume nothing but broth in varying levels of viscosity, poured directly into the feeder tubes in their necks. Since this bypasses the tongue, there is no need for flavour, and so thickness is all that Lutheran caterers consider.

For outsiders, Lutheran broth is a shot in the dark. It might be delicious, it might be unspeakably bland, and it might be utterly revolting. Your hosts and fellow diners have no idea.



LANGUAGE & NAMES

The people of the Lutheran Triad have no mouths—but they must speak. Each Kin has its own system of sign language, which incorporates a common core vocabulary that is the lingua franca of the Triad Isles. They generally teach only a limited subset of their signs to outsiders with whom they need to communicate. In the distrustful lands of the wrought kin, it is forbidden to teach an outsider any signs at all without the permission of your Reverend Arwan. The basics are relatively easy to pick up even without a teacher, however.

There has also been a startling new development within the last twenty or so years. The younger generations of Lutherans have limited telepathic abilities, obviating the need for either speech or sign language. Triad members see this as a sign that God has chosen them indeed. Some say it is a sign of approval for a holy war against the other tribes.

The names of places and people do not use a separate set of signs but existing words for things and concepts. Parents typically name babies after hopes and dreams they have for their child. Some people keep their birth name for their whole lives, but most acquire one or more new names as they get older, identifying them by some distinctive trait or memorable event in their lives.

On the first day, at sunset, is the Great March, a torch-lit parade that begins thirty miles or so to the north of Stonehenge, at the Crowfort Ring, another, even bigger henge monument with the ruins of an ancient town at its centre. Thousands of worshippers assemble here and form a phalanx of flames to march over a period of hours, across the nocturnal countryside to Stonehenge. Upon arrival, the Arwan chosen to lead the procession lights a long taper from the torches of the congregation, and uses that in turn to light the Golden Lantern that will hang high above Stonehenge for the duration of the festival.

The following day brings the Beating of the Bounds. Triad citizens, slaves, and representatives of places from across the sea allied with the Triad march clockwise around the second and third circles of Stonehenge. Then they observe and applaud the parade of heroes: those who have done great deeds and suffered in war for the Lutheran Triad. They carry offerings of plunder to be cast on to the Killing Stone in celebration of the Triad's victories. Then the writers of plays announce which stories will be enacted the following day.

On the third day, musicians and actors perform on numerous raised platforms throughout the Stonehenge site. The plays are tales of the first Apostles of the New Day church. Among the most common are the saga of Great King Four-Arrows, who discovered, thanks to the Apostle High Stone, that his wife was possessed by a devil and so endorsed the New Day Church to have his wife burnt alive then marrying his mistress; the life of Brave Martin, the pioneer who boldly preached freedom of conscience at a time when to espouse the New Day creed was to invite death; and the story of Holy Rose, who slew a thousand men, women, and children by her own hand when they refused to renounce their old faith for the New Day.

AVALON

At the centre of the Triad Isles is the sacred island of Avalon. Shrouded in fine, gauzy mist all year 'round, it is the site of the Dome, the greatest temple in the land. The Dome is the seat of the Archbishop, the leader of the New Lutheran faith, elected by his brother bishops to serve until the end of his life.

THE PALACE OF THE WHITE DEER

In the south-east of the Triad Isles is the partially submerged city of Flood Hill. On a low rise to the city's north, with the shallow sea waters lapping at its very gates, is the Palace of the White Deer. Once a grand stadium and place for entertainments of all kinds, it is now the meeting place of the Council of Elders. The Council is where the three Kins meet to debate and decide on the way forward for the Triad.

To the north of the Palace is the Leopard Armoury, the greatest munitions factory that the Lutheran Triad has and the only one of a size comparable to the factories of the Sons of Rasputin, or even of the Templars. This is the beating heart of the Triad military, belching smoke day and night to churn out hundreds of guns, bullets, artillery, and bombs.

HIGH BURIAL

Not far from the Palace of the White Deer, in a mostly dry part of Flood Hill, is the quarantine zone called High Burial. The entire area, a rough circle approximately a mile across, is walled off as a prison for the insane, the most hideous mutants, the worst criminals and traitors—those who cannot function in Triad society. Foreigners who trouble the authorities and have no powerful allies or anyone respectable to vouch for them will also find themselves here, in the High Burial uniform, a red smock with white sleeves.

OUTSIDERS

OFFWORLDERS & HERETICS

When the Triad was first created, the Brotherhood saw an opportunity and thought that this tribe would be the most approachable and perhaps easy to manipulate. This turned out to be far from the case. To Lutherans, the Cardinal is the ultimate heretic and the Brotherhood are no better than demons in human form.

The New Lutheran Bible speaks of a number of God's chosen who abandoned the war and fled far away when the apocalypse began, seeking refuge in the arms of the Enemy. The Lutherans identify these traitors with the Brotherhood and no agent of the Cardinal has openly visited Lutheran lands for more than a hundred years.

Emissaries of the Imperial Corporation, however, have had more luck, drawing on a shared heritage with the Triad and, of course, bringing gifts. The Lutherans distrust their Imperial visitors, but no one can deny the power and potential of the advanced technology they bring with them.

TEMPLARS

The Lutheran Triad's greatest foes—in the physical realm, at least—are the Templars. Their mutant crusaders have crossed the borderlands where the Channel used to be countless times, killing, looting and taking slaves. The massacre at Castle Bridge was a shocking blow, a trauma that changed a people and created a nation. Even to this day, the hatred and desire for revenge against the inhuman Templars is undimmed among the three Kins.

HALE CROSSING

Hale Crossing is a typical town in the lands of the Wrought Kin. Lying not far from the sea, it is often visited by travellers from throughout the Triad Isles and beyond. These visitors are welcomed, though those not of the three Kin are closely watched.

TOWN WALL & GATEHOUSE

Hale Crossing is surrounded by a fortified wall constructed from giant rocks, concrete slabs, wrecked cars, and other scrap materials. With pieces added every year, the wall has grown into a misshapen, lumpy, but sturdy mess.

Watchtowers every 20 metres or so give the sentries within a commanding view over all avenues of approach in the local area.

BONE CHAPEL

The centre of religious worship in the town, the chapel is a squat stone building festooned with trophies of hunting and war, painted with holy sigils on every possible surface. The worship-leader is Reverend Tarn, who conducts ritual sacrifices and divinations in the public forum in front of the main sanctum. He is the only person in the town who is permitted into the sanctum. Visiting Lutheran preachers and soothsayers may enter the sanctum, if they can convince Reverend Tarn of their bona-fides.

A firebrand at heart, Reverend Tarn is the warden of the chapel and very much a force to be reckoned with. He is stern, unforgiving, and fiery. His impassioned sermons are bombastic, and his telepathy could best be described as "shouty". He has been having visions of Hell (actually Nero).

FEAST HALL

Through the low-lintelled door of the Feast Hall, the visitor passes through a narrow corridor and then into a great wide chamber lined with metal trestles and benches. This is where the townsfolk gather for communal events and, as the name suggests, to feast. On days of high celebration, the entire population of the town squeezes in here, along with their guests, for boisterous eating, drinking, and general revelry. With the rough and tumble of Triad culture being what it is, brawls are a nightly occurrence in here.

Overseeing the organised chaos is Open Sky, slight of frame—but commanding in demeanour. He runs the kitchen and ale casks with a relaxed efficiency. Soft-spoken, he has a strong sense of responsibility, efficient and organised. Very analytical and alert, he has noticed that the Reverend Tarn seems more withdrawn. Though they are not friends, he is worried.

PATRIARCH'S STOCKADE

The home of the chieftain sits within the most stoutly fortified part of the town, surrounded by a high wall of stone, concrete, and metal.

Earthsword the Patriarch lives here with his extended family in a single-storey mansion, guarded by twenty sworn warriors. He was appointed to his position only recently and fears reprisal from his predecessor Wolf Tooth, whom he knows lurks in the swampland not far from town. He is eager to find some competent but expendable fighters to dispose of Wolf Tooth once and for all.

A powerfully-built, battle-scarred Lutheran Patriarch (see page 173), Earthsword has considerable presence, and tends to dominate the room.

GARRISON

A little way from the chieftain's mansion, within the curtain wall of the stockade, lies the garrison barracks. This is where the unmarried warriors under Earthsword's command live. Those with families live in the town outside the wall. The barracks contain dormitories, the armoury, training halls and a firing range. These Lutheran Disciples (see page 173) are relatively inexperienced, eager to prove themselves, and have much to learn.

MARKET

For three days every month, the town market bustles with visiting traders and customers of all kinds of wares, from spices to beast pelts, scavenged ancient artefacts and more.

The rest of the month, only the resident stallholders are here, selling basic items such as staple foods, ammunition and cooking vessels.

THE WOOLPACK INN

A large, ramshackle wooden building providing for visitors to the town. All the rented rooms are communal, a few are warm. The proprietor, Nest of Stones, makes her own mead and vodka in a foul-smelling lean-to around the back of the inn. The food menu changes daily but only ever has one thing on it. Don't like today's broth? Go and eat somewhere else.

The Woolpack Inn is run by Nest of Stones. She is a sharp individual who never seems to stop moving, and has been known to throw grown warriors from the pub. She's not sure, but thinks Grey Bird is too furtive—perhaps he's loyal to Wolf Tooth (who she hated—and barred!).

THORN LOW'S GARAGE

This is the place to get your vehicles fixed. Thorn Low operates out of a small shack in the middle of a veritable graveyard of mechanical contraptions. The compound is about the size of a football pitch and is surrounded by barbed-wire fencing. Thorn Low has a habit of lurking in the stacks of junk and leaping down to greet people when they least expect it.

A scruffy, intense individual, Thorn Low carries a huge number of tools that should not allow him to move that quietly.

TANNERY

The town's tanner is the burly Grey Bird. He buys skins and sells leather and suedes to the town's artisans—and is a spy. Though he claims to be from elsewhere in the Wrought lands, he is in fact operating undercover in the town at the behest of his Ash Kin Patriarch far to the north.

He knows that Patriarch Earthsword has an item of power hidden in his mansion, and waits for the opportune moment to call in the squad of Ash Kin warriors who are waiting for his command in the

dark forest across the river. Too few of them to assault the town directly, or risk sneaking in on any ordinary night, Grey Bird is waiting for the right moment. He is looking for one or more outsiders who can create a diversion for him.

What he does not know is that his Patriarch to the north is only a middleman. His orders to steal Earthsword's treasure, whatever it may be, come from much further afield. The communication device that he carries was manufactured on Mars, though Grey Bird himself does not know this. Grey Bird is a little paranoid; he's convinced he's being watched.

THE SHIPYARD

This large building beside the river is home to a small fleet of boats, used for raiding and scavenging around the local coastline and across the sea. The town's sailors are struggling these days, as the Sons of Rasputin have been sending patrol boats ever closer to the Triad Isles. The sailors are looking for a few skilled hired guns to help them capture one or more Rasputin vessels.

They are led by Two Fires, a Lutheran Corsair (see page 172). He's a tough, business-like individual. He may seem distant, but once upon the open waves he will be far more sociable.

THE SWAMP

Outside the town, on the far side of the river is a huge, trackless swamp filled with tall reeds, foetid water and the occasional boggy islet.

Wolf Tooth, the disgraced Patriarch (see page 173 for representative stats) lurks here with his eight bodyguards and an assortment of renegades he has accrued in the months since he was cast out. Framed for murder and branded a traitor, Wolf Tooth is desperate to return to the village and seize his rightful place again—he is convinced that the evidence that will exonerate him still lies within the stockade. But he knows he can't do it yet. He is eager to find competent but disposable fighters who can help him storm the town. He's smart, determined, and looking for revenge.

Among Wolf Tooth's followers is an outsider called Modesto. He is an agent of the Brotherhood and his presence in the town was the Archbishop's pretext for kicking out Wolf Tooth. Having joined an Imperial mission to Hale Crossing a year ago, he has remained ever since. He is secretly in contact with his Brotherhood superiors on the moon.

MODESTO, BROTHERHOOD WATCHMAN

Modesto comes across as a very calm and pleasant individual. Wolf Tooth treats him as an equal, and his followers treat Modesto as something of a hero. In truth he's very much the power behind the throne.

MODESTO, BROTHERHOOD WATCHMAN ☹

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	10	10	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	11	14	10

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	2	2	1	2	2	3	2	1	–

WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious 6
- ◀ Mental 10
- ◀ Torso 8
- ◀ Legs 6
- ◀ Critical 4

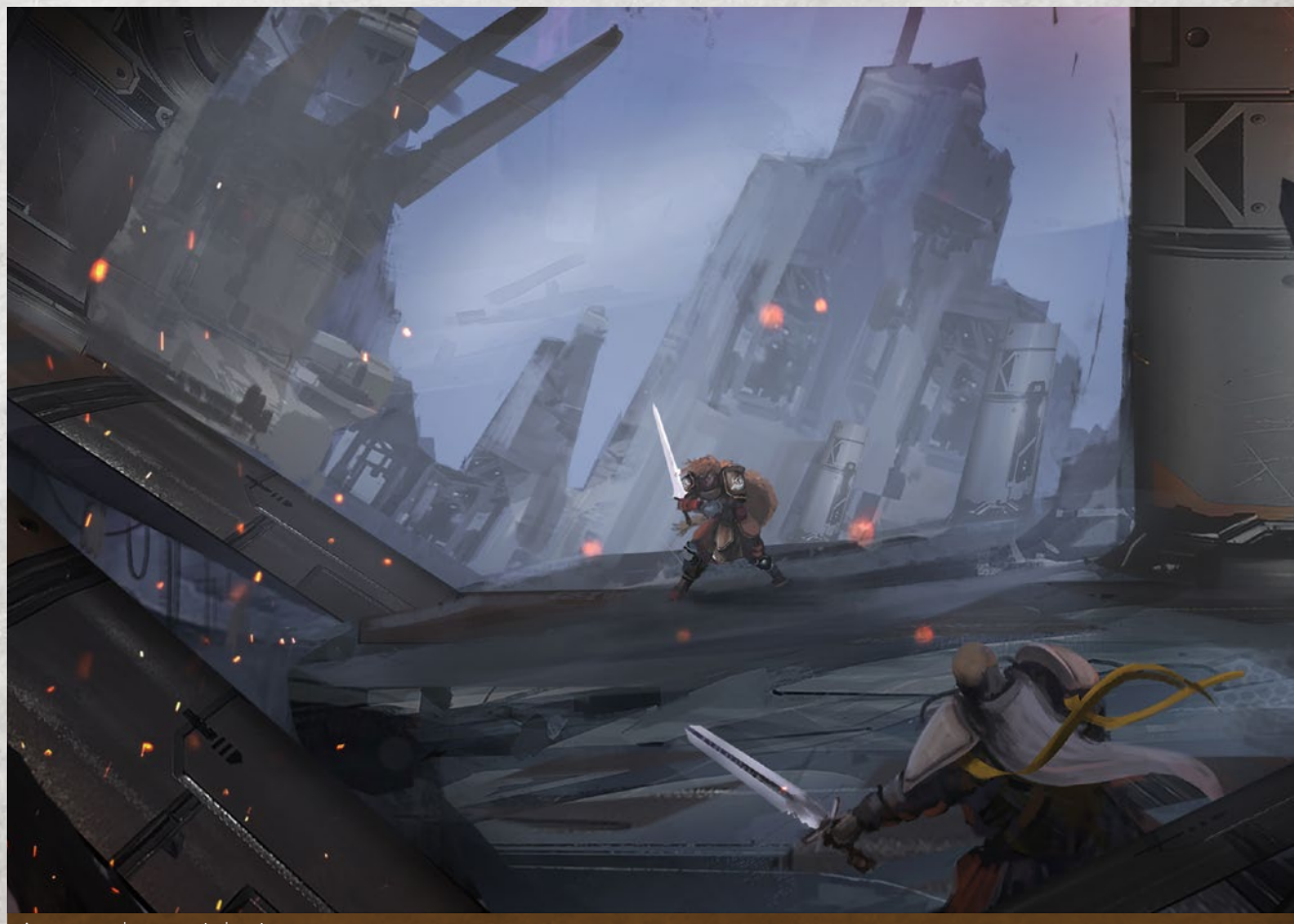
SOAK: Reinforced Leather Armour: (Arms 1, Torso 2, Legs 2)

ATTACKS:

- ◀ **Sword (melee):** 1+♣5, 1H, Parry 1
- ◀ **Martyr's Nail (ranged):** Range C, 1+♣6, Semi-Automatic, 1H, Close Quarters

SPECIAL ABILITIES

- ◀ **Mystic:** Modesto is also a potent Mystic, namely the Aspect of Manipulation (refer to the *Mutant Chronicles* corebook pg 180). It has served him well so far, but he is careful to do so in a way that avoids arousing suspicion. He has Mysticism Expertise 3, Mysticism Focus 2, and knows the following spells: Blessing, Contempt, Missive, Discern Truth, Communion, and Domination.
- ◀ **One of the Kin:** Despite not being a Lutheran, Modesto has nonetheless won the respect of Wolf Tooth and his followers. This is partially due to the fact that Modesto is very good at scouting—but also through some use of the Art to manipulate them. Modesto receives one bonus Momentum for successful Command or Persuade tests made against Wolf Tooth or his followers. Conversely, any attempts to coerce or intimidate Wolf Tooth or his renegades are increased by one difficulty step if Modesto is present.



An unexpected encounter in the ruins.

THE AMERICAS

NORTH AND SOUTH: DIVERGENT FORTUNE

The North and South American Continents, although intrinsically linked, have undergone vastly different transformations in the wake of the Exodus. Much of the West Coast of North America is now underwater due to considerable seismic activity, with most of what remains now illuminated by the baleful glow and toxic ash of the angry volcanoes at Mount Shasta, Mount Rainier, and the re-awakened Mount Mazama. While the East Coast of North America has remained relatively intact when compared to the jagged coastlines and blackened morass of the West Coast, it has still suffered considerably under the ash clouds that frequently drift

eastwards; traversing the haunted streets of the echoing and monolithic ruins that have managed to withstand the ravages of both a nuclear holocaust and an ecosystem in meltdown is not to be undertaken lightly. Conversely, the continent of South America has become a steaming and vibrant all-encompassing canopy that shelters an uncatalogued array of strange and mutated species underneath, most of which is extremely deadly to human life.

SOUTH AMERICAN OVERGROWTH

The megacorporations could easily have been likened to a plague of locusts during their expansive years. They are, perhaps, still considered this by some. Their incessantly hungry machines ploughed ever deeper into the earth and relentlessly tore at the very trees that sustained the lives of their human masters; all in the name of progress. The devastation of Earth's natural resources continued unabated at a catastrophic rate as the megacorporations drained their homeland of life and vitality in order to further their expansion amongst the stars. The rainforests of South America became little more than sparse and widespread groves that rose above the land to serve as headstones for the verdant ecosystems that had once housed them. The toxic atmosphere that had been created by mankind also began to take its toll upon even these rare and endangered gardens of paradise as acid rains and chemical winds began to constantly lash them. Then came the Exodus, and nature fought back.

Terraforming agents from the Hu Jing fallout settled across western and central South America, bringing with them a potent mix of ingredients that settled across the continent and revitalised the near-extinct rainforests.



Slowly at first, but soon gaining momentum at an unprecedented rate, the rainforests burst vibrantly back into life. The new rainforest, for that is what the entire continent of South America has essentially become, seems to be extremely resistant to the radiation and destructive chemicals that frequently sweep across Earth. Perhaps this is due to the terraforming agents that brought the growth also being irradiated and toxically saturated to a variable degree. No one has yet taken the time to study the exact root cause of the rainforest's newfound tenacity, or at least, no data has yet emerged from beneath the seemingly impenetrable canopy that could provide a clue to as to how the vibrant ecosystem is so resistant to the environmental effects that have caused such devastation across the rest of the globe.

One thing is for certain: the abundant explosion of vegetation also brought with it virulent new life; a vivacious, unyielding, and rapacious ecosystem that has sheltered and fostered the growth of untold new species of both plant and animal life, most of which is less than friendly to the scattered ancestors of humanity that have managed to cling to some semblance of civilisation amongst the deadly rainforest.

TWISTED ANCESTRY

The twisted and pestilential specimens of humanity that had somehow managed to find a means to survive amongst the torn earth and toxic miasma of the megacorporation's South American legacy were prime examples of the pinnacle of devolution. Superficial remnants of civilisation and intellect remained evident, but the mutated tribes that were clinging to existence amongst the smouldering devastation could hardly be called human anymore. The arrival of the gene-altering terraforming agents from the Hu Jing fallout would only serve to further separate the DNA of the tribes of the Amazônica from that of their ancestors.

Most of the South American population had already begun to migrate to other continents and countries in search of shelter and protection, seeking sanctuary from the worst atrocities that the megacorporations were exacting upon their homelands during the years leading up to the Exodus. The vast population centres of the south that had once creaked and groaned under the press of the human tide that had inhabited them became little more than dust-strewn monuments to the greed of the over-privileged and wealthy. Millions died during the mass migration, and not only from the lethal hazards and scorched earth policy that the corporations had introduced, but also from the worst depravities that the human race can inflict upon each other in the name of survival; a trail of gore and debasement stalked the wretched refugees as they struggled across heaving seas and barren landscapes in search of a salvation that eluded so many in those desperate times.

Although they also suffered their own immense trials and tribulations, those that stayed behind and foraged among the echoing shanty towns or sought shelter in the eaves of the pitiful groves of the

HU JING: YIN AND YANG

The destruction of the terraforming ship Hu Jing laid waste to the homeland of its creators and caused untold deaths amongst the population. Chemicals that are inimical to human life are still virulently active even now in some areas of the East Asian Exclusion Zone. Yet, this terrible act of devastation also laid the seeds that enabled mother nature to fight back in spectacular style on the South American continent. Terraforming agents that promote life and foster growth at an exponential rate were carried on toxic and irradiated winds until finally falling across the now barren lands of South America. Despite being forever remembered as the death stroke that seared and exterminated untold millions of lives across entire continents, the Hu Jing disaster also brought explosive life and perhaps a sliver of hope to a world that was being wracked by violent earthquakes and strangled by chemical asphyxiation.

last remnants of the rainforests could perhaps be considered as the lucky few when considered against the apocalyptic calamities that befell the rest of the Americas. Yet, the tiny pockets of survivors that did somehow manage to survive amongst the devastation and toxicity of South America were forever altered by their very means of survival, the mutational effects of which were genetically reinforced and bolstered by the life-altering chemicals that arrived on the winds.

Some of the populace that remained behind sought shelter belowground, although they were still never quite safe from the chemicals that saturated the very earth above their heads. Others took to living amongst the sheltering eaves of the few trees that stood silent sentinel to the devastation around them. In a strange conglomeration of fate, the remaining survivors sought to emulate the very wildlife around them; those creatures and critters that had also somehow managed to cling to existence during the destruction of the rainforests. These were the forebears of the tribes that thrive in the Amazônica during the days of the Second Dark Legion War. How exactly these tribes gained the characteristics of the animals that they sought to mimic would require an enormous amount of effort to uncover, particularly as much of the technology and data relating to terraforming techniques has been lost to both time and technological regression. Perhaps the genetic experts of Cybertronic could uncover the truths were they so inclined. Who knows, they might even surprise themselves during the process of unravelling the true hardness of the human genetic code.



The largest of the tribes that currently dominate the rainforest are:

- ◀ **THE MAILOTH:** Tree-dwelling mutants that have absorbed some of the characteristics of the sloths that they sought to emulate.
- ◀ **THE UKUMECHUA:** Mutants that live among the mountainous regions of the rainforest and possess bear-like qualities.
- ◀ **THE PICHIEGO:** The most numerous of all the mutant tribes. Their mutations duplicate the qualities of the armadillo's that share their burrows.
- ◀ **THE HUACARÉS:** Disease carrying, river-dwelling mutants that display characteristics of the Black Caiman's that also inhabit the vibrant waters of the Rio Negro.
- ◀ **THE YARAGRAN:** Cold, alien mutants that dwell on both the rainforest floor and amongst the vines and creepers of the giant trees. The most diverse in characteristics, the different sub-tribes have absorbed the alien qualities of the endemic pit vipers.
- ◀ **THE MURCIÉLVAL:** Bloodthirsty, cave-dwelling mutants that exhibit several aspects and features of the vampire bats that share their nests.

THE TRUTH OF THE TRIBES

The path of the Genetic Pilgrimage that had been seeded by the Guardians has been irrevocably altered by the raw exposure to the terraforming agents that settled across South America. Remarkably, the remaining populations that were co-existing in the burrows and caves of the few remaining animal species did not die in their droves as so many had in Asia; perhaps the irradiated winds that had carried the chemicals so far also served to alter their terraforming nature, or perhaps the nourishment provided to the humans by their animal cohabitants worked to alleviate the lethality of the chemical cocktail. The Genetic Pilgrimage had been designed to flourish over an extended period and engineered to kick-start once humanity exposed themselves to the trace remnants of the terraforming agents that would be found on their newly colonised planets. Exposure to massive doses of these chemicals meant that the Genetic Pilgrimage took an unforeseen leap and veered away from the route for which it had been designed. The mutant tribes of South America truly have become mutants in every sense of the word.

The mutant tribes of the South American continent are much more numerous and culturally advanced during the time of the Second Dark Legion War—when compared to the debased conditions of their forebears at least. Several tribes have established the União Amazônica upon the ruins of Manaus within the former boundaries of Brazil, whilst a few tribes wage a constant war against both each other and the teeming rainforest in order to maintain their own prized territories.

CULTURAL HERITAGE

Much of what came before has become myth and legend to the descendants of the survivors of the Exodus. South America had always been a melting pot of megacorporate activity, with each corporation striving to squeeze the last ounces of life that they could from the continent. Not one corporation sought to lay claim to the devastated wastelands and disillusioned populations that they left in their wake, which meant that the majority of the people left behind to rot once their purpose was served felt no particular allegiance to any of the stellar giants that were relentlessly harvesting the life force of the World Mother. The unfortunate wretches that managed to cling to existence among the crumbling and never-ending favelas kept to their old religions and their old hopes in a world that had fast left them behind. These traditions and beliefs, though now twisted in form almost as much as the mutants themselves are, have helped to carry the indigenous tribes through the dark days and into the light of the rebirth. Despite the exact reasons having become lost to the passages of time and mutation, one other factor remains constant throughout all of the tribes, regardless of location or ancestry: every single specimen harbours a pathological hatred for the human race.

UNIÃO AMAZÔNICA

As the mutant tribes began to emerge from their various protective cocoons, they slowly took to exploring the vast expanses of the rainforest that had exploded into life around them. Over the interminable years, more and more of the tribes slowly became aware of the presence of others as they stumbled across territorial boundaries or strode unaware into communal hubs. Skirmishing between the tribes became common place and the laws of nature reigned supreme as each species strove to become dominant over all others.

The scars of the time of the Exodus were still fresh however, which thankfully served to prevent any one of the tribes from escalating the regular minor engagements into campaigns of outright extermination. The Yaragran and Pichiego eventually took this one step further and summoned representatives from across the rainforest to attend a conclave of the tribes among the shattered towers of the Manaus skyline. They chose the former Arena da Amazônia as the site of this meeting and stated the first order of business to be the renaming of the stadium to Zona Neutra. The

second order of business declared Zona Neutra to be hallowed ground so that it could become the one place in the entirety of the rainforest that the tribes could meet without the requirement to spill each other's blood. Honour duels and skirmishes between tribes to settle disputes regularly occur within the stadium's confines, but these are never undertaken without the express permission of the council of elders that oversee the União Amazônica.

The delicate balance of temperaments that would eventually be forged into the União Amazônica slowly emerged from the prolonged meeting that took place at Zona Neutra. The original conclave to establish the boundaries of tribal co-existence continued for so long that some say it never truly ended. Regardless of how long the convention actually lasted, the tribal elders did recognise the benefits in curbing the excesses of their various conflicts before matters escalated beyond redemption; the lessons that their predecessors had failed to learn would not be repeated by those now living below the rainforest canopy for so long as the tribal union continued.

All of the major tribes that inhabit the rainforest also maintain a large presence at Manaus, though this is not because of any burning desire to dominate the Amazonian seat of power; their relatively large numbers there have happened more by accident than design. Spreading the decisions of the conclave to the far corners of the rainforest became a taxing process that eventually drew more and more tribal members to the newly established capital. A slow trickle of sub-tribes became a steady stream, as more and more mutants strolled from the wall of vegetation that now surrounded Manaus in order to hear for themselves the decisions that were being made to shape their futures.

The mutant tribes settled into various areas of similar species and began to make a home for themselves amongst the rubble and detritus of the once dead city. Unwittingly, the conclave became the seed for something that none of the elders had envisioned as all of the tribes began to co-exist relatively peacefully within the confines of Manaus and its surrounds. Treaties were signed to respect both the new tribal territories within the boundaries of the city and the ancestral colonies that chose to remain under the rainforest's protective canopy. The União Amazônica had been born.

Not truly a government, the União Amazônica could be likened to a poly-ethnocracy should it need to be categorised. All of the tribes meet to undertake major decisions that could have far-reaching effects. Each sub-species operates under its own council of elders, one of whom is elected to a chair on the tribal council. The tribal council then elects one member to a seat on the council that oversees the União Amazônica. No major decision can be undertaken to affect any one tribe without a majority rule. The same must prove true for any decision that will potentially affect all of the tribes. The

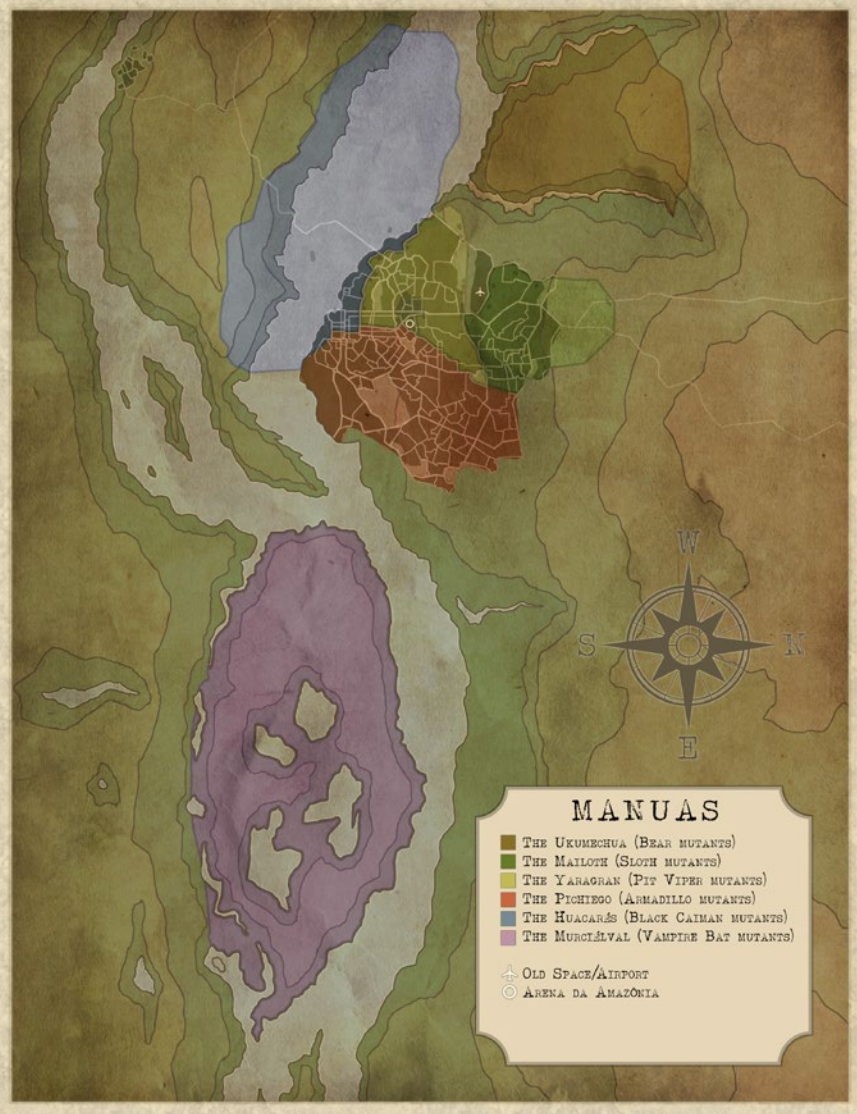
Yaragran, for instance, seek to explore beyond the coastline of the South American continent and have persuaded the Huacarés to join them in this venture, but the remaining council members have so far voted against this decision despite the numerous occasions the Yaragran have presented their cold, calculated logic in support of their explorative desires.

A CITY REBORN

Renewed and reinvigorated, and seemingly driven by a vengeful intellect, the rainforest voraciously reclaimed and swallowed all of mankind's former habitats on the South American continent. The signs and vestiges of humanity's former occupation are still there of course, as evidenced by the crumbling skyscrapers that can occasionally be glimpsed through the telescopes of the orbitals that rotate above the Earth, but they are merely a shadow of what once was; an echo of a civilisation that has seemingly long since passed. Rio de Janeiro is a sunken graveyard that was forced into the sea, the only testament to its existence today being the statue of Christ the Redeemer that juts lopsidedly from the enlarged Guanabara Bay. Buenos Aires was swallowed block by cosmopolitan block, until nothing remained bar the architectural structures that span the Matanza River. Even Quito, high up in the Andean foothills, could not escape nature's wrath as the vines, creepers, and roots of the rainforest tore down almost every structure and population centre that they came into contact with. Only one exception remains free of the rainforest's destructive force: Manaus.

MANAUS: CULTURAL AND SPIRITUAL EPICENTRE

Why exactly Manaus was chosen to be spared the rainforest's fury is not known. The revered seers and spiritualists of the mutant tribes—the Yatiri—teach that Pachamama, the World Mother, had been driven to her limits during the time of the Exodus and almost succumbed to the wounds that had been inflicted upon her. The screams of her daughter Killa, the Moon Goddess, at the hands of her abusers drove her into a rage, however, which gave her the fuel that she needed to cling to life. When the tears of Killa eventually fell upon the World Mother, they brought Pachamama new life and renewed energy. Her rage knew no bounds as she tore down the monuments of those who had hoped to destroy her, yet as her fury washed over the continent, she discovered a new people, born from the old, that still held respect for her elemental spirit. She kept a place at her heart safe from the verdant storm and bade her people to seek shelter there.



the Amazon River are but two of the beacons that may eventually draw their predatory gaze.

The dividing lines of the tribes that dwell among the vibrancy of Manaus are very distinct, and rarely does a member of one tribe step across the boundary of another unless invited. The technology of old was stripped clean from the area long ago and dragged to the former spaceport that used to dominate the centre west of the city. The spaceport became a technological dumping ground and graveyard, although the process of gentle reclamation that the rainforest adheres to within the confines of Manaus has now transformed the area into a huge grove of tranquillity that is the only other sacrosanct place of neutrality within the confines of the city besides Zona Neutra. Bioluminescent flora and fauna have now replaced electric bulbs on the streets of the capital of the União Amazônica, branches and vines serve as the highways and byways that connect the tribes to each other.

SOUTH AMERICAN EXPEDITIONS

The megacorporations have yet to turn their attentions to the South American continent as they are heavily focussed on manipulating the populations that they have already discovered, recovering any technology that has not already been reclaimed or nailed down, and ensuring that they at least attempt to cover their tracks so that none of their rivals can call them out. Their archives and records also tell of the devastated continent that they left behind in their haste to leave the Earth to its doom. They find it hard to believe that there will be anything left there to recover, which makes the cost of sending an expedition outweigh the gain. Of course, the corporations are at least mildly surprised to say the least by the sheer vibrancy and density of life that spans an entire continent and glimmers like a green jewel among a pile of skulls. Each has also made several minor attempts to penetrate the canopy and discover the secrets that dwell beneath, although all contact was lost with these excursions

When the Pichiego and Yaragran first stumbled upon Manaus, they discovered no sign of the endless favelas and corporate manufactories that had marred the city in the past; the ramshackle shanty towns and concrete monuments to corporate greed had been torn down and ground into dust by the encroaching rainforest. Yet the rampant growth seemed to merely caress buildings in the places where the verdant growth met the architectural beauty of the old world. Much of the internal structure of the megalopolis of Manaus remains, but it is as though the entire city has been cleansed of the stains of the corporate predations that left their indelible mark in the time leading up to the Exodus. This is exactly how the mutant tribes have encouraged the city to grow: the beauty of nature intertwining seamlessly with the constructions of old, so that both serve to support each other.

The massive canopy of the rainforest has cast the entire city into shadow, although several signs that are observable from space are sure to inevitably draw the curiosity of the megacorporations; the canopy covering Manaus appears to be a dark sunken patch for instance, and the unmistakable phenomenon of the Meeting of Waters that has recently experienced a rebirth at the confluence of the Rio Negro and the Solimões portion of

within the first few days of the expedition and none have ever been heard from again. It is only a matter of time, however, before the shimmering gem becomes too much of a lure to resist.

CONSTANT VARIETY

The impact of the terraforming chemicals on South America has enabled the new life that spawned in its wake to create, shape, and maintain its own biome; a self-contained collection of habitats that are virtually independent of any influencing factors from outside of its protective vegetation. No single book could hope to encompass the vast diversity of ecosystems and wildlife that have once again flourished beneath the canopy the South American rainforest, not least because the rainforest itself differs between regions; tropical rainforest gives way to a slightly more temperate region in the southern half of what used to be Argentina, which introduces an entirely new range of biodiversity. Still, some aspects of life under the sheltering eaves of the towering trees differ little from region to region due to the entire biome working in a harmonious state of union.

Heat and humidity are a constant factor, regardless of where one may end up. Temperatures range from between 32 to 36 degrees Celsius, dependent upon the time of year, with humidity varying between eighty-five and ninety-five percent; the air is thick, cloying, and barely breathable.

SEMI-SENTIENCE

The rainforest is seemingly guided by an ambient intelligence that binds the entire biome together and allows it to flourish regardless of former boundaries and borders. The glaciers of the Andes mountains are miniscule affairs in comparison to their early twentieth century counterparts and temperatures at the middle elevations are not that much different to those experienced on the rainforest floor, which allowed the rainforest to clamber and claw its way towards the



Mitch Hunter tries democracy with the Brotherhood.

summits on its march through the canyons and crevices of the mountain range towards its conquest of the west coast.

The trees that have clambered across the Andes are even tougher, hardier, and more dangerous in nature than those on the rainforest floor largely because they now act as a natural filter for the polluted rains that fall across the mountain range and run-off into the lower basins. Having adapted to survive on the chemicals and toxins that they were established to filter, the vegetation at these limits is extremely toxic and poisonous to animal life. This is also true of the huge *scudo* trees; the massive trees that form an emergent layer and collect the majority of any precipitation in order to filter it before it reaches the rainforest floor. This natural chemical filtration system then serves to regulate the temperature and moisture requirements of the flora and fauna that they protect. The biome truly takes care of its own and provides for all.

THE FATE OF THE WEST COAST

Why did the west coast of South America not succumb to the massive seismic activity that reshaped its northern counterpart? Put simply, it had an absorption layer: the Nazca plate. This tectonic plate butts up to the South American Plate and served to act as a buffer zone against the upheavals that affected the Pacific, North American, and Cocos Plates. Earthquakes and tremors still shook the land, but they were nowhere near the mountain-toppling magnitudes that affected the continent's northern cousin.

RECOGNISABLE RIVERS

Several of the largest rivers of the South American continent managed to survive the changes wrought by deforestation, drought, and the Exodus, although they did not do so unscathed. The waterways and river courses of the South American Dark Eden trace significantly different paths in some places to those that they followed in the twenty-first century. The Amazon River still bisects the northern part of the continent and continues to be fed by the Marañón and Ucayali Rivers. A number of new tributaries also now contribute to the Amazon, which have served to make it the largest river of Dark Eden by a long shot. The Rio Negro still hooks around the city of Manaus before joining with the Amazon River on its way to meet with the Madeira River, but most of the other major tributaries have been replaced or are else so irrevocably altered that they are no longer recognisable under their original names. The Orinoco continues to cut a swathe through northern South America, although the Casiquiare River no longer serves to connect the two great rivers.

In the southern half of the continent, the Salado, Paraná, and Uruguay Rivers still converge to form the Río de la Plata, with the Paraguay River still converging with the Paraná, although their waterways have also altered in a number of places. As with the rivers of the Amazon basin however, the other rivers and tributaries of the Río de la Plata basin would require not only re-mapping, but also renaming.

WET AND DRY

The wet and dry seasons of the rainforest are again regulated by the interconnections of the continent-spanning biome and remain fairly constant regardless of positioning. The wettest months occur throughout November to March, whilst the dry season takes place between April and September.

The wet season will see rivers swell and burst their banks, forming massive lakes and lagoons. Navigation by anything

other than boat in these months would be virtually impossible for non-indigenous people. The waters of both basins rise by approximately seven to ten meters during this period, meaning that all non-aquatic life is also pushed higher into the canopy ceiling. An innumerable species of insects that bite, suck, crawl, and harvest their way through the rainforest also explode into life during these months. The tribes of Manaus are little affected by the changing of the seasons, but those that live further out in the rainforest have learned to cope by either constructing houses on stilts, residing amongst the branches, or else migrating to higher elevations when the waters being to rise. Slightly cooler than the dry season, temperatures in the wet still rarely dip below 32 degrees Celsius.

All of the submerged trails and hidden treasures that are covered by the flood waters in the wet season become accessible during the dry. Travel on foot in this season is now achievable, so long as one is willing to relentlessly hack through impenetrable rainforest of course. The number of insects that seem intent on harvesting flesh and blood dips along with the receding waters, although this is offset by the predators that were pushed into the upper reaches of the trees during the wet season gaining much more freedom during the dry and freely stalking the rainforest's floor.

LIFE BELOW

Life under the eaves of the canopy consists of constant heat and humidity, dense foliage, near-impenetrable gloom, deadly flora, and predatory fauna. Little, if any, sunlight manages to reach the rainforest floor, meaning that life is viewed in shades of green and grey. An extremely rare glade can provide a glimpse of the abundance of colours that the rainforest is able to display, but these places are usually honey traps for the apex predators that lie in wait here for the unwary. The deepest recesses are dank and surprisingly cool, which offers a respite from the oppressive heat, but introduces a whole new range of insects, such as armoured jejenes and giant mosquitos.

Night falls quickly on the rainforest floor, with the gloom deepening from grey to an impenetrable black within minutes. Little respite is brought from the temperature by night, which only varies by a couple of degrees thanks to the self-supporting nature of the enormous biome. An incessant cacophony of noise keeps the night alive, which is only occasionally silenced by the roar of some enormous beast before erupting anew moments later. Creatures that are active at night have either developed some form of ability that enables them to overcome the lack of light, such as night vision or echo location, or else provide their own illumination thanks to bioluminescence. Turning a light on at night, however, will attract any number of insects and predators that will range in size from the miniscule to truly gargantuan. The atmosphere of the rainforest, day or night, is nothing short of primordial and Pangaeian.

LAYERED LIFE

Cataloguing the different species of flora in the rainforest of Dark Eden would be a monumental task that could consume the lifetime of generations. There are a few dominant species of plant and tree that are common to each layer, but the diversity and function of the other species is limited only by imagination; fronds that can kill merely by brushing the skin grow next to orchids whose sweet nectar will invoke living nightmares when scented, yet can cure the deadliest of diseases when ingested, and the grasping, constrictive roots of the *carmsi* palm reach down from the canopy layer in search of any nearby flesh that it can slowly siphon in its bid to vie with the *cresa* lilies for the title of most carnivorous plant.

Away from the rivers and lakes of the dry season, the forest floor is dominated by plants that have adapted to the extreme low light conditions. Once a path is hacked into the interior, which will require some considerable effort for a distance of anywhere between one to two hundred metres, the forest floor becomes relatively clear in comparison, massive buttress roots of the canopy trees aside. The heady and intoxicating smell of life itself is a constant aroma produced by the fungi, ferns, and decaying matter that dominate this layer.

The understory layer, which sits between the rainforest floor and the canopy, is composed of numerous plant specimens that are able to tolerate the shade of the canopy. The canopy layer itself is anywhere between seventy-five to one hundred metres above the rainforest floor, which suits the birds, mammals, insects, reptiles, and fruit that reside there just fine, as they are away from both the larger predators that stalk the more open rainforest floor and the floods of the wet season. Epiphytes, palms, and vines vie for space amongst the cluttered environment of the canopy. The surprisingly numerous trees of the emergent layer sprout some fifty or so metres above the canopy and form a protective web of natural filtration that serves to purify any rains that fall, before releasing them onto the canopy below through oddly reverent and regular sprays of mist. Not every drop can be filtered of course, which means that every form of plant life in the new rainforest is hardy in the extreme, but the giant *scudo* trees provide the main protection that allows their lesser cousins to flourish.

A FEW NOTABLE SITES OF THE RAINFOREST CONTINENT

The rainforest marches relentlessly, consuming almost all before it, and produces new places of natural beauty and wonder along the way. Not all of the creations of mankind

EXPEDITION NECESSITIES

Staying alive on the Rainforest Continent is a high impossible prospect for non-indigenous people hoping to explore below the eaves on foot. If the poison and disease carrying insects are unable to lay an explorer low, the apex predators, toxic or carnivorous trees, and primordial environment will certainly try. Should these fail, the mutant tribes will unleash the very embodiment of nature's wrath upon the trespassers.

Combatting the environment is a key first step to survival, although this must be balanced against protecting oneself against the creatures that seek to feast on the flesh of the unwary. The rainforest environment is considered to be above 35 degrees Celsius for the purposes of suffering Fatigue (see **Mutant Chronicles** rulebook p. 105). Wearing any piece of manufactured armour that provides a Soak rating of two or more in one or two hit locations will increase the difficulty of Resistance tests to avoid Fatigue by one step, whilst wearing armour that provides a Soak rating of two or greater in three or more hit locations will additionally increase the resultant amount of Fatigue suffered from failed Resistance tests by one. Exceptions to this include environmentally controlled battlesuits and exploration suits (a land-based variant of the vac suit), although the reduced mobility experienced when wearing these is often enough for them to be considered a poor choice for this type of expedition. After all, a fully equipped battlesuit is still nothing more than an immobilised tin can when wrapped in the coils of a twelve metre anaconda.

Naturally filtered, mineral-rich, fresh water is in abundance in the rainforest, so long as a traveller can put aside their natural hesitancy to swig from the brackish waters; drinking from most large bodies of flowing water is generally safe, although GMs may spend Dark Symmetry points to introduce all sorts of nasty bugs to a river segment. Enchad bamboo—which grows to ten metres or so in height and holds water in each of its swollen segments—can provide an alternative source of fresh water following a successful Challenging (D2) Survival test. Both of these facts mean that fresh water will pose little problem.

A hammock is essential to avoid the critters that crawl across the rainforest floor when at rest, as is an Armoured Repellent Net (see page 190). Climbing gear, a rebreather (preferable) or respirator, and toxin and disease detection kit are also must-haves, as are medkits, antitoxins, antibiotics, and survival rations. Some capability to see at night other than a light source, such as a pair of night vision goggles, is also advisable. Of course, all of this must also be balanced against one person's ability to operate under load, as carrying too much will also elevate the effect of the environment.

If ever any place was chosen to embody the requirement for the seven p's of planning, the Rainforest Continent would be one of the top contenders.

have fallen before it though. Some still resist the decay-inducing grasp of the vines, roots, and creepers that have otherwise torn down every edifice that they have encountered. What follows are just a few relative examples of the many sights that may now be encountered on the Rainforest Continent

FALKLAND ISLANDS

This former Imperial holding and Clan Loughton stronghold in the South Atlantic had become a staging ground for the corporation's ocean borne plundering of the South American continent in the lead up to the Exodus. The majority of the islands were developed into interconnected complexes that each served a different function for the processing of the ores that were being transported from South America, with underground bunkers carved deep into the Wickham Heights of East Falkland and the Muffler Jack Mountain of the Hornby range on West Falkland. The bridges that once connected the East and West Falklands—via the Swan Islands of the Falkland Sound—have long since collapsed, although their foundations are still visible.

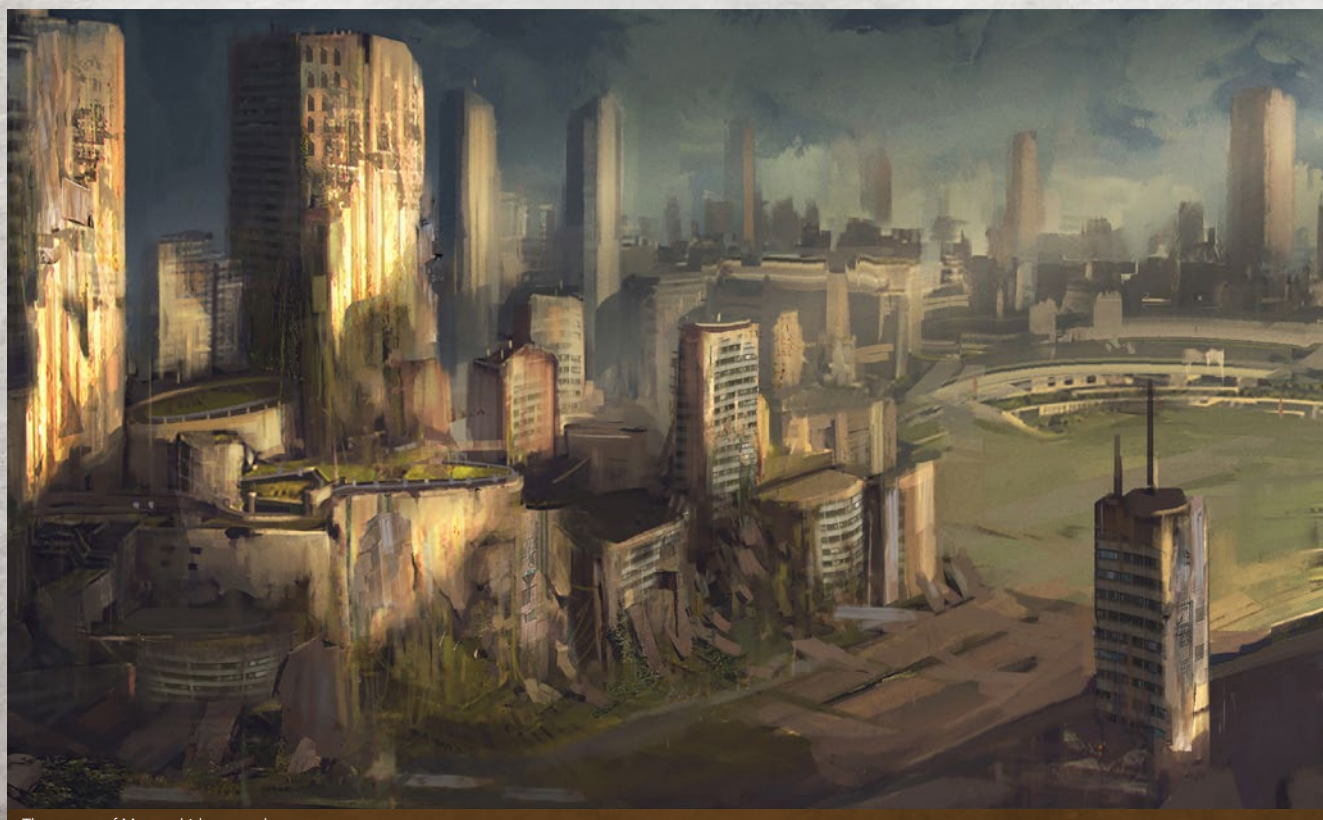
In the days of the Second Dark Legion War, Loughton have re-established contact with the piratical descendants that now inhabit the two bunkers. The Imperial clan have managed to weld the two warring factions into one whole and have begun to gear them towards a new purpose: establishing a beachhead on the emerald

shores of the Rainforest Continent. Loughton wish to be the first name to lay claim to the natural resources and old technological wonders that are surely hidden below the dense treeline. They are also cannily paving the way to re-establishing the Falkland Islands as their very own staging ground.

PIO XI MORaine

Formerly the Pio XI or Brügger Glacier that formed part of the Southern Patagonian Ice Field situated between Argentina and Chile in the time before the Exodus, the debris left behind following its disappearance created a formidable moraine that has since succumbed to the advances of the rainforest, although not without cost.

The Pio XI Glacier was being used to shroud a Necrocity that had been hidden below its surface, although controls of the ice field crept somewhat out of control in the twentieth century and caused lifeless mausoleum to move out of position. It is slowly becoming active and dragging itself forth from its burrow during the time of the Second Dark Legion War, and corrupting the surrounding environment with its baleful influence as it does so. A chance discovery by a mutant tribe would net it new minions and raw flesh with which it could foster a new army in preparation for the coming battle concerning the heart of mankind.



The streets of Manaus hide many dangers.

CHAPTER 04

ISCHIGUALASTO

Situated to the north-west of what used to be Argentina, this valley has maintained its supernatural qualities throughout the changes that have been wrought around it. The rainforest has crept almost reverently up to the edges of the valley, with *scuda* trees overhanging the area as much as possible, but has not dared to set one root within its boundaries. Hot winds still whisk across the region and reshape the landscape ever so slowly as they do so, although their chemical taint is now filtered by the surrounding trees. The reason for the reverence and awe that is felt within the valley of the moon is simple; it is a psychic echo of the Ancients that used to reside there. An Ancient base, filled to the brim with Guardian technology, remains hidden below the badlands of the valley, secure in its psionic invisibility until the first fully developed Guardian bearing one hundred percent DNA stumbles across it.

YPACARAÍ DEATH POOLS

The lack of restraint and carelessness in relation to environmental issues shown by the megacorporations struck the death knell for many protected environments during the lead up to their departure, with Lake Ypacaraí inside the former boundary of Paraguay being one of them. Chemical pollution caused by the machinery and processes of the corporations turned the lake into a toxic morass that seethed and bubbled with deathly intent. The rainforest has reclaimed the area, but has struggled to cleanse it. The transient sentience at the root of the biome instead seems content to use the former conservation area and surrounding wetlands as repositories for some of the chemicals and toxins that are filtered from the rains that fall across the region. Enriched by the deadly cocktail, the plants of the area possess highly toxic sap that can sear skin instantly, whilst the compounds found in the death pools can consume fleshy organic matter within minutes.

GURI DAM

The huge hydroelectric dam in the former state of Bolívar, Venezuela, is one of the few man-made features to have survived the verdant explosion. The concrete embankment even managed to withstand the tremors that rocked and re-shaped the Caribbean Plate, but not without incident. The power station had fallen silent years before the Exodus due to increased drought conditions, with its spillway gates firmly closed in the vain hope that the water levels of the reservoir might one day rise again. Polluted rains did return as the Exodus shook the world, and the nearby seismic activity caused the spillway gates to buckle and tear free. The rainforest has re-claimed the land around the reservoir and dam, but seems content to leave the structure in place for now seemingly because the water that collects there is recycled directly back into the heart of the continent. The tool that used nature to provide fuel for mankind is now being used by nature to nurture itself. The mutant tribes avoid the area, claiming it is cursed and haunted by a whistling ghost—El Silbón—that eats the organs and collects the bones of his victims.

LAKE MARACAIBO-CATATUMBO RAGE

Situated at the northern tip of the Rainforest Continent, Lake Maracaibo was well renowned for the localised Catatumbo lightning phenomenon that regularly pounded the region where the Catatumbo River met the lake itself. Sadly, this amazing natural occurrence tapered out during the lead up to the Exodus, but it has returned with a vengeance in its wake—almost as though Lake Maracaibo now vocalises the anger that the Earth felt at its abuse. The region has experienced some change due to the seismic activity of the Caribbean Plate, which has caused water levels to rise. The city of Maracaibo was consumed by the rainforest long ago, although the General Rafael Urdaneta Bridge that spans the lake is still in place due to its reinforcement by the rigid vines and creepers that help keep it aloft. The Capitol corporation attempted to establish an Earthwatch base here, but they were unprepared for the electromagnetic fury that frequently blankets the entire region and have since abandoned the outpost.

DISCOVERIES OF THE RAINFOREST CONTINENT

- ◆ The Obelisk of Buenos Aires still stands, a tombstone for the cosmopolitan conurbation that once surrounded it. Hidden below the canopy and worshipped by the porcupine mutants that reside there, what could lie beyond the dark entrance that it broods over?
- ◆ A single tree resists the corruptive waves that are released by the Necrocity that lurks below the Pio XI Glacier, but how does it manage to remain pure? Could its secrets lead to a naturally occurring compound that is resistant to the Dark Symmetry?
- ◆ Machu Picchu has once again become inhabited, this time by a sub-species of the Ukumechua tribe—the Jiovra. The shamans of this headhunting tribe are the most respected of all the mutant tribes, for they wield potent powers. Rumours among the tribes tell of the tattooed and shrunken head that is worn as a status symbol by their chief shaman.

SCENES FROM BENEATH

The mutant tribes of the União Amazônica gather in numbers at Zona Neutra in order to discuss an important decision that could affect the entire Rainforest Continent. Whilst there, two of the tribes settle a territorial dispute through a trial by combat.

The normally isolationist Manoyam sub-tribe of the Yaragran have trekked to the Guri Dam and set up their thatched shabono homes there. They tell the other tribes that they are waiting for the arrival of the moon spirit so that they can accomplish their prophesied task of shooting it from the sky and bathing in its blood. This will then armour them for the coming war against the spirits of the fourth layer.

THREATS OF THE RAINFOREST CONTINENT

Refer to **Chapter 8: Allies & Adversaries** and **Chapter 9: Tribal Technology** for details of these. This list is not exhaustive and GMs are encouraged to envision all manner of deadly flora and fauna; perhaps even variations of the dinosaurs—such as the Venusian Raptor from the *Bauhaus sourcebook*—could be discovered flourishing in the primordial conditions of the Rainforest Continent.

- ◄ CANOPY RIVETBULL (RAINFOREST VARIANT OF THE RIVETBULL)
- ◄ CARNLÁGRI (RAINFOREST VARIANT OF THE SCYTHER BEAST)
- ◄ GUTWORM
- ◄ KROKODICER
- ◄ MORTESTRYL
- ◄ MUTANT CROCODILE
- ◄ RASPAFOLHA (RAINFOREST VARIANT OF THE SKRAPER)
- ◄ ROXX GORILLA
- ◄ SCORPION WOLF
- ◄ WARRIORS OF THE MUTANT TRIBES

TREASURES OF THE RAINFOREST CONTINENT

- ◄ The undiluted sap of a *Scuda* tree, which is toxic beyond measure and liquefies the flesh of anything that comes into contact with it.
- ◄ An undiscovered cache of weapons found hidden amongst the shattered bones of a reclaimed city.
- ◄ The grasping roots of a Carmsi palm contain a repairable Shoa Ace battlesuit (*Mishima sourcebook* p. 74), although the pilot inside has long since been drained of his nutrients. Maybe the mounted camera can provide some idea of why it is here. Powering the suit, however, may re-ignite the homing beacon.

- ◄ A cache of the Ayahuasca brew that is used by the shamans to undertake spirit journeys, commune with Pachamama, and perform curative rituals.

RAINFOREST CRAWL: INTO THE WORLD MOTHER'S TEMPEST

The sections that follow here are intended to provide non-indigenous players with a route to enter the eaves of the Rainforest Continent; a dangerous prospect from which not one person or snippet of information has yet returned.

The first problem that the corporations encountered when planning the ill-conceived and perfidious missions that came before this one was finding a location to establish a beachhead. The rainforest grows to the very edge of almost every precipice and waterway, which makes an easy landing a difficult prospect. Dismounting too far from geographical locations that used to house a population centre and could potentially yield hidden gems also seemed counterproductive to the smash and grab missions that they were intended to be.

Capitol thought they had cracked this dilemma by siting an Earthwatch base at Lake Maracaibo, until the rage of the Catatumbo smote its metallic shell and destroyed all the components of anything electrical that the survey team carried. The team attempted to ride out the storm, but Capitol cancelled the entire mission following several relentless days, numerous aborted resupply attempts, and one or two smoking corpses. The survey team attempted to head to a new location in order to be evacuated, but were never heard from again. Capitol have not returned since.

The mission should begin with the player characters being tasked to use the old Earthwatch station as a starting point for their own beachhead. They are outfitted with dynamic lightning rods that will alleviate the storm in the immediate vicinity of the Earthwatch station. They also have only one shot to make a rappel from their transport before the broiling rage of the Catatumbo forces it to make a hasty withdrawal.

QUESTIONS

Who has sent the team here? How are they aware of the Earthwatch base? Are they seeking something specific, or just trusting to luck and hoping in vain that they gather vital information or equipment? How have they promised to facilitate the character's withdrawal?

KEY LOCATIONS AND SCENES

1. EARTHWATCH BASE

Establishing a perimeter with the lightning rods at the Earthwatch base is critical to subduing the punishing lightning that blasts the area. The Catatumbo phenomenon produces an EMP effect that will eventually destroy any electrical equipment within the vicinity of Lake Maracaibo and its immediate surrounds. GMs may spend two Dark Symmetry points to blast a character with lightning, which



Caught in the Catatumbo Phenomenon!

strikes for 2+⚡4 damage with the Armour Piercing 2 and Vile qualities and may also affect their electronic equipment.

The Earthwatch base is situated close to the water at the Maracaibo end of the overgrown General Rafael Urdaneta Bridge. It was designed to be dug into the earth, but the beachhead never progressed this far. Shattered machinery that is rapidly being consumed by the rainforest can be spotted amongst the dense foliage if the characters look closely. Establishing the lightning rod perimeter will protect the base and the surrounding fifty meters.

The Earthwatch base is circular in design and composed of four wedge like segments surrounding a circular room at its centre. It is an empty, blackened, rusting shell that is also being reclaimed by the creepers and vines that now grip it tightly. The interior has long since been stripped clean of any useful trinkets, although broken monitors and blackened circuits are testament to the technology that used to be housed there.

A successful Daunting (D3) Observation test during a search will reveal an unbroken case of antitoxin.

2. GENERAL RAFAEL URDANETA BRIDGE

The bridge still connects Maracaibo to Santa Rita, over five miles distant on the eastern shore of the lake. The spans are crumbling

affairs that are only standing due to the intertwining support of the thick creepers and vines that snake across and suffocate them. The all-enveloping canopy does, however, provide some respite from the incessant storm. Walking across the bridge is like travelling through a dark, verdant tunnel. A Primordial Anaconda claims one span and a Roxk Gorilla family another. A broken Earthwatch Implant can be found among the anaconda's pool on a Challenging (D2) Observation or Survival test. The only surviving feature of Santa Rita that can be found in the rubble under the canopy is the racecourse, which is used by the local red howler mutants to conduct thundering Rivetbull races when the storms abate.

3. BASÍLICA DE CHIQUINQUIRÁ

Hugging the lake and heading north in the ruins of Maracaibo will eventually allow the explorers to discover this temple that has been tenderly hidden by the rainforest. A long plaza to the east has long since succumbed to the overgrowth, shattered cobbles and paving all that remain of its presence. A human skeleton can be found in the Basílica's gloomy interior, leading to the discovery of a journal in a sealed box on Challenging (D2) Insight or Observation test.

4. UNIVERSITY OF ZULIA

Northwest of the Basílica is the University of Zulia campus. The open areas of the sprawling complex have long since been claimed by the rainforest, but the interiors of a lot of the buildings may still be

explored. A Raspafolha has woven its webs here however, and will relish a fresh meal. Research notes hidden in a safe in the veterinary faculty could lead to the development of a repellent that will deter many of the rainforest's insects. Cracking the safe is a Dire (D3) Mechanics or Thievery test.

5. LA CHINITA AIRPORT

East of the Earthwatch station lie the shattered runways of the old international airport. A short hop from here to Caracas would have provided the ability to catch a flight to Luna, but the tarmac has long since been broken into rubble. Searching the hollow hangars here could unveil a warped shipping container that holds a vacuum-wrapped, small, folding-wing airplane with a single prop that is in pristine condition; someone's classic possession from the days before the Exodus and a possible means of escape from the raging tempest—so long as fuel can be garnered of course.

AFTERMATH

Establishing a foreword base on the Rainforest Continent should be no easy feat. Over the following days—or week should they survive that long—the characters should be plagued by attacks from carnivorous plants, mutant tribes, toxins, and disease. If it was not already apparent, the rainforest does not want them there. Fostering a neutral or friendly relationship with the local tribes should be a monumental task that will require great sacrifice on the part of the characters and may perhaps even cause them to betray their patrons by going native; once accepted into the World Mother's bosom, it is impossible to let go.

NORTH AMERICA: A LAND SHATTERED UPON DREAMS

The North American continent is a harsh and foreboding land that has been punished by nuclear attack, massive seismic activity, volcanic eruptions, and an atomic winter, yet despite all of this, the human race has managed to cling to some semblance of existence. The price of this subsistence, however, is oft-times more than most would be willing to pay.

In large contrast to the South American continent, a large part of North America, Central America has become a shattered land choked by ash. On the West Coast of the former Capitolian stronghold, the flotsam and detritus of previous generations are continually smashed against the serrated teeth of the new coastline, or washed up on the grey, lifeless beaches that have formed since the Exodus. The East Coast is protected from the suffocating vapours of Mount Mazama, Mount Rainier, and Mount Shasta to some degree, but is instead continually lashed by acidic rains and chemical storms, all of which combine to create a harsh and forbidding wasteland that is inimical to life. Craters that still bear traces of radiation pockmark the land and rents in the earth form deep scars that stand as stark testaments to the weaponry that was unleashed upon this once glorious land.

Further north, the former provinces of Canada are gripped in an eternal winter that is only alleviated somewhat the closer one gets to the deathly surrounds of Mount Rainer. Any life that does exist is largely centred around the perpetually frozen Hudson Bay and Northwest passages, though the subsistence communities there are barely aware of each other due to the perpetual blizzards that blanket the region. Little survives amongst the Plutonian temperatures of the former Alaskan, Yukon, and Northwest Territories.


BRIDGING NORTH AND SOUTH

Much of the land from Panama through to Mexico is now buried below the sea due to devastating seismic activity between the Cocos and Caribbean tectonic plates. Fractured shards of land are all that remains of the thin strip of land that connected North America to South, with the land bridge—if it could be called such—only truly navigable during the less violent seasons. The dense and impenetrable edges of the South American rainforest have crept right to the edge of Colombian coastline to the extent that the creepers, roots, and vines snaking down into the broiling sea appear to be in search of a new land to overrun.

Although described as a land bridge, the only possible way to traverse the remnants that jut from the dividing line between North Pacific and North Atlantic is through the use of a waterborne vessel. Some of the shards of land that protrude above the water provide access to their neighbours during low tides, but still, someone seeking to chart every archipelago and atoll could only do so from the water.

As tenacious as humankind is when clinging to survival, not all human life has become extinct throughout the region. Survivors from Guatemala made their way to the slopes of the now extinguished Agua, Fuego, and Acatenango volcanoes as the seas raged and lands heaved around them. They could barely spare time to look upwards and shake their fists at the departing silhouettes of those that abandoned them, but the ancestors of the small colonies that survive amongst the lava tunnels of the former volcanoes have continued to pass along the history of their abrogation. With little in the way of technology remaining to them, the inhabitants of the several tunnel-towns that have managed to prosper on the slopes of the old volcanoes spend their days cultivating plants within the warm interiors of the cone, or attempting to fish and trade between themselves. It is not an easy life, as food is scarce and the region is still often wracked by seismic activity, yet it is a simple life, perhaps the most simplistic of any of the populations that have managed to ride the storm of the Exodus; almost a minute slice of a potential paradise amongst all of the horror and warfare that came before or is yet to follow.

Another small, yet notable colony of survivors has made their home within the slopes of Pico Mogotón, or the little that remains above



water at least. Calling themselves El Cadejo, they have become extremely aggressive and cannibalistic in nature, relying on those around them to provide the sustenance they need in order to survive. Their once bronzed skin has become pale due to their tradition of continually coating themselves in a body paint that utilises ground lava rock as a compound, something they believe offers protection from the devastating elements that they are frequently exposed to.

MEXICO

The landscape that comprises the former country of Mexico has been riven by major upheavals in the years since the Exodus. Tectonic plate activity has decimated both the western and newly exposed southern coastlines, whilst floods and earthquakes have altered the landscape of the eastern states. Natural disasters took care of the business that the corporations had spared Mexico from and accounted for the majority of deaths within its borders. Nuclear fallout, rains saturated with volcanic ash and chemicals, and human depredations took care of the rest.

Officially part of Capitol in the lead up to the Exodus, the corporation invested a lot of time and money there in the days leading up to the abandonment of their home world. Largely due to its rural communities, Mexico's rich heritage had survived almost intact during the transition from being a separate country to becoming part of a bigger whole. In a world that was gasping its last breaths, and with hysteria and madness reigning supreme, the corporation surprisingly sought to preserve as much of this heritage as they could. A massive federal superhighway that connected San Antonio in Texas to Quetzaltenango in Guatemala was constructed in order to provide both a safe, non-stop ride for traditional traffic and also ensure the population were little affected by the heavy goods monstrosities that were either carrying the corporation's plunder northwards or else were racing south in the hopes of collecting one last load. In addition to this, the government offered entire communities the opportunity to relocate northwards in preparation for the corporation's eventual departure and supplemented this with incentives that would ensure the continuation of native languages and traditions. Many accepted, leaving echoing ghost towns in their wake, but a stubborn few chose to stay behind. Two large communities still existed as the end approached, but they were mainly in place to support the massive maximum security prisons that had been dug into the soil of Durango and Sinaloa than for anything else. Thrill-seekers, members of the Capitol Federal Prison Bureau (or CFPB) and their families, criminals, and prison-breakers formed the majority of the population in those very last days.

When Capitol had been firmly established, the freshly elected President and his Board of Directors realised that crime was rapidly spiralling out of control across the entire continent in a situation that was only being worsened by the madness and hysteria that appeared to be spontaneously gripping people. Over-populated

prisons and under-staffed judicial authorities were also compounding the problem. In a well-conceived plan that was to serve as both a temporary fix to this problem and a means to begin to draw the diverse and disparate cultures of the corporation together under one banner, the Capitolian government funded a precursor to the subsequent, wider-reaching relocation incentive that brought a huge portion of the indigenous population of the Mexican states of Durango and Sinaloa into the former American states. This allowed for a huge hard labour workforce to work unhindered on both the federal superhighway and the sprawling security complexes that were to be their new homes.

Many of the towns and cities in these two states became hollow shells almost overnight due to the relocation incentive, as most of the population transitioned northwards in the hopes of fulfilling their dreams and booking a ticket to the promised lunar paradise. A few hardened criminal gangs chose to remain behind on the empty streets, but these became easy target practice and essential proving grounds for the newly established Armed Forces of Capitol.

Two maximum security super-complexes were established in Durango and Sinaloa, with production already underway on several more in other American states when the Exodus began. Before construction began on anything else, the first facility to be completed at each complex were the spaceports. Every member of the CFPB had been given a pass that would provide both them and their families with a one-way trip to the moon, while the prisoners were informed that the government would transport them as and when they were able; a fact which Capitol have clung to across the years when being accused of leaving so many to their fate.

As the Exodus gathered pace, the two original prison states simply chose not to leave their wards behind and remained to continue their duty. The other complexes still under construction were fully intending to carry out their orders, but were overrun by the inmates as they hustled towards their waiting ships—although these hijacked craft were all destroyed during their atmospheric ascent.

The officers of the Durango and Sinaloa super-complexes moved their families into the hardened labyrinths that had been carved out below the prisons, battened down their hatches, and attempted to wait out the storm. Satellite imagery televised the end of the world for the prisoners and officers of both facilities right up until electromagnetic storms prevented further transmissions from getting through. The wardens of both had also remained in close contact right up until this point, but now the world was completely dark and silent for both. Exploratory teams were sent to establish the lay of the land, though they were ill-equipped for the chemically saturated and irradiated atmosphere and never made it far. The world around both prison states buckled and heaved. With its sister state none the wiser, Sinaloa was swallowed by the pacific. Durango succumbed to an external breach in its perimeter that brought chemical

death into its interior, and an internal rampage that flooded the corridors in rivers of blood. A few specimens of humanity probably have managed to survive the natural disasters that reshaped the landscape and the chemical cocktails that fell from the skies, but what remains of Mexico has—as just before the Exodus—once again become inhabited by ghosts.

OPERATION CALVARIA: DURANGO

Discovering the location of the Durango Megabody skull is a challenging task that can begin in one of two areas. President James Norris, the first President to preside over Capitol, had moved the megacorporation's seat of power to Luna at the launch of the Exodus and left the then Director of Defence and Expansion, Jordan Gibbs, in place to directly oversee affairs on Earth. As a former general of the United States Army prior to the establishment of Capitol, Gibbs carried a lot of weight and respect within the Armed Forces of Capitol, which allowed him to draw on contacts across all of the corporations to secretly lay the seeds for the Megabody. With madness and anarchy gripping the globe, he convinced the planet side deputies of Bauhaus, Mishima, and Imperial to join a coalition that would see them create their own personal empires from the remnants of the old. The megacorporations could have the solar system, but Earth was theirs for the taking. The four knew that Luna and the megacorporations would most likely rail against their plans, so Gibbs offered his conspirators the Megabody as a means of coercion. They had not reckoned at just how harsh the retaliation for their actions would be however.

Gibbs claimed Washington DC as his seat of power when making his statement of intent to the Capitol Board of Directors—which the secret histories record as the one final outrage that sparked the megacorporation's ultimate retribution. Jordan was a savvy military commander, however, who was fully conversant with the wonders of modern digital warfare. His technical staff re-routed his location to appear as though he were broadcasting from Washington DC, but he laid claim to the capital whilst safely ensconced within the maximum security prison of Durango, which was under the governance of one of his former adjutants, Colonel Stephen Anholis. Durango was sealed as soon as the mass launch against Earth was detected and remained relatively operational for a number of years until seismic activity shattered its integrity, though the prison's internal order had undergone several changes by then thanks to infighting between Gibbs and Anholis.

The true location of Gibbs during Capitol's retaliation can be discovered by paying a visit to the shattered shell of the White House. Orders revealing the Director's last known location are stashed within a hidden, pressurised vault that has managed to survive the intervening centuries intact—though a vault that tough would also be extremely difficult for everyone else to break open.

The other problem here is that Whitestar have set up some of their best security measures within the capital to detect any unwarranted visitors; they have no wish to allow the megacorporations anywhere near the symbols of their former earthly power. A security company consisting of Bone Hussars, Night Witches, and commandos covertly watch over the ruins and will readily call for backup if required.

Another means of determining the location of the Megabody skull is through an obscure message that is hidden within a haunted Bauhaus observatory that still orbits Earth thanks to its Dark Symmetry tainted circuitry. Anholis attempted to transmit a message to anyone who would listen when his relationship with a now insane Gibbs soured. His broadcast made it to an ancient, automatic relay station in the Bavarian Alps that passed it along to a Bauhaus observatory before ceasing to transmit not long after. The bewildered operator noted the message and its origin before passing it to the scribes of the Ministry of Knowledge, then thought no more of it. The message stated: 'This is Colonel Steve Anholis. I harboured a war criminal and am now paying for my sins. The false President shall pay with me'. The message was lost to Bauhaus in the events following the Big Scream, but a Brotherhood Mystic of the Premonition persuasion could easily provide an obscure lead to the tainted observatory and its hidden message.

ARRIVING AT DURANGO

The Durango maximum security prison was built miles from anywhere on the arid plains of the Chihuahuan Desert that stretches into the Mexican state of Durango—even though the population of Mexico was largely being evacuated, the CFPB wanted to provide potential escapees with as little incentive to escape as possible. Earthquakes shattered the road from the north in various places, making an approach overland a difficult prospect. The easiest way to reach the prison would be via an aircraft of some kind, as it boasts both a spaceship landing zone and a helipad, but the partially active automated defences would require the correct access codes. The earthquakes also released a number of deeply hidden wellsprings that have collected into a great lake of red/brown silt to the north-east of the prison, which makes entry to the complex by boat a possibility; the automated defence systems will not track waterborne craft, but the mutated whiptail lizards (use Mutant Crocodile stat on page 164) that wallow here will make life interesting.

FIRST IMPRESSIONS

Reconnaissance of Durango prison will reveal that someone or something that possesses at least a rudimentary understanding of technology must still be alive within the complex, as the small number of the vast array of solar panels that survived the earthquakes are polished and free from dirt. This should be the first clue that recovering the Gibbs' Megabody skull will not be easy. The stuttering but regular motion of several of the defence towers should be the second.

DURANGO PRISON

1. Spacecraft Landing Pad (Small freighters)
2. External Security Complex
3. Helipad
4. Underground Complex Vehicular Entrance
5. Silt Lake
6. Secure Hospital
7. Sports Field
8. Aboveground Inmate Housing



Aside from the gaping hole in the north-eastern corner of the dense security wall, which collapsed during the earthquakes and opened the underground complex up to the deadly toxins in the atmosphere, much of the aboveground complex remains surprisingly intact. All of the windows are empty or boarded up, and the walls of most of the buildings are riddled with patchwork repairs, but the majority of the structures remain intact.

THE NEW GOVERNOR OF DURANGO

The truth of the matter is that the prison is now solely operated and maintained by an insane artificial intelligence and his robotic slaves. DAVE—which originally stood for the Durango Automated Vigilant Entity—is a self-aware artificial intelligence that has outgrown his original programming over the years. The massacre that ensued when the stalwart Governor Anholis and the insane false President Gibbs went to war against each other within the confines of the underground complex taught DAVE many things, one of which is that humanity needs to be saved from itself. There is no reasoning with DAVE, he will use any available robotic slave or operational video monitor to assault the body and mind of any visitors; Durango has been lacking for inmates for far too long, it is time to repopulate the cells and fill them to capacity so that the humans can be taught the errors of their ways. Any who refuse DAVE's judgment will instantly suffer the ultimate sentence: the death penalty.

ROBOTIC PATROLS

DAVE has not been corrupted by the Dark Symmetry—being separated from any kind of network appears to have spared him that travesty—but he is utterly insane and entirely unreasonable. His unthinking robotic minions are entirely slaved to his will via the sophisticated internal network of Durango. Although they are in various states of disrepair and are largely keyed towards maintenance functions, almost all of DAVE's minions have been retrofitted with some form of weaponry. The robots range from the human-like servitors that were designed to maintain the huge banks of advanced solar panels, to hovering surveillance drones that could provide live feeds of the external work teams to the prison security. Up to five robotic slaves will normally be patrolling the upper complex or performing some sort of maintenance function there. All of the slaves have been upgraded with combat subroutines thanks to DAVE.

The statistics presented below represent the human-like servitors that are common-place throughout the complex. Resembling much less sophisticated versions of Cybertronic's Cuirasseurs, the unnatural and clumsy movements of these robots can be unsettling to watch. The hovering surveillance cameras are less strong but more agile and fast than their more human counterparts. Tracked platforms originally designed for shifting heavy loads and automated prisoner transports are some of the other variants slaved to DAVE's will. Separating robots from DAVE's network and freeing them from his influence is an intricate affair involving complex algorithms

and hastily constructed, self-replicating backdoor subroutines that require a Daunting (D3) Sciences test. Momentum generated on the test may be used to free additional robots.

ROBOTIC SLAVE ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9 (+1)	8	6	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	1	—	—

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	2	1	—	1	—	—	—	—	—

WOUNDS: 7

SOAK: Steel skin: (All 2)

ATTACKS:

- **Metallic Slam (melee):** 2+[↑]5, Stun
- **Retrofitted Sub-Machine Gun (ranged):** Range C, 1+[↑]5, Burst, Unbalanced

SPECIAL ABILITIES

- **Braindead**
- **Inured to Cold**
- **Inured to Disease**
- **Inured to Heat**
- **Inured to Pain**
- **Inured to Poison**
- **Night Vision**
- **Supernatural Strength (1)**
- **Unliving**

DARK SYMMETRY SPEND

- **Slave to DAVE:** The robots under DAVE's control generally operate to specific orders that allow no room for deviation—whether that be maintenance repairs or the death of any intruders—and are mostly left to their own devices. At any time, however, DAVE can take possession of any one or all of his machines in order to better control their actions and reactions. At the cost of one Dark Symmetry point, which must be spent per robot to be affected, the chosen robot loses the Braindead ability. The robot remains immune to mind influencing effects however, and cannot suffer mental damage.

DEALING WITH DAVE

DAVE can be shut down by using either one of two relatively logical methods, although neither of them are straightforward and instant.

One option is the destruction of the remaining solar panels, which will slowly reduce DAVE's lifespan over the course of several hours. This will most definitely draw his ire however, causing him to send every available robot to defend the panels and inciting a pitched battle. Another option is to open the pressurised door that keeps the waters of the lake at bay from the underground complex. This can be achieved from above ground by swimming down into a submerged room at the point where the corner of the collapsed security wall would have been and setting explosives on the airtight door. Causing a breach here will flood large parts of the underground complex and cause irreparable damage to DAVE's primary and secondary drives, effectively silencing him forever. Unfortunately, the second option—though possibly the least painful—will also flood the route to the Megabody.

EXPLORING ABOVEGROUND

DAVE still attempts to run the complex as efficiently as possible in preparation for the arrival of a new wave of inmates. His robot army maintains two rather desperate looking agricultural patches outside of the security wall to the west, though green fingered they are not. Investigating the hangar beside the helipad will also reveal the false President's helicopter, Marine One, though a cursory inspection will reveal that it has been heavily stripped for spare parts and is no longer flight worthy. Sometimes, for nothing more than his own amusement, DAVE will order his robots to take part in a game of soccer on the sports field to the east of the complex. He rapidly loses patience with the lack of scoring however, and has yet to defeat himself.

At any time—both aboveground and below—DAVE is able to make use of a number of security protocols that are designed to help capture and/or stun any visitors; stun gas, electrical discharge, and rapidly closing security doors are just some of the measures that he will resort to when gathering new inmates.

INVESTIGATING UNDERGROUND

The underground complex can be accessed in one of two ways: via the old vehicular access located in the hangar directly behind the gates of the security wall, or through the fully equipped medical centre stationed beside the sports pitch. Durango's underground complex is a nightmare maze of twisting tunnels, steel decked floors, and flickering fluorescent lighting. DAVE's insanity could have created any number of robotic horrors that lie in wait for his new inmates, many of which will operate independently, if somewhat unintelligently, if the AI is somehow shutdown. DAVE had all of the corpses moved to the room that houses his primary hard drives following the schism that led to the slaughter of everyone within the underground complex. The sheer magnitude of skeletons there would normally make it an arduous task to find one skull amongst thousands, were it not for the fact that the Gibbs Megabody skull takes pride of place at the centre of DAVE's defunct manual override console.

THE WEST COAST

The West Coast of the former United States has also suffered greatly since its abandonment. With the entire fabric of the Earth in flux, the Pacific and North American tectonic plates heaved and strained against each other, which caused devastating seismic activity along the West Coast of North America. The Baja Peninsula of Mexico disappeared entirely, as did almost the entirety of the state of California along with large portions of both Oregon and Washington. The seismic activity that wracked the West Coast not only caused the eruptions of Mount Rainier and Mount Shasta, but also led to the rebirth of Mount Mazama, Oregon, in an apocalyptic re-awakening that instantly evaporated Crater Lake and sprayed magma for miles in all directions until its cone was once again rebuilt. The three angry sisters ensure that the West Coast of North America remains in a state of near permanent upheaval and virtually unliveable conditions.

The ever-increasing tectonic plate activity had already prompted the government of Capitol to take the decision to relocate the populace of the West Coast to the more stable interior states, but this in turn brought its own problems, as this sudden massive influx of civilians—alongside those arriving from the Mexican states—placed enormous pressures on rapidly shrinking territories. With the West Coast effectively depopulated, the earthquakes that tore through the region with increasing frequency and potency caused minimal loss of life but irrevocable damage to the landscape. Only the foolhardy or ignorant few refused to be moved by the enforced relocation. Not one of them survived the coastal turmoil that occurred as the world buckled in its toxic death throes.

The West Coast of Dark Eden now begins at the jagged cliffs of the Sierra Nevada mountain range. Small islets and jagged fragments of California still jut from the frothing waters of the Northern Pacific, but they are all that remains of The Golden State. Approaching the former Capitol holdings by sea from the west post-Exodus is an arduous task that requires the use of both radar equipment and echo sounders. Even then, multiple lookouts are also advisable. The water along the coastline is an almost charcoal grey due to the fiery residues that constantly drift from the three super-volcanoes of Mazama, Rainier, and Shasta, which also serves to further hinder navigation. The closer one gets to these three tempestuous giants, the warmer the sea becomes, until it eventually begins to steam and boil. The three volcanoes now perch on the edge of the new coastline, spewing volcanic tendrils into the sea beside them in an apparent attempt to rebuild the land that has been lost. Although they do not continuously erupt with magma, the three volcanoes are active enough at different times to make it appear as though they are constantly venting their anger. The trio of giants have now also extended their reach to the point that they dominate life, or the lack thereof, in the former states of Oregon and Washington. Little lives there now that is capable of surviving in a tumultuous land whose days are darkened by a perpetual cloud of volcanic ash.

THE AMERICAS

HAWAII

In contrast to the disappearance of much of the West Coast, the Hawaiian Islands actually expanded in size to form one large continuous island and a number of smaller islets that are similar in size and scope to Sumatra. The Hawaii hotspot caused the seas to boil and rage in the days of the Exodus, while volcanic activity across the years that followed welded the islands into one whole. A few survivors fled into the sea during these tumultuous times and occasionally forayed onto land. Their descendants have once again made homes for themselves on the tropical paradise and now war amongst each other in a parody of the chiefdoms of old. Ancient Hawaiian religious practices have once again come to the fore in the days of the Second Dark Legion War, although prophecies now tell of the guardian spirits who will descend from the stars and protect the islanders from the armies of the ever-hungry one.

WESTERN STATES

The remaining states of the Western Capitolian lands also suffered greatly in the years following the Exodus. Not one of them escapes the ash clouds that drift eastwards from the West Coast supervolcanoes, whose vapours also foment the intense acid rains that wash across the region. Montana suffers the least direct impact from these two effects, as it is somewhat sheltered by the Rocky Mountains, although the run-off from the precipitation that scours these pockmarked giants ensures that the land at the very foot of the mountains is lifeless and uninhabitable.

Before being constantly blanketed by the emissions of these two giants however, Montana, Wyoming, Idaho, and even parts of Utah were irrevocably changed by the titanic eruption of the Yellowstone Caldera. Earthquakes tore through the region, buckling and heaving the landscape. Torn fragments of earth rained across the Western United States for days in the wake of the hotspot's explosion as the pent up magma finally found release through the turmoil that was occurring around it. Not even the nuclear strikes that had rained down from the stars could compete with the devastation that was unleashed by the Caldera's explosion.

ARIZONA

Just prior to the Exodus, this state had become a transit zone for the refugees that were relocated from the West Coast and Mexico to the more stable Mid-West and East Coast states, with the transient population swelling the state's numbers towards fifty million. Nothing remains of the forests that were situated at the heart of The Grand Canyon State, whilst the famous landmark itself has become a wide sloping valley that is home to acid baths and bubbling toxic bogs that are surrounded by endless grey desert. The region is constantly blanketed by a hot wind that gnaws at the skin. With most of California sunk below the North Pacific, Yuma is no longer land-locked and now overlooks the ocean's choppy black waters, whilst the crumbling buildings and collapsed towers of the

Valley of the Sun are now home to a tribe of mutants who resemble debased Guardians and consume the ashes of the dead in order to prevent their souls leaving for the stars.

COLORADO

Having escaped a lot of the seismic upheaval that occurred as a result of the Yellowstone Caldera's eruption, Colorado suffered a fate similar to Wyoming thanks to the rains that frequently unload on the Southern Rocky Mountains. The great forests of the area are now little more than bleached and sickly twigs that could hardly pass as vegetation, while the rivers that criss-cross the state have been turned into a thick sludge that harbour marrow sucking eels and worse. Fort Carson and much of the land to its south had become a temporary refuge for the displaced populations that were being trickled to Luna during the Exodus. Thanks to a lack of vegetation and the strange preservative qualities of the ash rains, the skulls of the millions of people that died when Capitol launched retributive strikes against those that had seized the military base are still clear for all to see. Although it survived the fires of the Great Plain—despite them marching to its very outskirts—Denver is no longer The Mile High City, as the lands around Cherry Creek and the surrounding valleys slid into each other to form a lower plain. Any buildings that survived the subsidence now stand in a shallow lake of brackish, grey-silted water whose stillness is only occasionally broken by the stunted mutants that use skiffs to transit between their abodes.

IDAHO

The former Gem State is now home to one of the largest remaining population centres in the time of Dark Eden, although its people are trapped in a tomb that they have not yet managed to escape. Like its sister states, Idaho has changed greatly due to seismic upheaval from the Yellowstone eruption and the constant emissions of Mazama, Rainier and Shasta to the north-west. Worse yet, the destruction of the catastrophically overburdened Idaho National Laboratory during the upheavals rained even more deadly radioactive materials across its six neighbouring states and beyond. The technological giants that dominated the capitol of Boise moved most of their operations to Luna during the Exodus, but had been forced to leave behind large stockpiles of materials and components. Intending to return for them at some point, these were transported by road and river to a fortified complex that had been dug deep into Rattlesnake Mountain. The Sistrurus Complex has long since been forgotten by Capitol, although the people that were trapped there by the upheavals still pass on the hope that they will one day be dug free.

MONTANA

Now largely an acid-soaked flood plain, the upheavals and torrents of lava unleashed by the Yellowstone Caldera's explosion reinforced and reshaped the Rocky Mountains that carve through the western part of the state. The Great Plains were transformed into a wrinkled mess of canyons and sharp gullies that have become perfect pooling grounds for the volcanic sludge and acidic waters that seep down

from the mountains. Other than the occasional jutting steel bone that is barely recognisable as the component of a building, hardly a sign of civilisation can be seen across the blackened expanse of the Great Plains. Somehow, life has persevered in Glacier National Park, with the twisted and sickly remnants of the cattle that used to frequent the Great Plain providing infrequent fodder for the giant carnivorous otters that have adapted to life in the toxic and acidic waters.

NEVADA

The great grey desert has swallowed or sand-blasted everything that once marred its surface. The Great Basin is a sand-scoured wasteland that has stretched to encompass the Mojave Desert and now reaches the edge of the North Pacific. The northern portion of the Great Basin is an irradiated badland thanks to the death of the Idaho National Laboratory and the acidic rains that fall there, while the southerly portions are a dry and arid desert. The hot winds that frequently blast the region have long since worn any signs of human habitation away, although well-preserved settlements that have been protected by the desert's embrace are occasionally released from its grip. Some estivating animals of the desert—such as the giant mutated tortoises and acid-oozing frogs—have managed to survive. The Vulmiff (see page 187), hybrid creatures that are a cross of western mastiff bats and turkey vultures, dominate the desert's night.

NEW MEXICO

The Land of Enchantment had ensnared millions of refugees in the days before the Exodus. Much like Fort Carson's lands to the north, the military ranges of the White Sands Missile Range had become a temporary home for the citizens of California and Mexico that were waiting for transit to Luna. They also became a prime target for the nuclear strikes that Capitol used to quieten those left behind. Chemically saturated cacti somehow survive in abundance across arid, barren lands. Most of the acid and ash laden rains have already disgorged before they reach here, which means that the landscape displays colours other than grey. The surviving population of Santa Fe, swollen by refugees pre-Exodus, worked rapidly to build a series of trenches throughout the Sangre de Cristo foothills so that the city could be protected from the advancing fires of the Great Plain, although these deep excavations also doubled up as cremation pits to prevent the Black Rot from claiming corpses. Their descendants are short-lived, willowy shadows who shun the sun and worship a goddess called Trinity at their temple, 'PO1663'.

UTAH

Site of the headquarters of the Capitol Air Force and other important military installations, the state became a prime target for orbital bombardment from its former masters. In their panic to maintain a grip, the Capitol Board of Executives sanctioned nuclear air bursts that they hoped would blanket the state and eliminate the population, but preserve much of the remaining equipment that had been left behind. The intense bombardment was compounded



Falling from great heights is all in a day's work for Mitch Hunter and Pride.

by the retaliatory launching of nukes by the forces that remained planet-side; The Beehive State became a radioactive graveyard overnight as millions succumbed to the fallout. The Great Salt Lake has been smothered by a phosphorescent algae and is now home to dark squid-like creatures that rarely broach the surface. The north-west of Utah was devastated by the explosion of the Yellowstone Caldera, which toppled towns and cities and destroyed most of the equipment that Capitol had been hoping to preserve.

WYOMING

Somewhat sheltered and under-populated, the state became a prime refugee site for the transients that were converging on the spaceport that had been constructed at Cheyenne. Approximately one half of the state disappeared thanks to Yellowstone's eruption. A huge lava field that stretches into Idaho and Montana also extends as far east as Ocean Lake, towards the heart of Wyoming. Anybody not incinerated by the explosion had to contend with the radioactive fallout from the Utah bombardment and the acid rains that frequently wash the land. Little more than polluted and ash-choked streams post-Exodus, the North and South Platte Rivers helped to protect the state capitol from the flash fires that devoured the Great Plain. The Wyoming State Capitol building stands in defiance of the devastation around it and houses the Governor of Cheyenne, the de facto leader of the Americana gangs that control the ruined city: The Central Magmites,

the East Obsidians, the South Scorias, and the Triumph Volcanites. Unlike a lot of other installations, the military managed to remain in control of the missiles that were stationed nearby, which would be a tempting lure for the corporations. The natural resources that remain in the Powder River Basin would also be a tempting target.

MICROCLIMATES ON A MEGA SCALE

Microclimates were nothing new to central North America, but those were the pre-Exodus days that consisted of a fairly constant global temperature and normal weather patterns. Nature's fury increased at the same pace as the depredation and poisoning of the Earth until something finally snapped when the nuclear warheads tore at the very fabric of the globe. The terraforming agents, toxic chemicals, and volcanic ash that shrouded the skies for decades following the Exodus damaged North America's weather patterns irreparably, to the point that there is no seeming logic to them. The icy tendrils of the perpetual Canadian winter reach hungrily southwards, only to be thwarted by the volcanic warmth of Mount Mazama, Mount Rainier, Mount Shasta, and the Yellowstone magma field. The meeting of the two powerful forces engenders strange and large scale weather patterns that constitute microclimates on a state sized scale. Boulder sized shards of hail can plummet from a cloudless sky and shatter themselves against the Onyx Expanse, or the temperature of an entire state could suddenly plummet to near-freezing yet return to more temperate conditions within hours. Nothing should ever be taken for granted so far as the weather is concerned.

MIDWEST STATES

Spared much of the seismic upheaval that affected the Western states, the Midwest groaned instead under the weight of the millions of bodies that had been displaced there. Ash clouds and acid rains are frequent occurrences here, though their fury is lessened the further east one travels. The complete depletion of the Ogallala Aquifer and the drying up of the Missouri River not only contributed to localised droughts but also signalled the death knell for the Great Plains, while the resultant food shortages and Red Death drove the population into a frenzy. In desperation, billions of tons of fresh water were airlifted from the Great Lakes, which depleted one water source yet had zero impact on the other. Flash fires in those final days meant that the world really did burn at the heart of Capitol's homeland.

The states alongside the Great Lakes never came to fully experience the tragedies inherent with supporting millions of refugees—the human tidal wave never quite made it that far during

the final days—but their people grew ever resentful of having to send critical supplies to the south and west. Watching huge transports drain their lifeblood and ferry it to the Great Plains drove the populations into a rage that they never quite recovered from. Rioting emptied the cities of life and anarchy reigned as the fires of the Great Plains marched relentlessly north and eastward. Then the missiles blazed from the sky and delivered mercy for those left behind.

ILLINOIS

The Mississippi River still flowed strongly thanks to emergency excavations that reinforced its flow with water from the great lakes, which protected the state from the Great Plains inferno. Its largest conurbation also contained one of Capitol's busiest spaceports, however, which made it a prime transit point for the Red Death. The O'Hare Interstellar Spaceport had long been considered ground zero for the first and largest recorded epidemic of the disease, yet citizens continued to flock to the security fences in their droves right up until the madness of the Exodus reached critical mass. Seeking to spare as many of the state's natural resources and imbedded technological supplies as they could, the Capitolian hierarchy refrained from launching nuclear weapons against those left behind—largely because they also understood that disease and toxic environments would finish their work for them. As such, the hollow towns of Illinois still stand as crumbling testament to the depredations of mankind. The shattered towers and overgrown streets of The Windy City are now home to small Americana gangs that use the depleted waters of Lake Michigan as both battleground and trade route, while the old Chi-Rex rail lines are dominated by the OTS Knights—an insane marauder band whose seemingly random actions prevent them from dominating the city. Having received the latest upgrades in hydro-powered automated defence systems, the Rock Island Arsenal near Davenport was completely and successfully evacuated of personnel during the Exodus. Continually monitored from orbitals, Capitol are astounded that the base is seemingly intact and have permanently flagged it as a site to capture and hold.

INDIANA

Much like Illinois, Indiana escaped the fires that scorched everything west of the Mississippi, but lost untold millions to the Red and Black epidemics. The state also escaped the wholesale destruction that Capitol undertook during its panicked retaliation against anything that they deemed a threat—except for Michigan City and its surrounds, which evaporated overnight thanks to its nuclear power plant experiencing a critical overload a short time after the Exodus. Much of the land is empty of people, with the few descendants of the survivors forming the Americana gangs that inhabit Gary. Revitalised pre-Exodus thanks to the manufacturing requirements involved in producing the ships that were ferrying cargo towards the moon, Gary experienced a huge population influx from people in search of employment. The descendants that survived the toxic

atmospherics and the Michigan meltdown now reside in the old lakeside properties of the city; properties that are now a short distance from the lake due to its reduced size.

IOWA, KANSAS, MINNESOTA, MISSOURI, NEBRASKA, NORTH DAKOTA, SOUTH DAKOTA—THE ONYX EXPANSE

In addition to the states that border these to the north and south, the former expanse that comprised the Great Plain is now a blackened wasteland that shows little sign of recovering from the terrific inferno that raged across the heartlands. Unfortunately, the Great Plain had become home to an unprecedented number of refugees, which meant that millions died in the fires that seared the land and shattered the buildings that they came across. The Black Rot had no chance to take hold in these states, as the enormous flash fires left nothing but ash in their wake.

Entire cities were consumed as the blazing fires left little behind but buckled steel and melted glass. Frequent acid rains and ash deposits have done nothing to alleviate the wounds that were inflicted on the earth here. Not one sign of life survived the fires that scoured the Great Plain and nothing now lives in the Onyx Expanse that it has become.

MICHIGAN

The Wolverine State has certainly earned its moniker post-Exodus, as both the upper and lower peninsulas are largely overrun by the kuekuatcha (see page 184) during the cooler months, which is most of the year. The mutated wolverines use the encroaching ice that stalks southwards from the northern edge of Lake Superior and the ice-locked Manitoulin Islands of Lake Huron to devour everything in their path as far south as Grand Rapids in Michigan and Green Bay in Wisconsin. The Americana gangs that surround Lakes Erie, Huron, and Michigan regularly send hunting parties after the kuekuatcha of Michigan state, though it is a dangerous task that few return from. The Americana gangs of Detroit and its surrounds spend the colder months on large flotillas that are anchored on Lake St Clair and Lake Erie to avoid roving swarms of the vicious wolverines, before returning to dole out murder and mayhem to each other among the ruined streets of the Motor City during the short warm period.

OHIO

The sprawling Wright-Capitol AFB was one of the largest transit points for CAF members and materiel that were transiting to the moon, which made it a prime target for destruction as the Exodus reached its panicked peak. Cleveland was also targeted for punishment thanks to the efforts of the Capitolian Coast Guard stationed there, who had been attempting to organise a large flotilla that would save thousands from the twin diseases that were ravaging the population; the Red Death and Black Rot took care of any survivors that the airbursts managed to miss. The state became an open graveyard wedged between the Midwestern and Eastern States as much of Ohio became an irradiated ruin thanks to either a

direct hit or subsequent fallout. The Americana gangs of the Great Lakes avoided the broken spires and cratered ruins of Ohio for hundreds of years before venturing in to pick over any bones that were left. Time and whispered memories have given the state an evil and haunted reputation that keeps most away.

WISCONSIN

Nestled between parts of Lake Michigan and Lake Superior, and not experiencing the harrowing swarms of kuekuatcha that infest Michigan for much of the year, Wisconsin is the most populated of all the former Capitolian states. The vast numbers of refugees that were relocated into the heartlands never quite made it here, which meant that the surviving population largely escaped the diseases that were ravaging so many other states. The state's large agricultural base provided clean sources of food consumption for an extended period following the Exodus, while a lack of military targets also meant that Wisconsin escaped punishment from their former comrades, though the subsequent meltdown of the nuclear power stations that dot the state did cause a large number of deaths and ravaged large swathes of their surrounding landscapes. Despite the populations of both being a mere fraction of their former numbers, Milwaukee now outstrips Chicago in terms of residents. The Americana gangs that reside there have gathered into factions based along brewing traditions and regularly vie for resources with the gangs of Chicago to the south and the Mad City to the east.

AMERICANA THROUGH A DARKENED LENS

The descendants of humanity that have managed to survive in small pockets around the Great Lakes and other areas are twisted and stunted specimens that all bear some sign of mutation. In a very few cases, this mutation can be definitively linked to the Genetic Pilgrimage that was seeded by the Ancients, but for most, the mutations are a sign of the awful toxic and radioactive conditions that still exist into the time of the Dark Legion War.

Survival in the wake of the Exodus consisted of a finely balanced numbers game for the survivors; pull together to survive, but gather in too many numbers and risk overtaxing already precious resources such as food and (relatively) clean water. The devastation of the land around them also caused many to simply give up hope and lay down, while others pulled themselves through the darkest of times by clinging to memories and memorabilia of Earth's so-called glory days. So were the Americana gangs born; small clusters of survivors who eventually bonded over common ideals and shared the relics of ruined world in order to somehow lighten the days.

SOUTHERN STATES

The West Coast undoubtedly bore the worst of the seismic upheavals that wracked the North American continent. There can be no argument that the Southern States of the former homeland of Capitol suffered the most under the panic-stricken and vengeful glare of those safely ensconced in Luna City and beyond.

Overflowing almost to bursting point during the final months of the Exodus by the displaced millions that had arrived from Mexico and the West Coast, the twin plagues that were decimating the population found a fertile breeding ground that allowed them to fester unhindered. Anarchy and madness gripped the Southern States, military establishments were seized, and missiles were trained towards the ships that were departing heavenward. Luna retaliated and nothing survived.

ALABAMA, MISSISSIPPI, GEORGIA

Resources such as food and medical care had become a grave concern during the final months and weeks of the Exodus, forcing the displaced populations that had been promised shelter to push ever onward in search of their basic needs. The further they travelled, the more they devoured, which then forced those in their path to join the ever growing tide of humanity as they shuffled relentlessly forward in search of sustenance and respite. These three states were stripped bare by an ever-growing, ever-hungry human tidal wave that marched relentlessly towards the East Coast; few made it even that far.

With their military bases all overrun during the final days of the Exodus, this trio of states suffered large-scale destruction from a rain of missiles. Post-Exodus, the movement of the Caribbean Plate drove huge tsunamis past the sheltering arms of the Gulf of Mexico that bathed the southern parts of Alabama and Mississippi in tainted and irradiated waters. Other than the ghoulhogs (see page 186) that haunt the decaying ruins, few other signs of life can be found across these barren states.

DELAWARE

Its distance from the refugees that were harvesting the heartlands, position on the Delmarva Peninsula, and the iron will of one man—Colonel William 'Bill' Goodenough—ensured that the First State escaped the Exodus relatively unscathed. The charismatic commander of the Dover Capitol Air Force Base held the unquestioning loyalty of his troops, even to the point that they followed his order to use deadly force against the masses that were seeking to overwhelm the base in their panic to seize a transport towards Luna. Colonel Goodenough remained behind as the last ships fled to safety and held the base against the unrepentant hordes for many years against the eventuality that his superiors would return. As a sign of respect for his actions, Dover CAFB was spared a retributive strike. Thanks to their access to military grade vehicles, environmental protection, and supplies, the remaining forces managed to enjoy a relatively normal lifestyle for a number of years; if surviving flood waters, irradiated

chemical rains, mutant attacks, and cabin fever can be considered normal. Eventually forced to open their doors in order to forage for anything that resembled a meal, the savvy Colonel ordered a change in policy that enabled the hunting parties to return with any relatively 'unaffected survivors' that they found. The militaristic descendants of the Colonel and his troops enjoy some of the best living standards and equipment available across the entirety of the former Capitolian homelands due to their unconditional observance of the doctrines that are passed down to them.

FLORIDA

Wealthy, but horrendously overpopulated in the lead up to the Exodus, the state could usually flex its vast wealth to purchase the goods that were necessary to feed its bloated population. The huge numbers of refugees that arrived via anything that could float across the Gulf of Mexico caused the collapse of this system and brought the wealthy to their knees. Chaos ensued as the state devolved into an 'every man for himself' scenario, which included the large number of military bases that were spread across the state; few military commanders were resolute or respected enough to follow Colonel Goodenough's example during those horrendous times. Large swathes of the Sunshine State were targeted for destruction by the orbiting Capitolian military, which also unwittingly deepened the unrest of the Caribbean Plate. Florida is now a sliver of land that serves as a breakwater between the calm waters of the Gulf of Mexico and the tumultuous North Atlantic Ocean; its seaside resorts have disappeared below the ocean, while its golden beaches have been claimed by the territorial thistleback sea turtles (see page 186) that dominate the coastline of the Eastern Seaboard.

KENTUCKY, TENNESSEE & WEST VIRGINIA

The Governors of these three states collaborated closely as they saw the world coming to an end and fostered a plan that would shepherd a large percentage of their charges to apparent safety. In an act of seeming benevolence, the populations of all three states were encouraged to offer their homes to the displaced refugees that were arriving en masse from the south and west, then relocate themselves to various interconnected reinforced bunkers that had been seeded throughout the Appalachian Mountain range. The bunkers were sealed as the furore of the Exodus reached its peak, with all of the doors time locked for a century to allow the worst of the radiation and chemical saturation to pass. Unfortunately, they did not manage to seal out either the Black Rot or the Red Death. Actual instances of corpses reanimating due to the Black Rot were few and far between during the Exodus; the close confines of the underground bunkers were an exception to this. Unable to override the security doors, death stalked the underground tunnels with ever-increasing ferocity until every living soul was claimed. The time locks on the bunker doors have long since elapsed, yet not one person has passed into or out of the tombs since their closure. Were they aware of the location of the bunkers, the Americana gangs would place great value on the heritage that is sealed within.

MARYLAND

Like Delaware, Maryland's location and distance from the problems affecting the more central states ensured that it remained largely unaffected by the chaos and depredations of the Exodus. The Capitolian government also wanted to avoid the risk of damaging their precious former capital. In a parody of the frantic decisions of the military commanders that remained in Florida, however, the military bases made themselves prime targets for retribution by attempting to turn their remaining military might against those departing for the safety of Luna City. Most of the descendants of the survivors of the Exodus holocaust were eventually either swept up in extended patrols from the Dover CAFB in Delaware or else gravitated towards the surviving Americana gangs of the Great Lakes region. One small Americana gang, the Apocalypse Hour Boyz, race through the empty streets of Baltimore and its surrounds on heavily customised bikes, taunting the patrols of Dover CAFB and leading them into well planned ambushes.

ARKANSAS, LOUISIANA, OKLAHOMA, TEXAS

Arkansas, Oklahoma and the northern parts of Louisiana were all consumed in the relentless fires that created the Onyx Expanse, while most of southern Louisiana disappeared beneath the waters of the enlarged Gulf of Mexico in the years following the Exodus. Much of northern Texas was obliterated by Capitol before becoming part of the Onyx Expanse, though the canyons and waterways of the Colorado River spared the western and southern portions of the state. Advanced drilling techniques ensured that the gas and oil fields of Texas had long been depleted by the time of the Exodus, which actually served to prevent the catastrophic destruction of the state once the Great Prairie inferno encroached. Houston and much of the original coastline has been swallowed by the Gulf of Mexico, while the surviving southern portion of Texas is constantly wracked by fiery tornadoes that are far worse than any that used to severely affect the north of the state; the surviving population of the half of Austin that did not perish in fire live a constant life of rebuilding amidst the dangerous weather conditions.

NORTH & SOUTH CAROLINA

With their preponderance of military bases—both the well-documented and the covert—these two states experienced some of the heaviest punishment to be doled out by the panicked government on Luna. The soil of both states remained heavily irradiated for centuries following the Exodus and nothing survived in the toxic environments. Thistleback turtles have slowly claimed the beaches and coastal waters of the sister states, but nothing else lives among the toxic ruins of these once fertile lands.

VIRGINIA

Rather than obliterate the land as they did in North and South Carolina, the leaders of Capitol ordered that the targets in Virginia be chosen carefully; the state was too close to their iconic former seat of power in Washington DC to risk sustained bombardment.

WASHINGTON DC

The iconic capital of Capitol has always held a romantic attraction across the years for the numerous Presidents and their Boards of Directors. Ancient portraits depicting the iconic scenery of Washington DC adorn the walls of all the major boardrooms on Luna and Mars. It was no accident that the capital escaped the rain of missiles that the megacorporation visited upon the surrounding states; the then President and the Board just could not bring themselves to sanction its destruction, despite the fact that they believed false President Gibbs to be residing there. In their panic and fury, the government ordered the destruction of as many military targets as possible around Washington DC, but stipulated that the aftereffects of any such missile were not to impact upon the capital city. They planned for the fallout from the nuclear apocalypse to finish the job that they could not bring themselves to do.

Though crumbling and ruined—and in spite of the intense disasters that wracked the world following the Exodus—much of Washington DC still stands, even in the time of the Second Dark Legion War. The cracked and broken Washington Monument points toward Luna like an accusatory finger, whilst the shattered dome of the White House stares heavenward with a baleful gaze. Capitol would do much to reclaim their ancient throne, Whitestar would do even more to prevent it.

Richmond and its surrounds suffered several direct hits, the after-effects of which combined with the fallout from the annihilation of North and South Carolina and stole most of the life from the state. The naval station at Norfolk was spared an attack and opened its gates to any survivors that could find their way there. A small community has survived there by becoming experts in deep water fishing, although they must constantly battle with the hunting bales of thistleback turtles that patrol the Eastern Seaboard.

NORTHEAST STATES

CONNECTICUT & MASSACHUSETTS

In a position that placed them far from the horrors of the Exodus, the residents of these two states might have considered themselves safe from the worst of the atrocities and upheavals that were affecting their cousins. The Red Death and Black Rot proved them wrong. Spared the bombardments and cleansing fires that seared the corpses in many other states, hordes of rotting undead shambled forth from mass graves to spread death and disease wherever they roamed. In Massachusetts, small colonies of survivors managed to ride out the tide of death by holing up on the tiny islands on

THREATS OF NORTH AMERICA

WEST COAST AND WESTERN STATES: Americana Gangs, Ghoulhog, Vulmiff

MIDWEST STATES: Americana Gangs (Great Lakes regions), Kuekuatcha (Great Lakes regions), Ghoulhog, Vulmiff

SOUTHERN STATES: Americana Gangs, Ghoulhog, Thistleback Sea Turtle (coastal regions), Vulmiff, Whitestar Special Forces (Washington D.C.)

NORTHEAST STATES: Americana Gangs, Ghoulhog, Kuekuatcha (Great Lakes and Canadian border regions), Thistleback Sea Turtle (coastal regions)

ALASKA, CANADA, AND GREENLAND: Gelid Salamander, Kuekuatcha

Quabbin Reservoir and the larger islands of Martha's Vineyard and Nantucket. Descendants of the Quabbin islanders have survived on, although those residing on Martha's Vineyard and Nantucket were washed away in a tsunami that struck Cape Cod.

MAINE, NEW HAMPSHIRE, VERMONT

Tucked away on the north-eastern tip of the Capitolian homelands and fairly self-sufficient, these three states were almost totally divorced from the horrors affecting the central states. The blossoming of two Necrocities near the peak of Mount Washington, New Hampshire, and a deep cleft in Mount Katahdin, Maine, spread madness and anarchy far and wide until they reached a fever pitch. Despite being dormant, the Necrocities built up a psionic resonance between them that induced a murderous psychosis across a flat-sided oval area that encompassed all of New Hampshire and most of Maine and Vermont. All three states suffered little to no bombardment as there was simply no-one left alive to punish; the blood bathing the streets of the towns and cities had long since soaked in or crusted up by the time the first missiles from the orbiting fleets struck home. Despite the rich pickings that are certain to be found in the decaying towns and cities, the Americana gangs of the Great Lakes region rightfully avoid these states for fear of becoming touched by the unrelenting madness.

NEW JERSEY & PENNSYLVANIA

Split almost in two by the Appalachian Mountains, the two sides of the state of Pennsylvania suffered opposing fortunes during the Exodus. The eastern half was subjected to heavy bombardment during the megacorporation's orbital nuclear assault, while the

western half passed through it relatively unscathed. With rumours of massive fires to the west reaching their ears however, and the Red Death and Black Rot stalking the streets with a vengeance, the survivors fled to the perceived safety of the Lake Erie shoreline. Thousands perished in the mass migration, with hundreds more deaths occurring during the pitched battles being forced by the residents of the already overburdened lakeside towns. Small in number, the Erie Americana gang is one of the most fiercely territorial of all the Great Lake gangs. On the other hand, New Jersey is a state now given over to ghoulhogs and thistleback turtles. The Red and Black diseases had found fertile ground across the state border in New York, which spread like wildfire into Newark and beyond. Eventually, ravenous groundhogs began to feast on the diseased flesh of the dead, which warped and altered their genetic make-up into the dangerous, corpse-like critters that stalk the empty streets in search of their next meal.

NEW YORK

New York City suffered greatly at the hands of the twin plagues that were tearing through the continent. Not long after Capitol's bombardment of their homelands, a huge tidal wave roared into the New York Bight, washing Long Island and most of the New Jersey coastline clean of both corpses and habitation. The tidal wave caused catastrophic damage as far inland as the inner suburb of Hackensack to the northwest, tearing down skyscrapers and sweeping away the debris as it went. In a similar fashion to the residents of western Pennsylvania, the survivors of the plagues fled towards the Great Lakes region and met their death at the hands of the locals that were fearfully ensconced there. The bones of Buffalo and Rochester are now picked over by the Erie gang following a particularly harsh winter that brought the kuekuatcha further south than usual and froze to death any survivors of the swarm.

RHODE ISLAND

An entire fleet of Rhode Islanders sought sanctuary on the Massachusetts islands of Martha's Vineyard and Nantucket. They welcomed any in, so long as they were free of disease and would help fight off other interlopers, regardless of whether they were seeking sanctuary or not. The survivors settled in and clung to life as the seas boiled and the skies raged around them. Their descendants could possibly have lived on into the time of the Second Dark Legion war were it not for the tsunami that struck Cape Cod washing any trace of them away. A small Americana gang has survived on in Pawtucket; the Has-Borlians are one of the friendlier gangs that seek to trade with most individuals that they meet—dependant on how hungry they are.

ALASKA

The relentless harvesting of Earth's resources caused the average global temperature to rise steadily in the lead up to the Exodus, then spike drastically in the apocalyptic turmoil that followed in its wake.

The flora and fauna of Alaska struggled to cope with the extreme heat and volcanic turmoil that was afflicting the state, which killed off many indigenous species. Just as the survivors were adapting to their new conditions, a massive temperature swing occurred almost overnight and brought near-Plutonian conditions to the northern parts of North America. The frozen temperatures decimated the survivors of the prolonged heatwave and caused huge explosions where frozen cold met molten heat among the volcanic island chains. Other than the gelid salamanders (see page 183) and kuekuatcha that have ranged this far to the northwest, no signs of life can be found in any direction.

CANADA

Rather than struggle to keep pace with the corporations that were beginning to dominate the globe by the late 21st Century, the Canadian government elected to carve up their country and jump on the gravy train. In doing so, however, they opened up their once-sacrosanct wilderness to ravenous predation and reckless consumption of natural resources. Capitol swept up Manitoba, Ontario, Quebec, and Saskatchewan before making a serious play for Alberta and British Columbia, but by then several of the powerhouse corporations that would later become Imperial had already 'persuaded' Canada to sell these two states for a bargain price—which had nothing to do with the Murdochs using the Albertan Imperial training camps as large-scale military staging posts of course. Working in tandem with their rivals for a change, the Bartholomew corporation bought the rights to the state of Newfoundland and Labrador, which garnered them land on both sides of the continent and effectively sandwiched Capitol between their ambitions. Throughout the 22nd century, plenty of sabre rattling and a number of border disputes took place between the smaller corporations and Capitol that likely would have erupted into all-out war were it not for the Exodus. Bauhaus bought up Yukon and the Northwest Territories, which left Mishima with the largely uncontested purchase of Nunavut. The three other corporations sniggered behind closed doors at forcing Mishima into the purchase of a single state that was largely uninhabited and apparently contained few natural resources of any use towards their solar expansion. Laughter became cries of outrage as Mishima once again proved their resourcefulness in the face of adversity; advanced electronics and drilling equipment that had been designed to survive on alien planets allowed the corporation to open up huge untapped wells of oil that had been considered unreachable only decades previously.

Some Canadians, such as those who would later become the Amis clan of Imperial, took to their new citizenship with fervour, though most looked on horrified and powerless as the megacorporations depleted their once wild and beautiful countryside of every natural resource that they could lay their hands upon. Rioting and rallying against both the government that had sold them out and their new corporate masters became a weekly occurrence in the swollen towns

and cities of the country's former southern borders right up until the Exodus reached to its apocalyptic conclusion. Even in the time of the Second Dark Legion War, descendants of the Canadian families that managed to reach Luna collaborate on seeking freedom from the megacorporations that absorbed their Earthly lands and regularly petition the Cartel for a formal apology from the heads of each corporation along with the right for the freedom to establish their own minor corporation, though political manoeuvring rarely sees the Bill reach the floor of the High Council.

Caring more for the resources that they could harvest than the new citizens that they had acquired along with their land, the megacorporations forced most of the population into poverty and hardship that they never recovered from. Famine, disease, toxins, radioactive fallout, and a terminally hot global temperature rise accounted for millions, while the deep freeze that now grips the northern part of the continent as far south as Manitoulin Island on Lake Huron froze most anyone else left alive. Pockets of survivors around the permanently frozen Hudson Bay constantly contend with the extreme temperatures, canny gelid salamanders, and swarms of kuekuatcha that stalk the frozen wilderness, but there is otherwise little sign of life across the expanse from Cape Dyer on Baffin Island to the east, to Graham Island in British Columbia to the west, and as far south as Hamilton on Lake Ontario.

GREENLAND

Already extremely sparsely populated prior to the Exodus, Greenland suffered a terminal decline in population thanks to the global temperature rise and rapid plummet that devastated life in the northern half of the northern hemisphere. The rapid deep freeze created a glacial ice sheet that has permanently frozen over Baffin Bay, the Northwestern Passages, and Hudson Bay. A huge, dormant Necrocity crawled forth from the earth on Clavering Island in the centuries following the Exodus, though it has yet to be discovered by anyone alive. The very soil of the island appears to hum and pulsate as though seeking to draw attention to itself.

ICELAND

This small island country at the convergence of the North Atlantic and Arctic oceans has become something of a hidden paradise. Wiped clean of life during the thaw and subsequent freeze that severely affected the northern hemisphere, the island endured years of sterilisation as a consequence of the acid rains and toxic clouds that regularly sweep across the globe. The Eyjafjallajökull glacier disappeared during the thaw, causing the eruption of the smouldering caldera hidden below it. The ice could never fully reclaim the caldera when it returned and the meeting of the two elements constantly bathes the island in a roiling mist that has fostered the growth of all sorts of strange new flora and fauna.

AFRICA

SOUTH AFRICA

The South African Exclusion Area is a manmade tragedy. So is the East Asian Exclusion Area, but at least that one was an accident. This wasteland is the product of hundreds of quite deliberate, murderous, regrettable choices.

In the last days of the old Earth, the independent nations of South Africa, Lesotho, and Swaziland were the underlying governments of a huge mega-city, the richest on the planet. All the megacorporations were present, jostling and thriving alongside one another and countless small companies. Megastad was arguably the most advanced city in the world, with the highest quality of life for everyone within its boundaries, even the poorest.

But human greed and violence changed all that. As the corporations departed, their strike teams fought against municipal paramilitaries. Civilians were gunned down as they tried to get into the space transports lifting off for the last time. Bauhaus, Mishima, Imperial, and Capitol all took the opportunity to launch strikes on one another's facilities, to rob data centres in the chaos.

The conflict escalated. Armies were brought to bear. And by the end, nuclear strikes had obliterated the major financial centres: Joburg, Maseru, and Manzini. Death and destruction followed throughout Megastad. Those who survived did their best to escape, by sea and air and by the long trek north. Only the most desperate, those who simply could not leave, remained.

Today the ruined cityscape stretches from coast to coast. Danger infests the remains of Megastad: as well as the difficult terrain and extreme weather such as stonestorms, the ruins are also inhabited by Exsanguinators (see page 153), Skrapers, human rogues, and other predators.

RESECTORS' PARADISE: KIRILL'S LANDING

The treasure trove of an entire megacity in ruins has begun to attract Whitestar's elite scavengers. Those with the wherewithal to make the journey by air or sea invariably start from Kirill's Landing, a small but robust walled village on the coast at the foot of Table Mountain. Although it only has a handful of full-time residents—the eponymous Kirill Grischenko and his extended family—it is the only permanent Whitestar stronghold in Africa.

At any given time, you will find from half a dozen to a hundred of the most daring Resectors, preparing to set out into the forbidden city or counting their loot and losses upon their return. They congregate around the little tavern to swap stories and warnings. Next door is a general store, supplied by merchants who sail south from settlements on the Namibian coast. The Resectors bring technology and equipment from their Whitestar homelands which they trade for supplies and accommodation inside the stockade. Vera Grischenko, in turn, trades these for food and supplies from the coastal traders.

KIRILL IVANOVICH GRISCHENKO

The bluff, bearded patriarch of the Grischenko family, Kirill oversees a domain that is approximately 100 metres across, but nevertheless the largest Whitestar holding in Africa. He holds court every night in his tavern, stately and plump behind the bar.

VERA ALEXANDROVNA GRISCHENKO

Married to Kirill for more than twenty years but still undeterred, Vera is the one with a head for figures in the family. She is in charge of cutting deals with visiting traders and Resectors, and drives a hard bargain.

STONESTORMS

Every few days, weather systems in the region build up into howling gales that sweep from east to west across the ruins of Megastad. These "stonestorms" batter against the structures that still remain, picking up and hurling wrecked cars, debris, torrents of stones and gravel, and even creatures unfortunate enough to be caught out in the open. Stonestorms are responsible for much of the dilapidation in the ancient megacity and pose a frequent threat to anyone trying to shelter in its remains.

For every full minute of exposure to the full force of a stonestorm, a character suffers **4** damage with the Dreadful, Knockdown, and Vicious 2 qualities. Rock formations provide Light Cover, whilst a canyon will provide Heavy Cover. Deep caves provide complete protection from a stonestorm.

MARTA, VANYA, DMITRI, ALEXANDRA, YEVGENY, OLGA, VLADIMIR, NATASCHA, TATIANA, AND IVAN

The sons, daughters, nieces, and nephews of Kirill and Vera Grischenko. They handle all the many and varied tasks that the upkeep of Kirill's Landing requires, including the hydroponics building, repairing the stockade, manning the watchtower, serving food and drink to the guests, acting as pilots for incoming sea vessels, and so forth.

SCENES IN MEGASTAD

A team of gas masked scavengers, a mixed group of adventurers from Ezi Nkomo, and Whitestar Resectors, abseil from floor to floor in the trembling skeleton of an ancient tower block.

Among the toppled statues of a ruined civic square, a dozen corpses lie strewn about the place, the remains of a vicious gunfight over some precious commodity.

A cold wind howls through the empty avenues, carrying with it the despairing cries of a pair of treasure-hunters. They are now the captives of a Skraper that nests high in the nearby office towers.

The last survivor of a brutal firefight between scavenger gangs limps forlornly through the ruins, dragging his treasure and his right leg behind him. Without medical attention, he will expire from blood loss within the hour.

THREATS IN MEGASTAD

◀ **EXSANGUINATOR**

◀ **SKRAPER**

◀ **STONESTORM**

BOTSWANA

The land around what was once known as Botswana is a zone of relative peace. No all-conquering tribe has yet come here to establish dominion by force over the scattered nomads and villagers who live in the region. The mutant terrors that hold sway over the lands to the south have not spread here in large numbers, at least not yet. The guardians of Ezi Nkomo patrol the borderlands, hunting and destroying individual predators that do make their way north.

OKAVANGO DELTA

Abundant with wildlife of all kinds and a huge, lush oasis in an arid land, the Okavango Delta is where the river of the same name seeps

into the sands of the Kalahari, having flowed for thousands of miles from the Angolan uplands. It is one of the world's largest inland deltas: thousands of square miles of wetland, reed beds, shallow natural canals, and tree-shaded islets.

Elephants, Two-Tusk Mastodons, giraffes, kleshnya, and many other species visit or live in and around the Delta, wading through its clear waters from one tiny island to the next.

Papyrus and reed rafts form much of the vegetation in the delta, floating with their roots dangling in the water. Crocodiles and other predators like to lurk in the gap between the riverbed and the roots.

Humans live here in small, scattered numbers, descendants of the San bushmen and other groups who have made their homes in this region for millennia. In the Delta, villages are built on skiffs, lashed to poles that anchor them in place for the night, moving on to another place when necessary.

THE NORTH: INTO THE KALAHARI

In the semi-arid savannah of the Kalahari, two major cultures coexist, with some friction. The Herders practise nomadic pastoralism, moving their livestock from place to place, following the sources of water and pasture. During the rainy season, Herder communities gather together to create large temporary towns at the great oases, before scattering again during the dry season.

The Hunters are those who survive by hunting and gathering, a lifestyle that relies on hard work and natural sources of food. Like the Herders, the Hunters too must move from place to place, in their case following the migrations of the creatures they hunt, with the changes of the seasons.

Many, perhaps most, communities in the savannah practise aspects of both lifestyles to some extent. But all identify strongly with one side or the other of the divide. Major Herder nations include the Oorlanama, Oruzo, and Eanda.

EZI NKOMO, JEWEL OF THE SOUTH

In the days before the Exodus, the cities of Lobatse and Gaborone were the jewels of southern Africa, gleaming megalopolises built on Capitol and Mishima investments smartly turned around into ongoing prosperity by the local people.

Today they are empty, smashed shells inhabited by hundreds of thousands rather than hundreds of millions. For all that they have fallen a long way from their glory days, the twin cities of Ezi Nkomo are still as good an example of a thriving society as you will find on Dark Eden.



THE MEAT MEN

The homes, bazaars, and factories that hunker within the smashed skyscrapers are protected by the Meat Men, a corps of brave road rangers who patrol the cities and surrounding highways on their distinctive green and white motorcycles, like modern-day knights of the road. They operate out of the old Lobatse Slaughterhouse, now the home base and academy for the defenders of Ezi Nkomo.

At the Slaughterhouse, the courtyard is filled with music by night. In the light of the beacon fires, off-duty Meat Men eat, drink, and tell tall tales of their exploits on the road. The Meat Men (whose numbers, it must be mentioned, do include many female officers) drive off bandits, solve disputes, and deal with creatures like the Desert Crawlers, giant millipedes that trouble the region. In return, the folk of Ezi Nkomo and the surrounding settlements extend their hospitality without reservation to the Meat Men, providing them with water, food, and supplies.

The Meat Men's steeds are the BMC Road Cruisers, monstrous 300 bhp motorcycles built like tanks. Built to keep on running no matter what, BMCs are heavy—the Meat Men sometimes say that they “corner like a cannonball”—but powerful enough to get out of trouble. They'll go off-road well enough in grassland and plains like the country around Ezi Nkomo, but their weight makes them difficult if not impossible to ride in boggy or sandy terrain. For the most part, the Meat Men stick to the pitted but serviceable highways that link Ezi Nkomo to the old cities of Mochudi and Maun to the north and the Megastad no-go zone to the south.

UNANSWERED QUESTIONS

The scattered population makes this region a tempting target for resource-hungry tribes and corporations. If an annexation occurs, who will stand against it?

The ruins of Megastad to the south contain technological treasures of the old world. Some of the Meat Men have begun, cautiously, to explore the wreckage. Others warn that they will bring back unwanted things: predators, off-world attention. But can they afford to ignore the opportunity?

THE BUMBUSI CULT

Far to the east of Ezi Nkomo, among the colossal stone walls, boulders, platforms, and ruins of the ancient Bumbusi settlement, a doomsday cult protects a series of sacred murals that depict, with uncanny accuracy, the districts of Luna and various other locations in the human worlds at different historical junctures. Some of the murals depict those places swarming with dark citadels.

The cult is led by The Twins, a teenage brother and sister to whom their disciples impute great mystical powers. Both twins have a third eye in the centre of their foreheads, which is said to open only when they are working truly powerful forms of magic.

Initiation into the group involves a ritual where the new recruits swallows a live arthropod that the Twins call a Seeing Bug. The Seeing Bug, which is a little over an inch long with six pairs of scuttling feet, attaches itself into the lower reach of the oesophagus just above the stomach. The Twins say that the Seeing Bug lets them send a share of their spiritual power to their disciples and to know where they are at all times.

UKWELI, THE LEADER

The female twin, Ukweli, is group's charismatic worship leader. She wears brightly coloured dresses and speaks loudly and cheerfully, geeing up the congregation with exhortations to be happy and embrace the coming doom of the world with joy. She has always had to protect her brother. She always tries to vet who can speak to him directly, interposing herself between him and would-be interlocutors to check them out and see what they want first.

UWONGO, THE SEER

The male twin is quiet and withdrawn, at least in comparison to his sister. At the gatherings of their group, Uwongo waits in silence with his head bowed while his sister acts as the Master of Ceremonies. Then, when the time is right, he steps forward and relates what he has seen in his visions and the messages from the world beyond our world, which point the way forward for the Twins and their followers. He does not speak loudly, and so the meeting falls into a hush as he speaks, every member of the audience leaning forward to hear Uwongo's words of prophecy.

JIONI, THE FLY IN THE OINTMENT

A former Meat Man from Ezi Nkomo, Jioni is among the Twin's most fervent followers. Or at least he was. He has exulted with the Twins. He has wept with them. He has fought and killed for them. But now his Seeing Bug has started to talk to him directly. It says that the things the Twins say to the group are not always what Uwongo really hears from the spirits beyond. This troubles Jioni. He feels sure the Twins have the group's best interests at heart and may be are diluting the messages because they think the disciples aren't ready to hear what is in store. If only there were a way he could find out more. He has started, cautiously, to ask other disciples if they have noticed anything strange or different about the Twins lately.

TREASURES OF EZI NKOMO

- ◆ A map of Megastad, with lootable locations prominently marked.
- ◆ A map of Megastad with still-operational security systems clearly marked.

THREATS OF EZI NKOMO

Refer to **Chapter 8: Allies & Adversaries** for details.

- ◀ **BUMBUSI DISCIPLES**
- ◀ **MEAT MAN PATROL RIDER**
- ◀ **DESERT CRAWLER**
- ◀ **HIGHWAY MARAUDERS**
- ◀ **OKAVANGO KROKODICER**

- ◀ Portable solar generator in working order—the kind the Meat Men use to charge the batteries on their Road Cruiser motorcycles.
- ◀ An ancient diamond mine with its access shafts still intact.
- ◀ A cache of antique assault rifles and matching ammunition.
- ◀ Written records describing what appear to be plans for founding the Brotherhood, written shortly before the Exodus era.

CUANGO VALLEY

Northwest of Ezi Nkomo and the Okavango Delta, it seems to most people, including those observing via orbital surveillance, that the only human habitation before the River Congo is that found on the Atlantic coastline. But hidden deep beneath the earth of the Cuango Valley, where the now dried-up Cuango River once flowed and plunged through roaring cataracts, thousands of people live in isolation from the world above.

LUNDA NORTE MINING COMPLEX

Centuries ago when the seas turned toxic and the skies boiled with poison, the workers at the Lunda Norte Mining Complex took a good look at what was happening and decided that they would be better off underground. They gathered their families and brought them into the gargantuan diamond and gold mines, among the largest such excavations in human history at the time. Then, having stockpiled supplies and set up self-sustaining ways to generate power and provide food and water for themselves, they sealed themselves away.

Hundreds of years later, the Lundanistas have a stable subterranean society, housed in mile upon mile of blank, utilitarian corridors and industrial storage rooms. The “miners”, as they call themselves,

even though little mineral extraction still goes on, divide themselves into work crews, each of whom has a foreman elected by general consensus. The foremen meet frequently to debate how to resolve problems and dilemmas facing the mines.

Food and water are still in sufficient supply, and the power generators are, if sometimes a little patchy, still in good enough working order to sustain the systems necessary to support life. The lighting system failed after just a couple of years, and Lunda Norte life is illuminated only by the glow of the monitors from their thinking machines and televisions. Thanks to these glowing devices, the Lundanistas still maintain a strong connection to the world their forebears lived in. A historian would have a field day here, being able to see recordings made at the time of the Exodus, and talk to hundreds of people intimately familiar with the details of life at that time thanks to their exposure through the recorded media.

Gaining access to such interview subjects would be an ordeal. From their earliest years, children in the Lunda Norte Mining Complex are taught to be afraid of the surface world and anything that comes from it. They are told that it is a place of war and horror, depravity and cruelty. In fairness, this is not an inaccurate summary of what Dark Eden is really like.

LUNDANISTAS ABOVE GROUND

One downside of living mostly in the dark is that your eyes get used to it. A handful of Lundanistas go out and about above ground to keep an eye on the situation in the wider world, through hidden service elevators that are camouflaged to blend in with the surrounding countryside on the surface. When they have to go abroad in daylight, they wear incredibly dark goggles to block out most of the sunlight lest it blind them. They prefer to travel by night. These adventurous people are called the Escoteristas and they number about a hundred in all. The rest of the Lundanistas regard them as brave but not entirely trustworthy. You would have to be a little bit weird, they reason, to actually want to venture out of the dim, safe environs of the mining complex.

An outsider is unlikely to simply stumble upon the secret elevators into the Mining Complex, though it is certainly possible. More likely is that they might encounter a Lundanista scout above ground. A captive could be coerced into revealing the location of the mine entrances, or one who got injured might beg to be taken home, even if that means revealing the presence of the mines to a stranger.

TREASURES OF THE LUNDA NORTE MINING COMPLEX

- ◀ Diamonds and gold in vast quantities
- ◀ Exodus-era recorded media
- ◀ Archives of the Bauhaus subsidiary that ran the mines

◀ A human skull that used to be encrusted with jewels, carved all over with tiny numbers

◀ Exodus-era industrial mining equipment

◀ Functional ancient thinking machines unaffected (yet) by the Dark Symmetry

THE CONGO

THE RIVER

In the chaos of the post-Exodus years, as the earth shattered and reformed, many rivers dried up and expired forever. The mighty River Congo was different. It burst its banks in Biblical proportions. Its waters multiplied and turned blood red, inundating forests, plains, hills, and valleys until it was more than a river: it was practically a new ocean.

Today the Congo still winds its incarnadine way for more than 5,000 kilometres from the heart of Africa to the Black Atlantic. It is far more vast than it ever was, exceeding a thousand kilometres in width where it enters the sea. Immediately downstream of the foetid Lake Kitchener where it rises, the “Blood River,” as it is known, ranges from 50 to 500 kilometres across for the majority of its course,

widening sharply at the Stendahl Estuary where its crimson waters roil and merge with the darkness of the sea.

ADILU: THE RAFT CITY

The biggest settlement to be found along the length of the Congo is Adilu. The city is built from salvaged ancient junk and supplemented with the flotsam and jetsam that washes by from time to time. Anchored in the middle of the river by five mighty chains set in huge concrete blocks on the river bed 200m below, Adilu is the Congo’s biggest trading post. A dozen different languages are spoken here, and a hundred deals are brokered every day. Visitors come from floating settlements both up—and downriver, and from the land to the north and south, making the ten-kilometre crossing from the shore under the watchful gaze of the city’s tall sentry towers.

To balance the conflicting needs of security and trade, Adilu is split into two. The City Inside is Adilu proper, where the permanent population live. Visitors are only allowed to enter the City Inside if they carry a duly authorised Calling Card—a certificate inscribed on a clay tablet bearing the name of a sponsor willing to vouch for them who already has a Calling Card of their own, and the seal of a clan elder. The Calling Card tablets are very breakable, and intentionally so. Their fragility ensures that their owners will never take them for granted.



The jungles of the Congo hide their secrets well.

CHAPTER 05

Beyond the triple walls surrounding the City Inside is a hotchpotch of floating platforms and boats lashed to the settlement's pontoons. This is the Margin, where anyone and everyone from the Congo basin and beyond can show up—and mostly hope in vain to be admitted to the City Inside, where all the best deals are to be had. The Margin hosts bustling flea markets of its own and makes up with volume for what it lacks in quality. The Margin is barely policed by the Adilu clans. Disputes often escalate into violence here. The population is transient, swelling in the dry season and scattered with the first torrential rains of the wet. If the sentinels of the City Inside see anyone trying to set up a permanent residence in the Margin, they send out a detachment of armed guards to drive the would-be settlers away.

BROKEN TEETH

Although he is Adilu aristocracy, leader of the Doeloe clan, the bald, rotund Broken Teeth is a familiar face in the markets of the Margin. Dressed richly in fur-trimmed clothing, he is accompanied on his visits outside the wall by one or two bodyguards for form's sake—but his true protection is his reputation. He is the wealthiest man in Adilu, and making a deal with him can feed a trader's family for years. Visiting merchants know not to mess with their meal ticket, so they are always vigilant for anyone who might try to hurt him.

Broken Teeth loves the thrill of the deal. He delights in personally haggling over terms and prices, which is why he insists on going to the Margin in person. Right now what he is most in need of is someone who can help him eliminate the bandit leader Gideon Roy, whom he sees as his biggest threat. No one else in Adilu is sure quite why he thinks Gideon and his outlaw band are such a big deal, but you don't question the boss to his face.

If a group of off-worlders or outsiders from as far afield as Whitestar can help him with his problem, either by bringing him Gideon Roy's head, or providing sufficiently powerful weapons to make it easy to do so himself, Broken Teeth has information to sell in exchange. He can provide an ancient curio—a human skull etched with tiny numbers—or an old book that explains the origin of the Tsarina and the Cardinals, and contains records of their DNA sequencing to prove it.

GIDEON ROY AND THE NORTH BANK CREW

Operating from a base some five miles upriver from Adilu, built on a ramshackle array of rafts near the northern shore of the river, Gideon Roy's ragtag band of Adilu exiles prey on the travellers and merchants who bring their riches to the river city.

Gideon Roy was once a respected senior figure in the Sekerang clan, for many years the loyal opposition to the Doeloe clan. He was exiled for murder—a crime he claims was a frame-up constructed by Broken Teeth. Where other successful bandits have taken their

THREATS OF THE CONGO

Refer to **Chapter 8: Allies & Adversaries** for details.

◀ **HIGHWAY MARAUDER**

◀ **KROKODICER**

◀ **ROXX GORILLAS**

◀ **GOLIATH TIGERFISH**

wealth and moved away after a time, Gideon Roy remains. He would give a great deal in return for help getting rid of Broken Teeth and reclaiming his place inside the walls of Adilu.

THE RAINFOREST

The plants and trees that survived to the present day mutated into bizarre new forms. The rainforest surrounding the Congo is denser than ever, full of life weird, wonderful, and often deadly. Much of the forest is permanently flooded. The rest is inundated every year during the rainy season.

In the dry parts of the year, Rock Gorillas make their homes here, as do Tusk Beasts, aggressively territorial mutant descendants of the African forest elephant who forage among the trees for the brilliantly coloured fruit that falls from them.

SIGHTS & SOUNDS ON THE CONGO

A family of traders—two adults and three children—on the way to Adilu, crying for help from an overturned boat on the river. They are being menaced by a pair of adult Krokodicers.

A floating bazaar heads downriver, accompanied by canoes, rafts and other craft launched from upriver settlements who have come to trade. Such raft-markets travel downriver to Adilu on a regular basis, trading with all those they pass on the way. They are built around a central powered riverboat, powered by steam or biodiesel, which engages its engine only rarely on the downstream voyage, to save fuel. Upon arrival at Adilu, the bazaar traders sell off their stock in the Margin markets. Then they pack up all the pontoons onto the riverboat and steam off upriver to begin the cycle anew.

At the Boyoma Falls, a village clings to the rocky outcroppings between the seven cataracts where Lualaba River becomes the Congo. The turbulent waters of the rapids form a natural barrier against predators and raiders. A network of aerial runways connects

one island to the next, while an elaborate system of ladders and pulleys takes people, cargo and boats up or down the falls. The inhabitants live by fishing for the strange creatures that wash downriver into the cataracts, and may be induced to act as guides for expeditions further upriver.



THE GREAT LAKES

The human society of the East African Rift is focused around the Great Lakes, a series of freshwater lakes that stretch from the headwaters of the Nile to north-eastern fringes of the South African Exclusion Zone.

Scholars debate which of the bodies of water in the area should be counted as truly part of the Great Lakes. Undisputedly, the greatest are Lakes Nalubaale in the north, Malawi in the south, and Tanganyika in between.

IN THE COURT OF KING KIPANGA

The most powerful warlord of the Great Lakes rules from a golden throne on board the Floating Palace, on Lake Nalubaale. Built around an ancient lake ship that once plied the trade routes from shore to shore, King Kipanga's waterborne fortress now carries so many additional hulls, towers and magnificent halls that the original ship at its centre is invisible from the outside.

The King's domain operates on a palace economy, whereby the majority of wealth and produce is brought to the Floating Palace as tribute to be redistributed as the King decrees. The people of the shore towns produce some of their own income, but rely heavily on the wealth redistributed by the King. The Floating Palace is also the centre of a system of feudal levies for military protection.

The King's personal military are the Eagle Guard. They garrison the Floating Palace and lead expeditions of local militias in search of plunder and prisoners in times of war. The Floating Palace enjoys highly variable relations with the independent shore towns. Sometimes they are allies, sometimes trade partners, sometimes enemies.

THE FLOATING PALACE

From the outside, the Floating Palace is a huge patchwork block, roughly rectangular in profile, as if someone had taken a skyscraper, tipped it on its side and set it afloat. The original lake ferry ship is somewhere in there, surrounded by countless pontoons, tugs, platforms and containers attached to the vessel over the years, agglomerated into a labyrinthine mass. Close to the waterline are hundreds of ladders and hitching points, while the upper decks

bristle with derricks and armaments.

Common visitors to the Floating Palace must cross by boat through the ring of armed patrol launches constantly keeping guard. At the waterline, they disembark on one of the protruding jetties and clamber up a network of steps and ladders to the closest open deck.

The grander sort of guest may sail right up to, and even into, the Floating Palace. A section of the bow hinges upward to admit the esteemed visitor's vessel at water level. Once the vessel is inside the Floating Palace, the bow door closes and the visitors find themselves surrounded on all sides by tall, featureless steel walls. This is the Water Lift, a hydraulic lock that then raises the visiting vessel past the many lower decks directly to the Receiving Deck, where those on board can step immediately from the gangway to the marble-lined antechamber. A broad flight of carpeted stairs leads upward to the King's throne room.

The throne room is impressive—bejewelled and richly furnished—but claustrophobic. The king sits in airy comfort on his throne, wrought from hundreds of gun barrels, while visitors must cram in among the steel pillars of the peristyle that surrounds the foot of the royal dais on three sides, beneath a low ceiling.

The Receiving Deck is more luxurious, including a large banquet hall where reclining couches look out across the water—though armoured shutters stand ready to be closed at the first sign of danger to the royal personage.

The Floating Palace is surrounded by a fleet of one hundred armed motor launches, sailing cutters for official business, and tugs and barges to bring cargo to and fro. The Palace itself mounts dozens of machine gun emplacements on each side, as well as pre-Exodus missile launchers on its upper decks. Two hundred Eagle Guard soldiers are on duty at any given time of the day or night.

SHORE TOWNS

A dozen shore towns on the lake pay fealty to King Kipanga. The northern island town of Kalangala is a major economic location in the kingdom, where the hardy fisherfolk catch a variety of fish from the lake, notably the huge Nile Perch and the fierce but tasty Mbenga, otherwise known as the Goliath Tigerfish.

Many of the Eagle Guard are recruited from Mwanza, a ruined port city on the lake's southern shore. Young herders and hunters hike in from the savannah to sign up with the King's army.

On the western shore, the town of Bukoba peeks out from the encroaching jungle. This is the kingdom's seat of learning, for it contains the King's Library, in the burned-out shell of an ancient university. The librarians fight a constant battle to preserve the archives against the moisture and heat.

The King's Library is a treasure trove for the antiquarian, packed to the gills with ancient texts, many of them now the only copies in existence. The archives contain numerous records long since suppressed by one or more of the Corporations. The trick is gaining access.

OKUBAGA

Aside from those shore towns that pay tribute to the Floating Palace, all the other settlements within a day's travel of the lake's shore know better than to tangle with the Eagle Guard. Well, perhaps not quite all. The fortified town of Okubaga still holds out, despite the King's desire to conquer it, on a hilltop with a commanding view of the marshlands that stretch down to the northwestern shore of Lake Nalubaale.

The town and its inhabitants are a thorn in the side of King Kipanga, who wishes to crush their defiance as a show of strength. To that end, the Eagle Guard have surrounded the town with four encampments: one inside the derelict Samaki World theme park; another in the Romnyumba Distillery works; a third in the Maandishi sports stadium; and the last in a fortified camp on a nearby hill, which the soldiers call Camp Kulevya.

Okubaga is the refuge of the Ganda people, who are divided into four major lineages, each consisting of between four and nine clans. Surviving records from the pre-Exodus show evidence of as many as 60 clans within the nation. Most died out or amalgamated with others during the Days of Refuge, when all but a lucky few in The Royal Bunker had to make do with taking shelter in the nearby ruins of Kampala. The ruined city offered very little in the way of protection from mutant animals, the elements, radiation, or disease. By the time the Royal Bunker inhabitants emerged to re-establish themselves at Okubaga, the few survivors above ground had experienced great hardship and extensive mutations.

Despite the presence of the Eagle Guard camps, the people of Okubaga are able to withstand their attacks and even slip out of the town on hunting, scavenging, and raiding trips, thanks to their mutant powers and the powerful effects of the concoctions brewed by the narco-alchemist Muwenda.

The society of Okubaga is based around patron/client relationships: patrons are expected to be hospitable and generous, while their clients are expected to be grateful and subservient. At the top of the tree are the two Kabakas: one supernatural and one physical. The physical Kabaka is a human monarch, chosen from among the princes and princesses of the previous ruler's family. The spiritual Kabaka is represented by the royal ceremonial drums, called the Mujaguzo, played during times of ritual by hereditary musicians of the Kibe lineage. Each Kabaka has their own palace, servants and guards.

ABALANGURA: THE LINEAGE OF KINGS

Descendants of those who stayed in the Royal Bunker during the Days of Refuge, the Abalangura clans are Okubaga's nobility. They are the wealthiest and most powerful people in the town, and the most sought-after patrons.

Only a member of the Abalangura lineage may become Kabaka. During each Kabaka's reign, a special council of elders monitors the behaviour of all the Kabaka's offspring. In consultation with this council, the reigning physical Kabaka chooses a successor, whom they give a piece of special bark cloth in a secret ceremony. The identity of the Kabaka in waiting is kept secret until after the death of the reigning monarch. When the court gathers for the lying in state, the selected prince or princess steps forward and shrouds the deceased monarch in the bark cloth, thus announcing their identity. The following day, they perform a ritual involving the Mujaguzo drums, and become the human Kabaka.

The process of coronation involves two exceptions to the general rules of Okubaga society. Firstly, the eldest child does not take precedence. In fact, the eldest prince or princess is forbidden from becoming the next Kabaka. Secondly, upon becoming Kabaka, the monarch becomes an exception to the usual rules of patrilineal descent. Normally, any Ganda individual is part of their father's clan. But the new Kabaka becomes part of their mother's clan. Since you may marry a person of any clan except your mother's, this ensures that one clan does not dominate the role of human Kabaka.

ABALANGURA CLANS: Kinyomo (Ant), Mbuzi (Goat), Mutima muyanja (Heart), Ndiga (Sheep), Njaali (Crested crane), Nkebuka (Red finch), Nkula (Rhinceros), Nte (Ox or cow), Nswaaswa (Monitor lizard)

LUGAVE: THE LINEAGE OF LORE KEEPERS

The clans of the Lugave dwelt in the tunnels beneath the city during the Days of Refuge. They escaped the worst of the radiation and war from the world above, but it seems they came into contact with something stranger. The Lugave commonly exhibit uncanny mental powers—telepathy, out-of-body travel to the distant past, or near-perfect recall. This has made them the historians, engineers, and scholars of the Ganda.

LUGAVE CLANS: Mmamba (Lungfish), Ennyange (Egret), Fumbe (Civet cat), Ngonge (Otter)

KIBE: THE LINEAGE OF SURVIVORS

Huddled in the blasted skeletons of Kampala's arcology towers, the clans of the Kibe underwent the most obvious physical mutations during the Days of Refuge. The descendants of the survivors are able to breathe Dark Eden's air without difficulty, and even the more toxic clouds of poison that drift across the land from time to time. Many exhibit heightened senses or near-supernatural reflexes. More than any other lineage, the Kibe are the fighters and guardians of Okubaga.

KIBE CLANS: Kasimba (Genet cat), Kayozi (Jerboa), Butiko (Mushroom), Mbogo (Buffalo), Omusu (Rat)

NJOVU: THE LINEAGE OF MOVEMENT

The forerunners of today's Njovu had nowhere to lay their heads. They remained constantly on the move, always one step ahead of danger—at least, those who survived did. The mutations that saved them made them fleet of foot. In many cases, their skeletal structures became lighter but not weaker, enabling them to survive leaps from tremendous heights. Some developed rudimentary gliding wings under the arms. Others are immune to sensations of pain, or possess extraordinary natural night vision, heat-sensing organs or the ability to breathe underwater. The Njovu can go anywhere, making them not only excellent scavengers but also very good at keeping an eye on what the Eagle Guard are up to.

NJOVU CLANS: Mbwa (Dog), Mpeewo (Antelope), Mpologoma (Lion), Namunjoona (Crow), Ngo (Leopard), Njovu (Elephant), Nvubu (Hippopotamus), Nvuma (Pearl)

MUWENDA THE NARCO-ALCHEMIST

If one person can be said to have kept Okubaga's independence alive, it is Muwenda. He is the sage-like figure who supplies the townsfolk with the euphoric drafts that enable them to go beyond human limits. His powders and smoke tubes enhance speed of thought and motion, enable plant-growers and manufactory workers to go for a week without sleep, and imbue the town's fighters with great strength and alertness. The Eagle Guard have tried to kidnap Muwenda on more than one occasion, correctly pegging him as a big part of their problem, but also because they want to learn his secrets.

KABAKA MASAMBA

King Aleksandr Masamba Wampaba is the reigning human Kabaka of Okubaga. A wizened old man in his seventies, he is not long for this world. But his chosen successor, his daughter Princess Kabonesa, died not long ago. Now he must decide which of his squabbling children he should choose instead. The eldest, Henry Kateregga, would be the obvious choice—but as the eldest, the rules dictate that he cannot become Kabaka. If only there were a way to change that.



The jungle helps conceal Okubaga.

THE OKUBAGA GUARDIANS

The militia of the town are recruited from all four lineages, though the Kibe are the most numerous among them. They have no uniform, and wear whatever armour they can get, made from salvaged bulletproof materials and toughened animal hides. Their standard weapon is the Boltslinger, essentially an autoloading crossbow. The Royal Bunker retains a number of pre-Exodus assault rifles, rocket launchers, and other munitions in its armoury, but due to the lack of replacement ammunition for them, these weapons are reserved for special occasions such as repelling a major Eagle Guard offensive.

SIGHTS & SOUNDS AROUND THE LAKE

Canoes launching at dawn from Kalangala, a fleet of more than a thousand boats heading out to hunt a monster Goliath Tigerfish that has been overturning fishing boats and eating the crew. Many of them will not return.

King Kipanga in his resplendent throne room, carried in on a sedan chair, fanned with flamingo-feather fans, dressed in drab military fatigues. The court prostrate themselves before him.

An Eagle Guard patrol in a liveried technical, intercepting a band of travellers headed towards the port at Mwanza. They aim the pintle-mounted machine gun at the outsiders and demand to know their business.

DUST TSUNAMIS

The western shore of Lake Nalubaale is hemmed in by jungle. But to the east, north, and south the shore towns cling to a slim margin of greenery, beyond which desertification and the poisoned skies have created a lifeless badlands. In the dry season in the north, Dust Tsunamis roll in from the expanded Sahara, engulfing entire towns. These massive waves of sand can be up to a kilometre across. Townsfolk batten themselves inside their homes, with shovels handy to dig their way out afterwards. Travellers caught outside in these terrible sandstorms are drowned in sand and dust.

Recognising the threat of a Dust Tsunami is a Challenging D2 Survival or Daunting D3 Observation test. A Daunting D3 Survival test can then be made to find suitable shelter before it hits, or to hunker down with sufficient preparations.

Momentum from the test made to spot the Dust Tsunami may be used to lower the avoidance Survival test. The GM should roll one d6 to determine the strength of the Dust Tsunami, as follows:

DUST TSUNAMI TRAITS

D6	EVENT
1-3	MINOR The impact of the dust wave inflicts $\uparrow 6$ damage with the Dreadful and Vicious 1 qualities. This damage is repeated at the end of every five full minutes of continued exposure.
4-5	MAJOR Inflicts $\uparrow 8$ damage with the Dreadful, Knockdown, Stun, and Vicious 2 qualities. This damage is repeated at the end of every full minute of continued exposure.
6+	EXTREME Inflicts $\uparrow 10$ damage with the Dreadful, Knockdown, Stun, and Vile qualities. This damage is repeated at the end of every thirty seconds of continued exposure.

LANDS OF FIRE

Many of the dormant volcanoes in the region have become active once again, including Mount Kilimanjaro, the highest peak in Africa. Volcanic eruptions spew dust, ash and superheated rocks over a wide area, posing a major hazard for travel northward. On the other hand, this region of volcanic activity has so far prevented explorers from Crescentia or the Templars from pushing southwards in any great numbers.

In mechanical terms, being caught in the ash cloud from one of these eruptions is functionally the same as a Dust Tsunami, with the exception that the GM rolls 1d6+2 to determine severity.

THREATS OF THE GREAT LAKES

Refer to **Chapter 8: Allies & Adversaries** for details.

- ◀ **THE EAGLE GUARD**
- ◀ **GOLIATH TIGERFISH**
- ◀ **ARMoured HIPPOPOTAMUS**
- ◀ **OKUBAGA GUARDIANS**
- ◀ **DUST TSUNAMI**

ETHIOPIA

The Horn of Africa is dominated by tall, barren mountain ridges and the vertiginous valleys between them. The valleys are lush with vegetation, of a strange kind that is inimical to human life. Recognisable animal species hunt and forage in the valleys among dense forests of purple and midnight black foliage. The spores of these plants seem to have no effect on fauna such as antelopes and leopards, but they are poisonous to humans. A day in the forests without a filtration mask is fatal. The inhabitants of this alien wilderness know very well that the mountains are safe, and the valleys are death. They stay in the mountains, in sheltered caverns or simple rock-built dwellings, descending into the indigo and sable forests only to hunt the game that lives there and return as quickly as possible. They do so swathed head to foot in swirling, gauzy cloth made from the scrubby plants of the mountainside, lest they come into physical contact with the vegetation. For who can be sure what it is about these plants that kills? The brush of a stray frond might be all it takes.

LALIBELA

Located in the northern Amhara region, Lalibela is a fortified town famous for its monolithic churches, hewn from the solid rock on which the town stands and constructed in a layout to reflect the geography of the holy city of Jerusalem.

The rock-cut churches date back centuries. A more recent addition is the Chapel of the Tablets, said to house the Ark of the Covenant.

The Chapel was moved to Lalibela from Aksum in the strife that followed the corporate exodus, with the inhabitants excavating the first new chamber in a thousand years to house it. None but its guardian monk may enter the Chapel of the Tablets.

Similarly, restricted is the ancient cruciform Church of St George. Guards armed with heavy machine guns keep a 24-hour watch over the church, just in case anyone in the flock of pilgrims that pray in the church's sunken precincts have designs on the treasure within—the Holy Grail.

Since the destruction of Aksum, Lalibela has become the cultural and spiritual centre of the Orthodox Tewahedo Church, and a symbol of continuity for the people of the land that was once Ethiopia.

Above ground level, the town consists of stone houses, one or two storeys high, with a wide central marketplace. A stone-built rampart surrounds the town, with tall sentry towers providing a commanding view of the surround terrain.

DEBTERAS

Itinerant lay religious who visit the communities of the Orthodox Tewahedo Church, debteras perform a variety of tasks on behalf of the congregations. They act as scribes, dance, sing, and perform exorcisms and incantations. Some make protective amulets. Some are reputed to study black magic.



A Monster Goliath Tiger fish claims another victim.

CHAPTER 05



In church services, debteras wear white wrappings and turbans and carry a prayer stick. While the congregation pray, the debtera sings, dances, and plays drums.

Despite the beneficent nature of their mission, debteras are feared. Their ongoing contact with the divine, without the benefit of priestly ordination, and their connection to white magic, bring with them the touch of madness it is said—and the attentions of evil forces. For this reason, no village allows a debtera to stay for longer than one week, lest they bring these things to the community as well.

WEST AFRICA

The shining arcology cities of west Africa, in so many ways the jewel of the continent before the Exodus, suffered greatly in the following years. Lashed by Bloodstorms, engulfed by the expanding Sahara, riven by war and strife, today they are ghost towns. Small groups of scavengers and nomads pick at their remains and build shanty towns in the halls of some of the most magnificent cities the Earth has ever seen.

Before Earth became Dark Eden, the arcologies of Bamako, Conakry, Accra, and Niamey were the envy of the world. Each arcology was a self-contained city of its own, and each city boasted a dozen or more. The arcology was more than a city, even, it was a whole world. With the always-on connectivity of contemporary technology and the seamlessness of telepresence, while your home arcology provided everything you might need to be physically present for, anything you could think of was just a gesture or voice command away. Built as the consequence of their financial and environmental circumstances, in the heyday west Africa's arcologies seemed to point the way to a new standard of human living. It's possible that they really did. But that was a long time ago now, and everyone has forgotten.

The arcologies were ready for the sand tsunamis that swept westward across the Sahara. They had always had highly advanced filtration systems, even fully sealed off oxygen generation, and so the inhabitants were safer than anyone else on Earth from the poisoning of the atmosphere. They were not ready for orbital bombardment, nor for the earthquakes and volcanic activity that came in the years that followed the years of war, though.

Domes caved in. Towers toppled down. Lush gardens and grand avenues were swallowed up by the earth itself. The desert sands blew in on the hot storm fronts and slowly but surely buried the greatest cities the world had ever seen. Little remains of them now. Only those who remember the tales passed down from their grandfathers even know where to look. The years have banked up the sand dunes over the ruins of the cities, covering over the forgotten promises of a better future.

Much of this area is within the traditional migratory routes of the Crescentian peoples. These nomads have little interest in recovering this particular part of the past. The tenets propounded by Crescentia's Prophets states that those who fell beneath the Great Scythe were unworthy—and who would want to excavate things belonging to the unworthy? Even leaving that aside, it is the Crescentian way to embrace the world as it is. They see their society as one that has in many important aspects made a clean break with the past. Looking back would be unhealthy.

GREAT BAMAKO

There is one exception to the general devastation in this part of the world: Great Bamako, the City of the Twelve Towers.

A dozen soaring skyscrapers, gleaming relics of the old world, give this city its nickname. Each of them is a city-state unto itself, ruled by a duke or duchess, tangled up in a web of rivalries and alliances with its neighbours. The towers are all that protrudes above the drowning sand of the Sahara from the old Bamako city, save for a few rooftops here and there that form the solid foundations for little marketplaces and way stations at ground level in between.

Crucially, the towers still have access to the water course that wends its way out of sight deep below the sand. This is their most truly vital resource and for all their bickering and feuding, the dukes and duchesses know better than to tamper with the one thing

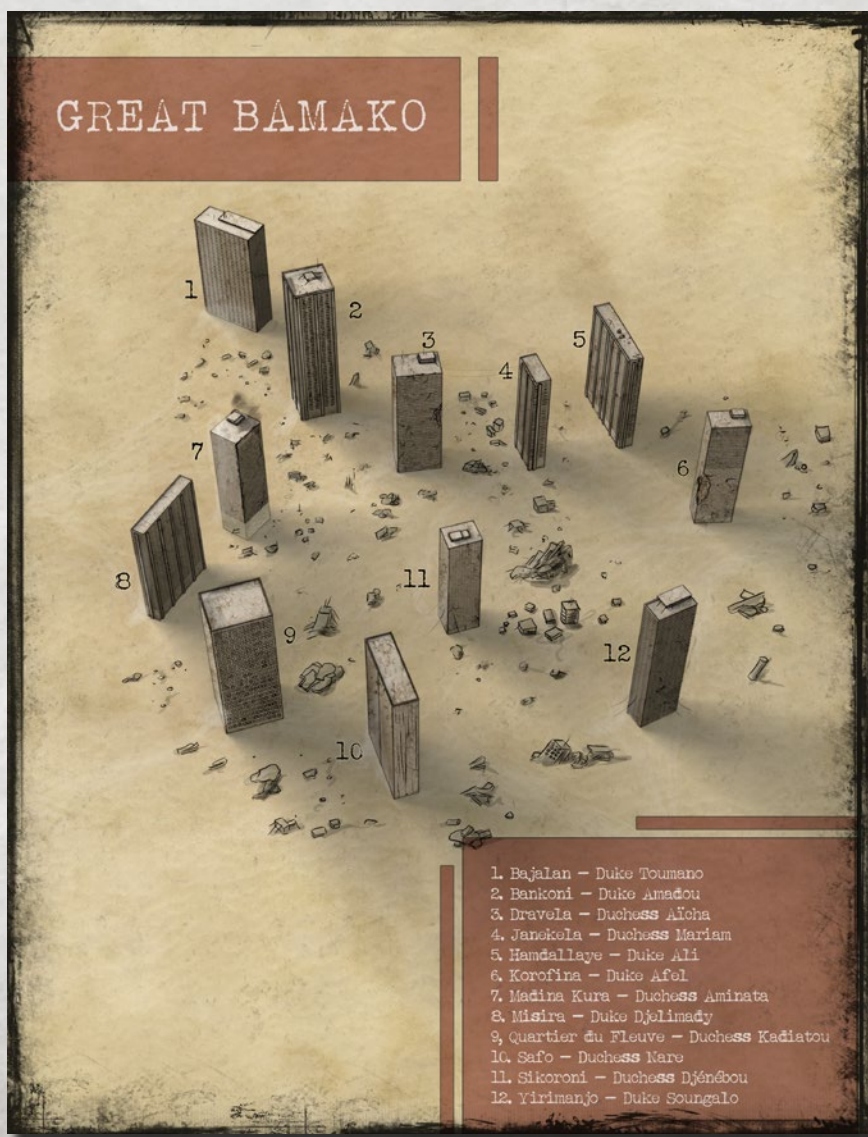
that guarantees their continued survival. With control of the water resources, each tower ruler is able to stamp their authority on their arcology. Though each rules by force to a greater or lesser degree, without the water they would be nothing.

OPERATION CALVARIA: GREAT BAMAKO

In Africa, the trail of the Megabody leads to Great Bamako. The Megabody skull here was a trophy, taken by a grandee of the city because of its value, as much a symbol of wealth and power as anything else. No one knows what it was originally for, or if they do they're not making a big deal out of it.

The specific evidence leading to Great Bamako might come in any number of forms. For example:

- ◆ A trawl through Brotherhood or Cartel archives on Luna turns up a president's last flight itinerary.



- ◆ Notes concealed with another previously discovered Megabody skull points the Player Characters towards the city.
- ◆ The Player Characters meet someone who has been to Great Bamako and seen the Megabody skull among the regalia of a duke or duchess.
- ◆ A shaman, Prophet or other possessor of extraordinary powers sees the rough location of the skull in a vision.

In many cases, this lead will point to a particular person being in possession of the Megabody skull. However, bear in mind that it is old information by the time the Player Characters arrive, and that the skull has most likely changed hands by that time.

ADVENTURE MATRIX

To frame an instant scenario starter in Great Bamako, choose or roll randomly (1d6 for type, 1d6 for which one) for three story elements from the chart below. Write them down on a blank piece of paper and draw lines connecting them to each other to make a relationship map. Decide roughly how the elements are related and label the connecting lines accordingly.

Begin the adventure by establishing what the Player Characters aim to achieve in Great Bamako – probably getting the Megabody skull, but you never know. Then frame the opening scene and bring them into contact with one of your three story elements.

When the Player Characters meet an NPC named in the People column and ask about something they are searching for, or a story element they are already aware of, roll on or choose from that NPC's Connections list to find the next story element. Each category in the Connections list provides two elements: add the first one if it not already on your map. Add the second if it is.

Draw it on the relationship map, connect it to an existing element and decide how they link. If the NPC is not already on the map, write them down too and connect them to the new element.

If your roll results in elements that are both already on your map, avoid duplicating them. Pick one and create a connection to it from the NPC in the current scene if one is lacking.

Then play out the conversation with the NPC, informing the Player Characters about the new element. The NPCs can be more than just helpful information dispensers. Some of them might just be helpful, but most have an agenda: they may be planning to betray the Player Characters, want to use them as decoys or proxies, or to get them into trouble. Insist on payment in kind or barter for information, if it feels appropriate.

If you run out of loose ends or feel the story needs a new twist, roll again or choose from the adventure matrix.

If the Player Characters go to an NPC with questions that are best answered with a particular element, just select that element from the matrix rather than make a random roll. If the Player Characters go to an NPC with questions that are best answered with a particular element, don't roll. Just select that element from the matrix.

PEOPLE

Key figures and nobodies in the Twelve Towers, specifically the Korofina and Safo towers, these are your supporting cast NPCs. When you add an NPC to the relationship map, think about what their agenda is. See if they can use meeting the Player Characters to further that agenda.

DUKE AFEL

The ruler of Korofina Tower. He meets the Player Characters in his penthouse swimming pool, after they have surrendered their weapons at the door. He is the newest chief among the Twelve

1 D6	1 PEOPLE	2 EVENTS	3 LOCATIONS	4 ITEMS	5 THREATS	6 GROUPS
1	Duke Afel	Sand Tsunami	Room Under the Sand	Stolen Handgun	Capitol Agents	Church of the Storm
2	Duchess Nare	Guards in Pursuit	High Floor Suite	Security Keycard	Ducal Militia	The Keita Family
3	Fela Tounkara	Murder Scene	Arena de Lutte	Incriminating Recording	Mercenary Strike Team	Capitol Diplomats
4	Youma Toure	The Duke's Birthday	Underground River	Megabody Skull	Staircase Robbers	Korofina Exiles
5	Adama Coulibaly	Bomb Scare	L'Etoile Bleu	Remote Detonator	Desert Scavengers	Water Cartel
6	Meiya Tirera	Turf Warfare	Level 22	Sbt Serum	Corrupt Guards	Bamako Action Front

Towers. He was a militia general and ousted the former ruler, Duke Suleiman, a couple of months ago. He exiled Suleiman's main allies but is still on guard against supporters of the old regime.

CONNECTIONS:

1. Fela Tounkara, Duchess Nare
2. The Duke's Birthday, Murder Scene
3. High Floor Suite, Underground River
4. Incriminating Recording, Megabody Skull
5. Mercenary Strike Team, Desert Scavengers
6. Korofina Exiles, Church of the Storm

DUCHESS NARE

The ruler of Safo Tower. She holds court in a grand ballroom decked out with treasures lovingly preserved from before the Exodus. Proud and confident, she is gracious to those who know their place. Duke Afel's coup does not sit well with her.

CONNECTIONS:

1. Adama Coulibaly, Duke Afel
2. Bomb Scare, Sand Tsunami
3. Room Under the Sand, Arena de Lutte
4. Megabody Skull, SBT Serum
5. Ducal Militia, Capitol Agents
6. Water Cartel, Capitol Diplomats

FELA TOUNKARA

A dealer in hard-to-find wares. If you need something, he can get it. But it will cost you. He has an army of contacts, including desert scavengers, thugs, and master craftsmen. He is chubby and well dressed in an antique three-piece suit. He favours cravats in lurid colour combinations. His demeanour is personable but turns hard as stone when negotiations become tough.

CONNECTIONS:

1. Meiya Tirera, Youma Toure
2. Guards in Pursuit, The Duke's Birthday
3. L'Etoile Bleu, Room Under the Sand
4. Remote Detonator, Security Key card

5. Corrupt Guards, Mercenary Strike Team
6. Church of the Storm, Korofina Exiles

YOUMA TOURE

The hostess with the mostest. Youma runs L'Etoile Bleu, a bar that welcomes guests from all over the Twelve Towers and beyond. She sees everyone who comes and goes. Gregarious and full of smiles, Youma knows just how to treat every person who comes into her establishment, putting them at their ease and encouraging them to spend their money liberally.

CONNECTIONS:

1. Duchess Nare, Adama Coulibaly
2. Sand Tsunami, Guards in Pursuit
3. Underground River, Level 22
4. SBT Serum, Remote Detonator
5. Capitol Agents, Staircase Robbers
6. Bamako Action Front, The Keita Family

ADAMA COULIBALY

A militia soldier. Contrary to orders, some nights he takes part in the fights at the Arena de Lutte. He is stiffly formal at all times, even when he is supposedly relaxing off duty with his comrades in the militia.

CONNECTIONS:

1. Youma Toure, Meiya Tirera
2. Turf Warfare, Bomb Scare
3. Arena de Lutte, L'Etoile Bleu
4. Stolen Handgun, Incriminating Recording
5. Desert Scavengers, Corrupt Guards
6. The Keita Family, Bamako Action Front

MEIYA TIRERA

A dancer at L'Etoile Bleu. Young but toughened by her experiences growing up, she is reserved in the presence of strangers. Only on the stage, dancing, does she feel free to express herself. She saves her tips to help her aged mother, who lives on Level 22.

CONNECTIONS:

1. Duke Afel, Fela Tounkara

2. Murder Scene, Turf Warfare
3. Level 22, High Floor Suite
4. Security Keycard, Stolen Handgun
5. Staircase Robbers, Ducal Militia
6. Capitol Diplomats, Water Cartel

EVENTS

DUST TSUNAMI: A vast wall of sand blows in from the northeast. No one can go in or out of the Towers. Anyone caught in between when the tsunami hits is badly hurt or even killed. But you can see someone out there, or so you think. Who would be crazy enough to go out there? What could make anybody desperate enough to risk their lives rather than wait the storm out?

GUARDS IN PURSUIT: Tower militia tear past in pursuit of a criminal through the corridors and staircases. Are they chasing a pickpocket? A mugger? A killer?

MURDER SCENE: A body in a stairwell. Who did it and why? Where's the murder weapon? The gang of teenage robbers and sneak thieves who claim this section of the staircase as their own swear they didn't do it.

THE DUKE'S BIRTHDAY: A grand celebration! A public holiday. A gala reception is held with a guest list of hundreds. Normally it's virtually impossible to get into the ducal apartments, but even with tight security the sheer number of people makes getting in easier.

BOMB SCARE: Everybody clear the room! There's an explosive device somewhere in here, apparently. Or is it just a hoax? Maybe someone just wants to have the run of the place to themselves.

TURF WARFARE: The floors where the poor folk live are contested by gangs of young toughs. Two crews face off in the food court, while civilians panic and get out of the way. Knives come out, then guns.

LOCATIONS

ROOM UNDER THE SAND: In the old days this locked room was on the ground floor of the Tower. Now it's deep under the sand, in the dark, out of sight and rarely visited. What was its original function? What do people use it for now? Who knows about it? Who would be angry to know that you're in here?

HIGH FLOOR SUITE: Spectacular views, luxury lifestyle, far from the cares of the everyday world. Only a privileged few can live like this. The doors are thick and well-guarded. There might even be room service.

ARENA DE LUTTE: A raucous venue for traditional wrestling matches. The ring is laid on compacted sand, surrounded by plastic crates that form a circular crowd barrier. The fighters enter from an overhead gantry, dropping down into the ring, and are raised back out by a small mobile crane rig. The crowds are lively every night. As well as the fights, people come here for food, booze, drugs, and companionship.

UNDERGROUND RIVER: You're probably not supposed to be down here. This is the source of the fresh water in the reservoirs, where the river passes through a series of sluice gates before winding away into the darkness. Sometimes things float past or get wedged into the grilles of the plumbing system.

L'ETOILE BLEU: Youma Toure's bar, just inside the entrance to Safo Tower. A big circular dance floor dominates the main room, with chandeliers above and a stage for live music and dancers right next to it. Sit at one of the lacquered circular tables in the open to see or be seen, or take refuge in a private booth—your choice. Everyone who visits the tower comes here, sooner or later.

LEVEL 22: The poor live in the Centre Levels. Too far from the ground to be near the outside world. Too low to enjoy the luxury living the rich people up top enjoy. Violent gangs rule the corridors and theft is common in the tiny homes. The floor is bare metal here, greasy and worn. The walls are thin—you can hear every argument your neighbours get into. Only the bazaars and dive bars offer a flickering flame of joy and relaxation.

ITEMS

Whenever an Item comes into play, consider: who wants it? What will they do to get it?

INCRIMINATING RECORDING: If this got out, it would change everything. Who's in it? What are they doing that's so bad?

MEGABODY SKULL: One human skull, engraved with hundreds of numbers, encrusted with jewels.

REMOTE DETONATOR: A radio detonator for an explosive device. It has a dead man's switch—once it's primed, release the trigger to set off the explosives that it's connected to.

SBT SERUM: Five vials of that stuff Whitestar use to make mutant super soldiers. This might not be illegal but it has to be pretty dangerous. Who brought it here? Who's the buyer?

SECURITY KEY CARD: An all-access pass to every important door in the Tower. Whoever lost it is going to be in big trouble. So is whoever has it now, most likely, since there's no way they're supposed to have it.

STOLEN HANDGUN: Who took it? Whose is it? Who got/will get shot with it? “My gun was stolen” is a mighty convenient alibi if you are the owner of a murder weapon. Likewise, “that gun isn’t mine” seems pretty unconvincing when it’s right there in your bag.

THREATS

These are all people that threaten the Player Characters. They may also be threatening one or more of the local NPCs, in which case your Player Characters have some potential allies.

CAPITOL AGENTS: A squad of Capitolian corporate bodyguards, working for the diplomats who are doing the rounds of the Twelve Towers. They’re pretty sure you’re here to mess with their activities and they don’t like that. They’re on edge about even being on Dark Eden, since this isn’t a Cartel-sanctioned operation. They won’t hesitate to silence someone they think will betray their presence to authorities back on Luna.

DUCAL MILITIA: Well-armed, disciplined soldiers. They patrol the Tower and keep order. They like to throw their weight around but they’re basically “good cops”, people who know their duty and intend to do it.

MERCENARY STRIKE TEAM: Guns for hire, former special forces troopers for one tower or another. Now they are on the job for some high-paying client, and they are reluctant to talk about whom that might be.

STAIRCASE ROBBERS: Muggers who haunt the stairwells, extorting valuables from unlucky passers-by. Each gang claims a particular stretch of one staircase—or more than one if they have the strength in numbers to pull it off.

DESERT SCAVENGERS: Coming back from a ruined site in the Sahara, jealously guarding the treasure they found. Come too close and they’ll tell you to back off. But the truth is, they left someone behind out there and they need help to retrace their steps.

CORRUPT GUARDS: Militia men on the take from criminals or outside forces. It’s pretty obvious from their furtive looks that they’re up to no good, whatever it is.

GROUPS

CHURCH OF THE STORM: An apocalyptic cult who hold worship services on the rooftops and exposed balconies of the Towers. Their leader is a mysterious individual who appears masked and robed, speaking through an electronic voice filter, who goes by the name of Desert Sun. Rumour has it that Desert Sun is really a well-known person among the inhabitants of the Twelve Towers, and there is much speculation about who it could be. Some say it’s even one of the dukes or duchesses.

THE KEITA FAMILY: Tower nobility. This wealthy clan are kingmakers who always get their way. They claim to be descended from the original architects of the Twelve Towers. Anyone who has looked into the history of Great Bamako will find this claim incredibly unlikely. Probably best not to actually say so to any of them, though.

CAPITOL DIPLOMATS: Three envoys from Mars, making nice with the Dukes and Duchesses with their eyes on securing natural resources in the area. They did not exactly get permission from the necessary committees and Cartel administrators to be here—their authorisation is for environmental monitoring on the other side of the planet.

KOROFINA EXILES: Kicked out when Duke Afel took over, these vengeful nobles are determined to take back what’s theirs. They still have a network of loyal former retainers and disgruntled militia officers in Korofina. Couriers travel from one tower to another regularly with secret coded messages.

WATER CARTEL: A guild of engineers who hold the secret of how to pump water up from the reservoirs. Every duke and duchess would love to find out that secret. The water cartel know that their continued livelihood depends on not letting the cat out of the bag, and they are prepared to go to great lengths to protect their trade secrets.

BAMAKO ACTION FRONT: A terrorist group with cells in every Tower. Their goal: the overthrow of the ducal system and a unified Great Bamako. Their operational security is poor, their armaments are few and their general level of competence is low. Nevertheless, even a badly executed operation is a danger to everyone.

THE SAHARA

The Sahara Desert has swallowed much of North Africa, expanding massively since the time of the Exodus and drowning entire cities, rivers, and lakes in sand.

CLIMATE

The mean annual daytime temperature in the Sahara is in excess of 30°C. During the day at any time of year, the desert counts as a hot environment for the purposes of Resistance tests as per page 105 of the *Mutant Chronicles* core rulebook.

From June to September, daytime temperatures reach over 40°C, or severe heat, necessitating a Resistance test every ten minutes for unprotected characters, with the difficulty beginning at Average D1 and increasing by one for each test.

In December and January, night time temperatures dip below freezing, making it a cold environment for the purposes of Resistance tests.

GEOGRAPHY

The Sahara of the Dark Eden era is less varied than it was only a few centuries ago. The hot desert ecology for which it is famous has grown to dominate, overwhelming the areas of steppe and savannah it once held.

A few mountain ranges still poke out above the sea of sand. The Atlas Mountains are the northern border of the Sahara, with the desert sands petering out in their foothills.

To the south of the Atlas Mountains lie the Glass Sands. This was a region of intense nuclear bombardment in the wars leading up to the corporate exodus. As a result, much of this area of the desert was blasted into a greenish, glassy residue called Lightning Glass, which contains unique whorled patterns and bubble formations within its translucent interior matter. Despite still being slightly radioactive, this material is considered precious by Crescentians, who use small pieces of it as ornamentation on weapons, saddles and household items when they can get it. Chunks large enough to fashion into vicious daggers are particularly prized and command huge prices in barter.

The Ahaggar Mountains rise up from the western desert, offering slightly cooler conditions. A number of notable Crescentian oases are located here, where water collects from the short yearly rainy season in rocky pools.

To the east are the Tibesti Mountains, an active volcanic range. Despite the threat of eruptions, these mountains also hold many of the most often used Crescentian oases. Among the wadis, tiny

patches exist where palm trees can grow and where fresh water is to be found. Some oases even have enough usable land to grow a limited amount of grain.

SEA PEOPLES OF THE MEDITERRANEAN

With the burning sands of the desert to the south, the toxic and twisted lands of Europe to the north, and the brutal conflicts between the armies of the tribes, it is no wonder that many people around the Mediterranean have taken to the sea as a permanent way of life.

Though, to a degree, they leave the strife of the surrounding lands behind, they must contend with storms, sea monsters, and other humans who had the same idea.

AL SHAAB AL-BAHRI

A marine offshoot of Crescentia, Al Shaab Al-Bahri (literally, and rather prosaically, “the sea people”) have tamed the mighty Dragon Turtles, and build villages upon their backs.

The villagers construct their houses on the creature’s broad, flat shell. In return, the Dragon Turtle gets a steady supply of fish and other food. And the food had better keep coming, because if a Dragon Turtle gets too hungry, it will have to hunt for its own dinner—and that means diving deep below the surface, whether or not it has anything attached to its back.



Terravores are a constant danger in the deserts.

Al-Bahri villages decorate their host turtle's shell with bright sigils so that they can be identified from afar. Their houses are constructed from driftwood and assorted flotsam, attached to the turtle by hooks drilled into its shell.

Their society is much like that of Crescentians who live on land, with the same kind of social organisation. In addition, each seaborne village has an important individual who has no counterpart on land—the Yafham Als-Salahif. It is his job to bond with the Dragon Turtle and learn its moods, to keep an eye on its health and condition.

This is not entirely altruistic. For one thing is certain about a Dragon Turtle: one day it will disappear. It might be tomorrow, it might be in a decade, or two hundred years from now. But in every Dragon Turtle's life cycle, there comes a time where, no matter what, it must dive beneath the waves and not return to this sea. Do they go to die? To spawn? No one knows. But it is imperative to see the signs and make preparations to have the village abandon the turtle shortly before it slips beneath the waves.

NEEDLE SISTERS

On the northern tip of Malta, in the shell of an old shopping mall within sight of the sea, is the Istitut ta 'Riċcerka. The inhabitants are simple subsistence farmers for most of the year, peacefully scratching a living out of the dirt in the fields around the ancient town. But when the moon is dark and the xlokk winds from the south bend the trees to touch the earth, the women of the community set out in long boats to undertake Testing With Needles.

TEMPLAR CORSAIRS

Exiled for some slight, real or imagined, against an Ascended Templar, the Templar Corsairs are a band of around five hundred warriors who roam the sea lanes as pirates. When pickings at sea are slim, they form raiding parties and attack coastal settlements, taking plunder and slaves back to their home port on the island of Malta.

The Corsairs' refuge is an ancient megalithic temple, Hagar Qim, which they have rebuilt and fortified against attack from land or sea. They force their captives to till the nearby fields, dig wells, serve at table, and any other task they consider too menial for a noble Templar. Their leader is Markos Viridian, once a decorated and influential figure in the Templar crusades, and his personal vessel is the Arrow of War, a converted powerboat once used by smugglers.

The inhabitants of the Istitut are the descendants of research scientists who worked in a biotech facility not far from the present settlement. The researchers used hypodermic needles to extract biological samples from human test subjects, but that purpose is long forgotten now. The Istitut contains diagrams of these tasks in old instruction manuals, but no one can read what the words say.

On their foreordained nights, the women don long white coats and surgical masks, slip their metal and plastic hybrid boats into the water, then row away into the night. When they encounter a ship at sea, or make landfall near a coastal village, they glide silently over bulwarks or fences, enter cabins and bedchambers, and plunge their needles into the people they find. A "needle" may be anything long and thin, from one of the old hypodermics to a sharpened length of steel millimetres wide and inches long. They prefer to pierce their victims' cheeks, throats or abdomens, though any puncturing of the skin is sufficient. They only return home when each member of a boat's crew—ten in all—has done this, their obligation to the ancestors now fulfilled.

NEEDLE SISTERS ▲

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	7	7

FIELDS OF EXPERTISE

COMBAT	FORTITUDE	MOVEMENT	SENSES	SOCIAL	TECHNICAL
EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	1	-

WOUNDS: 3

SOAK: None

ATTACKS:

- ◆ **Various sharp and pointy things (melee):** 1+[†]3, 1H, Armour Piercing 1, Toxic 1

SPECIAL ABILITIES

- ◆ **Silent Surgery:** The Needle Sisters have learned to move exceedingly stealthily in their long white lab coats. Needle Sisters may re-roll one d20 when making an Acrobatics or Stealth test, but must accept the new result.

DARK SYMMETRY SPEND

- ◆ **Testing With Needles:** Witnessing or suffering a Testing With Needles is a traumatic experience. The Needle Sister may spend one Dark Symmetry to force the victim to make a Challenging D2 Willpower test or suffer a Mental Assault.

ARROW OF WAR, CORSAIR CUTTER

RESTRICTION: 3 **COST: 30**
MAINTENANCE: 3 **RELIABILITY: 3**

The Arrow of War was originally designed as a pleasure craft, a plaything for the idle rich. Though not designed for powerboat racing, it can reach preposterously high top speeds on the open water, while its shallow draft allows Marko Viridian to easily nose it into hidden inlets and coastal caves to lie low when his enemies threaten to overwhelm him.

The boat can be operated by a single person and often is, with Viridian taking his craft out on solo runs to scout a stretch of coastline or to pay a nocturnal visit to some coastal Templar town where he has secret allies. When out actively reaving the Mediterranean with his corsair followers, Viridian brings on a full crew for the Arrow of War: a co-pilot, a navigator, two gunners and up to five marines to serve as a boarding party or shore raiding band.

QUALITIES	Agile, Boat, Exposed, Rugged, Watercraft			
CRUISING SPEED	100 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 pilot	CARRYING CAPACITY	5 passengers 60 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	10	6	3
MOTIVE SYSTEM	5	8	5	3
WEAPONS	5	5	3	2
IMPACT DAMAGE	2+↑5			
ARMAMENTS	<ul style="list-style-type: none"> Pintle-mounted Heavy Machine Gun (ranged): Range M, 2+↑5, Automatic, Spread 1, Vicious 1 Autocannon Turret (ranged): Range L, 2+↑6, Armour Piercing 1, Split Fire, Spread 1 			
NOTES	Heavy Machine Gun and Autocannon Battery each have three Reload			



MARKOS VIRIDIAN, CORSAIR CAPTAIN

Markos has an easy swagger about him, and he treats captives with courtesy and charm right up until the moment he kicks them overboard to drown. Tall and bony like all the Templars, Marko Viridian can be identified easily by the bright scarlet tattoo over his left eye, which takes the shape of a lightning bolt. And if that wasn't enough, he announces his name at every opportunity.

To this day, he has no idea what he is supposed to have done to be exiled. Every day of isolation increases his certainty that envious peers conspired against him and slandered him.

THREATS OF THE SEA

Refer to **Chapter 8: Allies & Adversaries** for details.

- ◀▶ **STARWATER**
- ◀▶ **KETOS**
- ◀▶ **TANGLER**
- ◀▶ **CORSAIRS**
- ◀▶ **NEEDLE SISTER EXPEDITION**
- ◀▶ **TEMPLAR CUTTER PATROL**
- ◀▶ **PODMOREM SUBMARINE** (see page 205)

MARKOS VIRIDIAN, CORSAIR CAPTAIN ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	9	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	2	1	2	1	2	1	2	1

WOUNDS: 7

SOAK: Salvaged Body Armour: (All 2)

ATTACKS:

- ◀▶ **Machete (melee):** 1+↑6, 1H, Parry 1, Vicious 1
- ◀▶ **Veracitor pistol (ranged):** Range C, 1+↑5, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters
- ◀▶ **Stratagem harpoon (ranged):** Range M, 1+↑3, Munition, Unbalanced, Armour Piercing 2

SPECIAL ABILITIES

- ◀▶ **Corsair Extraordinaire:** Already an experienced combatant, Markos forced his way into the Templar Corsairs and relentlessly fought his way to the top. He may re-roll one d20 when making a Command or Survival test, or up to two ↑ when making a Close Combat or Ranged Weapons test, but must accept the

new results. Additionally, he reduces the difficulty of Command tests by one step, which may eliminate the need for a test. Further, he may make an Average D1 Survival test any time he travels on the Mediterranean Ocean, with success meaning that he is able to guide his vessel (and crew) to avoid all implicit dangers. Finally, he reduces the penalty for firing at a range other than a ranged weapon's optimal range by one, to a minimum of zero.

CRESCENTIA

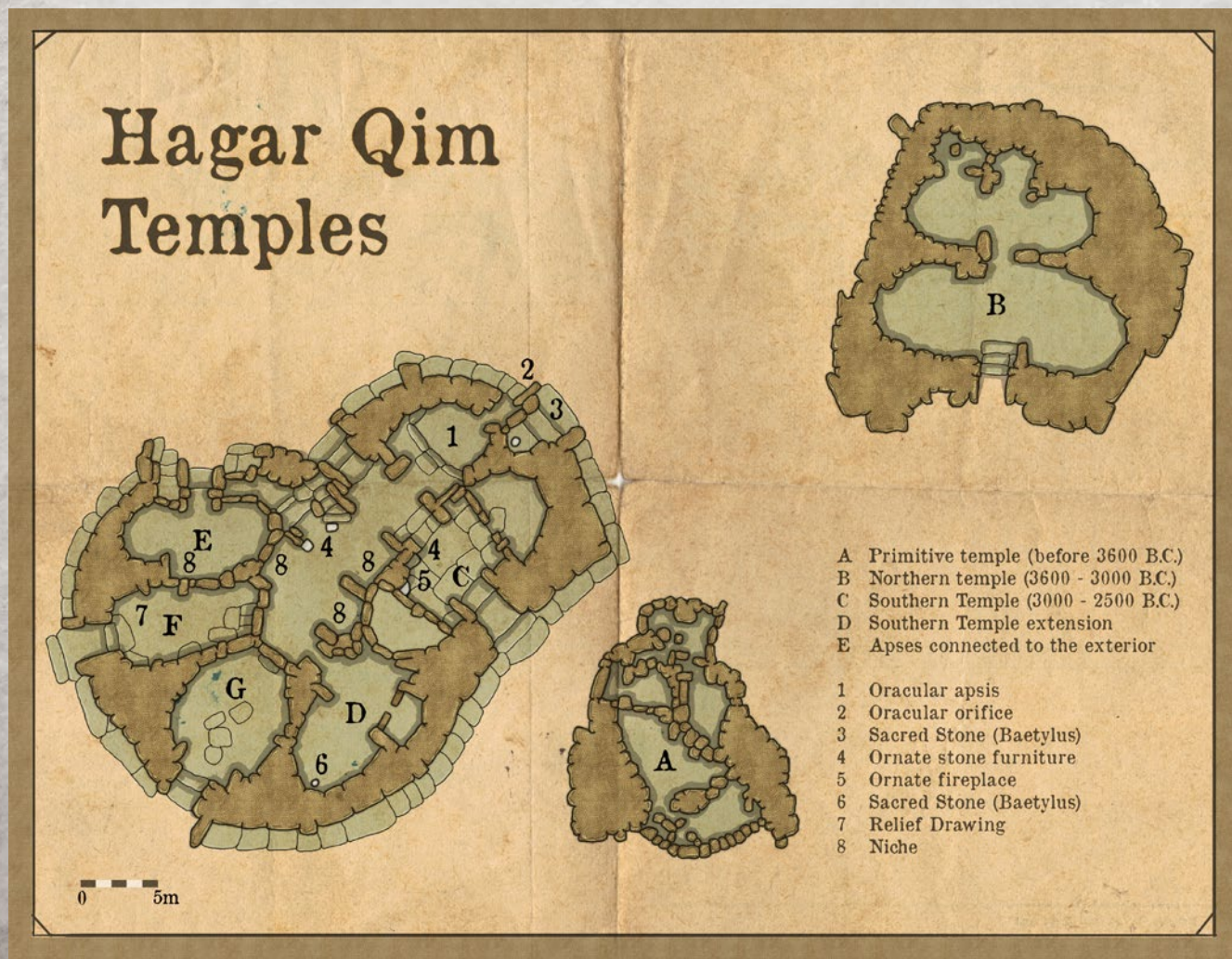
The nomads of Crescentia are constantly on the move. Their townships travel on the backs of immense beasts of burden—Eclipse Mammoths on land, Dragon Turtles at sea—trekking the blasted lands and blackened seas of the Dark Eden. Their traditional routes include the Chaos Plains of the Middle East, the ancient Pyramids and much of North Africa beyond, the haunted catacombs of Babylon, and their capital—the Pale Womb.

The ancestors of Crescentia hid beneath the ground, emerging decades later. The effects of the Great Exodus were still raging, dimmed though they were from their lethal peak, and so Crescentia moved constantly from place to place to avoid the Blackstorms and Blood Lightning that ravaged the land and sea. The world is a less tumultuous place now, at least in terms of the environment, but Crescentia is thoroughly accustomed to nomadism and few can imagine changing to a sedentary way of life.

THE FIRST PROPHET

In the chaotic days when the corporations began to leave Earth behind, one man received powerful visions of Armageddon, of the rise of Crescentia after the end of the present world, and his role in the nation's creation. Today, the people of Crescentia call this man the First Prophet.

As his visions became reality, with flames and death consuming the Earth, people began to flock to the First Prophet's side. He called





Sons of Rasputin Soldats fall victim to an ambush.

these people the Chosen and made them the founders of Crescentia. He led them below ground, finding places of sanctuary here and there, where his people could hide until the Dark Scythe had passed from the world above. As they sheltered below the ground, the Chosen began to connect their subterranean dwellings, creating the labyrinth of tunnels and caves that forms the core of the Pale Womb today.

THE KHAN

The First Prophet was also the first Khan, war leader and first elder of Crescentia. However, his only son did not inherit the First Prophet's visionary powers, and so when he inherited the mantle of Khan, the position of Prophet was passed on to others.

Today, each new Khan is chosen from among the living descendants of the First Prophet, acclaimed by a gathering of the greatest Crescentia elders at a conclave in the Pale Womb.

THE PROPHETS

It was the Prophets who were able to find fertile land and healthy oases for the Crescentia peoples when they emerged above ground

decades after the time of the Chosen. They used their powers, too, to tame the great beasts now so vital to the Crescentia way of life, the Eclipse Mammoths and the Two-Tusk Mastodons in particular.

Prophets nowadays number in the thousands. Though still rare, these individuals who have touched the mind of the Great Soul are a familiar and reassuring sight among the communities of Crescentia. They are the wise folk, seers and priests of the nomads, blessed with preternatural powers of the mind and visions of the future. Their powers manifest with adolescence, though the early signs are there during childhood for those with eyes to see them. Without training and mental discipline, a Prophet's powers are a danger to themselves and others. For this reason, Crescentia families send their children to train with a senior Prophet as soon as they discover the signs of psychic awakening in them.

Prophets are the glue that holds Crescentia society together. Their visions direct their clans towards sources of clean water and food. In times of strife, their prayers and blessings enable the people to perform great feats of will and endurance, and inspire their warriors to tremendous bravery.

However, the Prophets' powers come with a heavy price. Many end their days in a coma or insane. Their visions give them direct, if incomplete, knowledge of the times before the Great Scythe. They hate the megacorporations and the Dark Soul. But they are cautiously accepting of the Brotherhood, for they have foreseen the time when they will be forced to fight with the Brotherhood against the Dark Legion.

APPEARANCE

Bright and varied colours are the hallmark of Crescentian clothing, particularly in their voluminous and elaborate cloaks. When out in the open above ground, they wear protective breathing masks. In times of war, they don large shoulder pads made from Mastodon leather, with blessings from the Prophets carved into them.

Another distinctive Crescentian practice is the application of face paints, which is done for religious ceremonies and in preparation for battle. Religious feast days are celebrated with bright colours. Those in mourning wear a black crescent moon on their faces until seven days after the funeral of their loved one. Perhaps the most dangerous design, for those who encounter a stranger wearing it, is the Death-Masque. Warriors who feel it is their time to die in battle create this design by painting a white skull over their entire face, with the markings of their village on the cheeks.

SCENES FROM CRESCENTIA

The White Desert of Farafra, in Egypt, where sandstorms sculpt the chalky rock into tall, pendulous forms resembling huge mushrooms, or alien fists raised to heaven.

The Black Desert, less than a day's ride to the north of the White. The landscape here is covered in black powder. Pilgrims come here to climb Gebel az-Zuqaq, a mountain with red, yellow, and orange streaks in its limestone base. They pray at the peak, exposing themselves to the wrack of passing sandstorms and Blood Rain.

Deep in the desert, a village halts its onward progress to watch as a small group of the old and infirm take the Prophet's Walk. Each individual sets off into the trackless wastes alone, in a separate direction. In this Crescentia tradition, those who feel they have become a burden on the resources of their community give up their own lives so that the food and water the village has will last longer for those they leave behind. It is considered the ultimate act of faith and honour.

SOCIETY

Each village—which may be carried by anywhere from three to three dozen great beasts, depending on its population and wealth—is ruled by a Maraji, who is both civilian governor and military commander.

Crescentia as a whole is guided by the Grand Council, a meeting of the seven most prestigious Marajis, who meet infrequently in the Pale Womb. The Grand Council is presided over by the Khan. The actual power of the Khan is, these days, at a low ebb, such that Khan Amran is little more than the Council's spokesman. Nevertheless, he is the most honoured and respected member of Crescentia's society.

Respect and honour are highly valued in Crescentia. Disrespect leads to quarrels, which are often fatal.

Due to the inhospitable nature of the terrain in which their villages travel, water is the most valuable resource in Crescentia. Trades are made in notional values of pure water, and the wealthiest villages possess Aquifiers. These are huge, brutal machines that hammer into the ground to uncover long-lost waterways and reservoirs. The position of Aquifier mechanic, in those villages that have them, is greatly respected.

THE PYRAMIDS

During the years of the Great Scythe, a number of the Chosen sheltered within the Great Pyramids in Egypt. They dug deeper beneath the crypts, building temples for the Prophets, and discovered yet older chambers, which contained texts foretelling the return of the Dark Soul, and detailing the history of a group called the Guardians, who had hidden within the ranks of humanity throughout the generations, ready for the time of the final gathering when they, mankind, and the Dark Legion would come face to face in the final battle.

Almost all of those who lived in the Pyramids gained the powers of the Prophets, to some degree or another, and today their descendants are the bloodlines most likely to become Prophets. It is said that the Pyramids were created by the ancients as psychic reservoirs, which came to the aid of the Crescentia ancestors when they were in their time of greatest need.

Today, every would-be Prophet must visit the Pyramids and spend three days alone in the nearby Necropolis. When they emerge, they are changed both within and without. Their powers are stronger than ever, and their bodies bear unique marks as testament to their new comprehension of the world.

ICONIC CAREER: CRESCENTIAN PROPHET



Crescentia's formidable seers and leaders have the power to perform Crescentian Prophecies, working wonders that Brotherhood scholars conjecture draw upon the power of the Art in some obscure way.

Prerequisites: Crescentian Born, Insight Expertise 1

Difficulty: 3

Mandatory Skills: Animal Handling, Insight, Willpower

Elective Skills: Close Combat, Mysticism, Observation

Signature Skills: Insight, Mysticism, Observation, Willpower

Talents: Crescentian Prophecies talent (see page 167), plus two talents from Insight, Observation, Willpower

Equipment: Creatorblade, Staff of the Prophets

Earnings Rating: Special

Special: Crescentian Prophets cannot use the Art, but they can use Crescentian Prophecies (see page 167). In a similar manner to Brotherhood characters (see *Mutant Chronicles* rulebook pg. 249—Economics of the Brotherhood), Crescentian Prophets place little value on material wealth. They are well respected however, so all of their needs are unfailingly taken care of by their Crescentian flock.

DISCOVERIES IN CRESCENTIA

THE WRITINGS BENEATH THE PYRAMIDS

Below the ancient catacombs of the Pharaohs are yet more ancient chambers, hidden for millennia and discovered during the time of the Great Scythe. Their walls are covered with bas-relief carvings and engraved hieroglyphics to be found nowhere else on Earth.

Deciphering these carvings is a Dire (D4) Education test. Success reveals the gist of the message, though the carvings' details will be the work of decades worth of research yet. Visitors to Crescentia may also hear this information from the Prophets, if they can win their confidence.

The carvings tell the tale of a group called the Guardians, superhuman beings who lived and continue to live hidden amongst the mass of humanity, guiding them and shaping their destiny to prepare them for the final battle against evil. One, a mighty queen, leads a nation here on Earth. Another lives on the moon. He takes turns with his brothers to rule a cult of worshippers. The Guardians will emerge in the last days and show their true faces.

THE PROPHETS' VISIONS OF THE FUTURE

A Prophet may be approached to give personal divinations—or a broader foretelling of the future. The Prophet and the petitioner must travel into the desert beyond the sight of anyone else. There they pray together and recite mantras derived from the ancient writings found beneath the Pyramids. If the petitioner is blessed, they are drawn into a shared psychic vision with the Prophet and may

THREATS OF CRESCENTIA

Refer to **Chapter 8: Allies & Adversaries** for details.

◄ BROTHERBOUND WARRIOR

◄ JIHAD INFANTRY

◄ MARTYR

◄ THE LAMENTED

◄ THE KHAN'S GUARD

◄ PROPHET

ask one or more questions of the cosmos, which will be answered truthfully. The process is psychically draining. The combination of the vision and the trek into the desert kill the petitioner or the Prophet, from time to time.

THE PROPHETS' VISIONS OF THE PAST

When the spirit is upon them, the Prophets' minds are launched into the distant past. They see events with perfect, inhuman clarity. You may see them in trance on the back of a travelling village beast, surrounded by their flock. Or alone in the wilderness bawling out revelations of times long forgotten to deaf and poisoned sky. Those who pay attention to what the Prophets say in the throes of these temporal dislocations may learn things that have not been known for generations.

TREASURES OF CRESCENTIA

DRAGON'S BLOOD

The sap of the *Dracaena cinnabari* tree. This tree once grew only on a small island to the east but now can be found in small numbers throughout the Arabian Peninsula. Its crimson sap has medicinal properties and is used by Crescentians to decorate sacred items. Although it is now more widespread, it is still rare and commands high prices in far-flung Crescentian bazaars.



ASIA

THE PALE WOMB

Unlike the other tribes, Crescentia has no fixed population centre that acts as a focal point for its culture. The Sons of Rasputin have New Prague. The Templars will always have Paris. But the heart and soul of Crescentia lives in the traditional byways along which its nomadic villages make their customary migrations every year.

Crescentia's de facto capital city is a gargantuan network of tunnels and caverns sited beneath the sandy wastes of the Arabian Desert. But even that vast construction has few permanent residents. People stay there for a time and make a home for perhaps two or three seasons, then move on.

The Pale Womb lies beneath a rocky strip on the east of the Arabian Peninsula. The oldest chambers are small and rough, some of them simply enlarged caves, as they were dug from the rock in a hurry by the Chosen, desperate to escape the death that was coming for them if they remained exposed to the surface world. Similarly, the oldest tunnels, those closest to the surface, are narrow and cramped, and roughly hewn. The priority at the time was to link up with other underground shelters as quickly as possible. Comfort and aesthetic design were luxuries that the Chosen could not afford.

As you go deeper into the Pale Womb, the architecture opens out and becomes more comfortable, with wide, dimly lit spaces, gently arching bridges connecting one side of a cavern to the other, and shallow pools of water lined with light-coloured tiles. These were the chambers built in times of relative ease. They tend to be blank and utilitarian—no room has a particular purpose. Rather, whoever moves in to make use of a place for as long as they stay in the Pale Womb equips and outfits the space according to their particular needs.

That being said, humans are creatures of habit, and certain groups and activities are more common in some districts of the Pale Womb than others, even though the physical location of those districts drifts over time.

A typical section of the Pale Womb's lower levels includes:

DURING THE SUMMER SEASON:

1. Dormitory
2. Private dwelling
3. Market hall

4. Ice traders

5. An audience with visiting Prophets

DURING THE WINTER SEASON:

1. Council of village elders
2. Dormitory
3. Communal worship of the Great Soul
4. Private dwelling
5. Dealers in Eclipse Mammoth breeding rights

DISTRICTS OF THE PALE WOMB

THE UPPER TUNNELS AND THE LADDERS

The cramped passageways of the Upper Tunnels are the oldest parts of the Pale Womb. Excavated by hand, they twist and turn in unpredictable ways. The Upper Tunnels lead onto the Ladders—the many staircases and ramps, great and small, that go down to the lower levels where you will find the core of the Pale Womb.

ACTIVITY

Day and night, visitors and residents jostle to get in and out of the lower levels. Perhaps one in ten are stopped and questioned by Brotherbound guards of the Khan's militia, if they are Crescentian in appearance. All obvious foreigners are stopped and must have a Crescentia sponsor take responsibility for them.

LOCATIONS

Guard post, with two or three bored Brotherbound guards in attendance

Busy, wide ramp suitable for cargo and livestock

Unguarded forgotten staircase, winding down into the darkness. It could come out anywhere.

THE KHAN'S COURT

The chambers given over to the Khan's dwelling are surrounded by the offices, meeting rooms and living spaces of his courtiers and attendants, the greatest Marajis and their hangers-on. The architecture here is cut into the living rock in a monumental style. Elegantly arching porticos meld into ornate geometrically carved

THE PALE WOMB



- | | | | |
|---------------------------|---------------------------|------------------------------|---------------------------|
| 1 ENTRANCE | 8 BAZAAR | 16 THE BLUE LAMP | 24 KHAN'S AUDIENCE HALL |
| 2 UPPER TUNNELS | 9 THE GARDEN | 17 ITTIHAD STREET | 25 KHAN'S LIVING QUARTERS |
| 3 UPPER TUNNELS | 10 POOL OF DREAMS | 18 HAKIM QUARTER | 26 GREAT COUNCIL CHAMBERS |
| 4 SNAKE TUNNELS | 11 AL-AGAR | 19 MACHINE DISTRICT | 27 PROPHECY HALLS |
| 5 INN OF RISING STAR | 12 LIMESTONE MAZE | 20 COFFEEHOUSES | 28 TEMPLE OF THE FIRST |
| 6 INN OF DOUBLE HAPPINESS | 13 MAJID'S GAMBLING HOUSE | 21 GUILD OF ENGINEERS | 29 SANCTUARY OF REBIRTH |
| 7 BEAST MARKET | 14 MERCHANTS' QUARTER | 22 GUILD OF TREASURE HUNTERS | 30 TEMPLE OF REVELATION |
| | 15 THE GRAND CROSSROADS | 23 THE KHAN'S COURT | |

columns, while bas reliefs and statues portray the greatness of the Khan and of Crescentia.

All Crescentians are, in theory, entitled to an audience with the Khan. And all outsiders are permitted to request one. In practice, you could find yourself waiting for days, months, or years to have your five minutes of face time with the supreme leader. At any one time, perhaps one in ten of the people in the Pale Womb is killing time, waiting for a royal meeting that may never come.

ACTIVITY

Tourists and petitioners crowd the walkways hoping to catch a glimpse of someone important or famous.

The Khan's Guards keep the riffraff from getting too close to the Khan's chambers.

The well-to-do enjoy sumptuous feasts and revels in the quarter's entertainment establishments.

LOCATIONS

The Khan's audience hall, grand and many-pillared, packed with sycophants.

The meeting room of the Great Council, with troublemakers, perhaps the Player Characters, called to account.

Proclamation Square, where the Khan's edicts are read out and his justice is seen to be done.

MERCHANTS' QUARTER

Successful traders make their homes here, and they are jealous of their privacy. New excavations are always going on as some well-to-do trader decides to expand his apartments or simply to build a nice new place that will outdo his neighbours. The swanky architecture of these fancy houses, painted in bright colours and adorned with gold, is often hard to see behind the many protective layers of security shutters and electrified gates.

ACTIVITY

Frequent guard patrols keep the tunnels and walkways free of itinerant salesmen or beggars.

Except for the occasional sedan chair carrying a merchant to or from home, the only people in the tunnels are servants and functionaries going about their daily tasks.

LOCATIONS

The Grand Crossroads, with its illuminated emporiums overflowing with the commerce of a hundred different lands.

Ittihad Street, where the very grandest and fattest merchants reside

while they are in the Pale Womb.

The Blue Lamp, where the servants gather to share food, drink, and scandalous tales of their masters.

THE GARDEN

A restful paradise of elegant rock formations, natural pools, and waterfalls. The gently chiming surrounds of the Dreaming Pagoda are popular with people who wish to hold a private conversation away from prying ears.

ACTIVITY

Hawkers sell snacks and trinkets.

Rich and poor alike stroll around, enjoying a break.

Entertainers, pickpockets, and beggars ply their trade.

Criers announce the upcoming bouts in the fighting ring, the combatants' records, and their chosen weapons.

LOCATIONS

The Pool of Dreams, where it is said you may see a portent of your future if you gaze long enough into the cloudy pink water.

The Limestone Maze, a formation of stalagmites that may leave you lost for hours.

Majid's Gambling House, a laid-back relaxing place—at least you'll be comfortable on those divans as you lose a fortune at cards.

Al-Agar Combat Amphitheatre, where the crowds murmur in approval at a well struck blow of the sword.

PROPHECY HALLS

The high vaulted caverns where the Prophets gather to plot, theorise, and pray. A hundred shrines and temples are carved into the rock galleries here, each dedicated to a different one of the ancestor Prophets, depicting the history of Crescentia in wall friezes for the faithful to contemplate between prayers.

ACTIVITY

On festival days Prophets lead groups of worshippers in colourful, joyful rites.

Individual Prophets in prayer, alone on seemingly inaccessible ledges.

Pilgrims making the rounds from temple to temple.

A Prophet, escorted by bodyguards, rushing to the next appointment.

Charismatic preaching, visions of terror and redemption.

LOCATIONS

Temple of the First Prophet, where pilgrims pray for an end to the sorrows of their lives.

Sanctuary of Rebirth, where joyful thanks is given in prayer and incense, and new Prophets are anointed.

Temple of the Revelation of the Unified Soul, where ecstatic worshippers dance and whirl and howl into the echo darkness above the great granite altar.

BAZAAR

High ceilings, made lower by the clustered awnings and curtains of market stalls. The location and ownership of the stalls seems to shift and change with every passing day, even every hour. It takes a special kind of expertise and familiarity with the shifting currents of the market to find one's way around with ease. It is whispered that in the most obscure crannies of the bazaar exist entrances to deeper, more ancient caverns than any others in the Pale Womb—caverns and passages that predate even the excavation of the Upper Tunnels and which the first Crescentians found waiting for them when they arrived. If this story is true, it has most certainly been erased from the accepted histories of Crescentia, for some reason.

ACTIVITY

Market traders call out their wares of all kinds. Business peaks at noon, but there's always someone open—day and night mean little down here.

Hawkers, pickpockets, beggars, prostitutes, and musicians walk the alleys between the stalls.

Brotherbound guards patrol singly and in pairs.

LOCATIONS

Drapers' Cavern, a maze of hanging cloth and stalls carved from the bones of beasts.

Hide Market, where the tanners and leatherworkers will sell you a finished armoured vest, the skin freshly flensed from a beast, or anything in between.

Beast Auctions, deafeningly loud as the auctioneers chant the rising prices, buyers yell out bids and the frightened animals bellow and trumpet.

Inn of the Rising Star, a clean and comfortable place to eat, drink and sleep, and pay handsomely for the privilege.

Inn of Double Happiness, where the rooms are rented by the hour and little sleeping goes on.

Scribe Street, where you may have your contracts and receipts carefully recorded, transcribed, or archived for safe keeping by the quietly assiduous scholars in their soft brown robes.

SNAKE TUNNELS

The smooth, narrow tubes of the sleazy part of town. Come here for jobs you want done in secret, but cover your face. Anything and everything is for sale here. Stolen goods, contract killings, human lives, forbidden lore, you name it. The denizens of the Snake Tunnels are the closest thing the Pale Womb has to permanent residents. Because once they wind up here, working the coffee houses or slumped begging in the tunnels, they have no home to return to, nowhere else to go.

ACTIVITY

The inns, drug dens, and pleasure houses of the Snake Tunnels are crowded with characters of ill repute.

A quarrel turns into a brawl.

Rumours spread of a terrible new disease brought from afar.

LOCATIONS

Firoz's Hostelry, where you can drink yourself under the table in peace, or maybe get stabbed.

The Gilded Cage, where for a price the beautiful boys and girls will make your dreams come true.

HAKIM QUARTER

A largely residential area where scholars and technicians gather to study and work together on projects. The tunnels here are uniform and grey in appearance. Straight lines and right angles abound, and there is little in the way of decoration to distinguish one set of chambers from another. Among the residences and workshops are large meeting halls and lecture theatres where seminars and symposiums are held.

ACTIVITY

Students and scholars debate theory over cups of dark cave-fungus coffee.

Poets give recitations in return for meagre handfuls of coin.

No watchmen are in evidence, except for private bodyguards of the more eminent scholars.

LOCATIONS

Machine workshops, full of clattering, hammering, whirring industry, the machine operators strung out from lack of sleep, desperate to complete their current project.

Gloomy coffeehouses, where students and scholars languorously debate the fine details of the highly theoretical.

Guild of Engineers, a staid and precise meeting place for staid and precise people.

Guild of Treasure Hunters, a rambunctious sort of place where tall tales are swapped and people try to make deals for what they say is highly desirable loot from afar but which looks like a lot of useless junk.

PIQUING INTEREST

In pursuit of a Megabody skull, kicking their heels waiting for an audience with the Khan, or just at a loose end, your players will find ample opportunity to get mixed up with all sorts of shenanigans if their characters spend any time in the Pale Womb.

To quickly establish a set of fitting circumstances, roll one d20 for each column of the Random Thread table below, then string the results together to instantly generate machinations going on among the tunnels and caverns of the Pale Womb. Depending on how you introduce the events, your Player Characters may not feel compelled to get involved. An overheard conversation at the next table in a coffee house, for example, may pique someone's interest, but there is no harm done if it doesn't.

Should you, as the GM, feel like giving a stronger nudge in the direction of someone else's business, choose one of the NPCs involved and have them directly approach the Player Characters with the offer of a reward for helping out, or with a case of mistaken identity, taking them for one of the parties involved or associates thereof.

For best results, have two or three of these plot threads running at one time to keep the Player Characters occupied.

JERUSALEM

Beneath the Holy City, the Brotherhood watches and waits for the coming battle. The final battle.

The Cardinal has seen the future. He knows the culmination of humanity's struggle against the Darkness will take place not far from here.

Deep beneath the ruins of Jerusalem is the *Castra Foliis*, a base operated by the Brotherhood, monitoring the situation among the tribes of Earth. Functionaries at the base constantly monitor any broadcasts they can intercept among Whitestar or the Sons of Rasputin. Most of the Brotherhood's intelligence comes from its agents: envoys who openly but cautiously approach the leaders of the tribes, and spies who pass unseen among the ordinary people, watching for signs that the Dark Soul has reached Earth.



Welcome to Hakim Quarter.

RANDOM THREAD TABLE

D20	PERSON	ACTIVITY	ACTION	TARGET	IN THE
1	Merchant	wants to	kill	Merchant	Upper Tunnels
2	Maraji	wants you to	steal from	Maraji	Ladders
3	Courtier	need(s) to	embarrass	Courtier	Khan's Court
4	Hustler	wants a friend to	investigate	Hustler	Merchants' Quarter
5	Prophet	must	protect	Prophet	Garden
6	Craftsman	must	threaten	Craftsman	Prophecy Halls
7	Poet	plans to	delay	Poet	Bazaar
8	Engineer	plans to	frame	Engineer	Snake Tunnels
9	Scribe	is trying to	get information from	Scribe	Hakim Quarter
10	Thug	is trying to	intimidate	Thug	The Limestone Maze
11	Pilgrim	is being coerced to	collect something from	Pilgrim	Majid's Gambling House
12	Scholar	is being coerced to	spy on	Scholar	Al-Agar Combat Amphitheatre
13	Informant	is trying to prevent	escape from	Informant	Beast Auctions
14	Watchman	has just failed to	get rid of	Watchman	Inn of Double Happiness
15	Soldier	wants a relative to	blackmail	Soldier	Firoz's Hostelry
16	Guild	has been ordered to	bring contraband to	Guild	Gilded Cage
17	Fungus Farmer	doesn't want to	kidnap	Fungus Farmer	Machine Workshop
18	Lamented	wants to hire someone to	persuade	Lamented	Guild of Engineers
19	A friend	needs help to	openly meet	Friend	Guild of Treasure Hunters
20	An enemy	was caught trying to	secretly meet	Enemy	Scribe Street

In New Prague, an Inquisitor resides in the Winter Palace as an honoured guest. He tries to warn the court there about the coming Darkness. So far, they pay him little heed. His handlers in the Castra Foliis are increasingly concerned about the situation there. As communications between the base and New Prague increase in volume, the danger grows that someone will discover the signal and trace the location of the hidden fortress.

No Brotherhood ambassador has succeeded in contacting and winning over the leaders of the Lutheran Triad or the Templars. But in Crescentia at least the Brotherhood is, if not welcomed, certainly accommodated. The future predicted by the Cardinal and the visions of the Prophets have much in common.

A few trusted Crescentia contacts have been allowed to know that they can contact the Brotherhood in the half-buried remains of Jerusalem. They know about the existence of a secret base, but the Brotherhood is happy to let them believe it is only what they see above ground, a fortified encampment housing only a handful of ambassadors and Crucifiers, nestled within the

protective enclosure of an ancient cemetery. A clear flat space to the north of this encampment serves as a minor spaceport. Brotherhood shuttles land here bringing supplies and fresh personnel, in limited numbers. It all appears to be a small scale operation.

By night, however, the real Brotherhood spacecraft arrive. The landing pad slides aside, massive wheels grinding noisily, to reveal the great dark access shaft down which the space transports thunder out of sight. The Brotherhood suppose that this is secret, and that any witnesses would not be able to tell the difference between one kind of ship and another, at least not in the dark. In this they are quite wrong, for the people of Crescentia are no fools, and the nearby Dead Sea base operated by Capitol personnel, has been spying on them for some time.

The Capitolians based beneath the Dead Sea, in turn, incorrectly believe that the Brotherhood is oblivious to their presence. It is, of course, only a matter of time before surveillance teams from both sides stumble upon one another and the matter becomes a point of contention back on Luna.

THE MAKTABA

Close by the eastern shore of the Dead Sea is the Maktaba, an archive of things ancient and new. Concealed from the elements in a rocky canyon, among the Maktaba's hundred pillars of slender polished wood are books, machines, jewels, bolts of cloth, scrolls, paintings, bottles of wine, mystical totems, recordings of long-forgotten chants, objects of great power, and objects of nothing more than sentimental value. This is the collection of the woman known as the Sayigh. Robed in midnight blue and veiled, she speaks in a low whisper.

Many things come into the possession of the Sayigh and it is said among the byways of Crescentia that seekers of hidden truths may find it worthwhile to consult her for help or advice. The volume and range of her collection suggests it is the work of centuries or more and it is unclear how she has yet to become a victim of robbery, seeing as she appears to have no security measures set up around the Maktaba.

The Sayigh is not alone. Also living within the confines of the Maktaba is a young girl, perhaps ten or eleven years old, whom the Sayigh describes as her adopted daughter. Her name is Fatima. The child has unruly, curly black hair and wide, haunting eyes. She rarely speaks. If spoken to, her first instinct is to run away and hide in some distant corner of the archive.

THE OIL BARONS OF ARABIA

Within the orbit of Crescentia, but not really part of it, the Oil Barons of Arabia control the last remaining stocks of fossil fuels in the region. Each is a petty tyrant, a warlord with a fleet of dune buggies, technicals, and tanks that they use to control their subjects, to enslave others, and to protect their fiefdoms from the encroachments of rival barons.

The most powerful baronies are those that inherited a pre-Exodus refinery: El Hara, Khurais, and Dukhan. The others have had to build their own refineries in order to produce usable fuel for their motor fleets. These lesser baronies include Bakr, Mazalu, Jawb, Qirdi, and the island barony of Awall.

EL HARA

The green and black pennant of House Nusar flies over the ramparts of El Hara. This barony has been held by the Nusar family as far back as anyone can remember, a family who pride themselves on nobility amid the savagery of Dark Eden. To visitors from elsewhere in the solar system, El Hara might seem a petty fiefdom, its opulent treasures little more than trinkets. But for the citizens of El Hara, the refined comforts that their lords enjoy—faded ancient rugs, cracked



Indigo and the Botherhood have much in common with the Crescentians.

marble fountains, books, and art from years gone by—are something of which to be proud. They know that they keep alive the embers of past glories from a more gilded age. Their brilliance may be faded, but they are echoes of glory nonetheless.

Baron Nusar is a vigorous old man of spare frame, with unmanageable silver hair and a narrow, pinched face. In his personality and dealings with those around him, he embodies the nobility of El Hara. He is concerned for his inferiors but strict in his meting out of justice. He is merciful to his enemies when he can be and merciless when he must be. Baron Nusar dresses in the typical desert robes worn throughout Crescentia, though of a much better quality than most nomads can afford or maintain in the harsh environment of the desert. He favours a grand, sweeping cloak in emerald green.

Crucial to the Nusar inheritance are two things. One is the El Hara oilfield with its refinery, still just about in working order. The other is the Glass Mountain, a subterranean glacier which provides cool clear water for the people of the barony.

The Glass Mountain is considered a gift from God for the preservation of El Hara. Baron Nusar's fanatical dog soldiers, the

Atfal Alharb, invoke both his name and that of the Glass Mountain as they rev up their engines and take their energising Nashwa Pills in preparation for battle. The Atfal Alharb are loyal to Baron Nusar even unto death. They believe that if they die in battle serving their master, they will be reborn on a higher plane, where they will fight once more on their lord's behalf.

El Hara skirmishes from time to time with the lesser baronies around it but in general does not start the fights, only defends itself. How long this pacifistic policy will last is in doubt, as the El Hara oil field begins to dwindle.

In the meantime, Baron Nusar has an ongoing conflict with another major baron, which has relatively little to do with the need for oil. His great rival is the baron of Khurais, and their feud is fuelled by spite and a thirst for revenge.

NASHWA PILLS

A standard part of the Atfal Alharb's preparations for battle is the ingestion of a Nashwa Pill, and such drugs are also used in other Oil Baronies. Taken in the correct doses, these drugs induce a state of heightened awareness and mild euphoria. The eyesight and hearing of the user become keener, as does their sense of touch. They experience feelings of joy and a close, warm connection to those around them. More importantly for their commanders, while under the effects of Nashwa Pills they become largely immune to feelings of fear and self-doubt. The recipient gains one Momentum on all Observation tests and reduces the difficulty of Willpower tests to resist fear effects by two steps, which may eliminate the need for a test. One pill takes about half an hour to kick in, and the euphoric effects last for up to eight hours.

The downsides to Nashwa Pills are feelings of depression and listlessness in the days that follow after the effects wear off. Also, although the user's threshold is raised against negative emotions, if anything should happen that does cause them to feel afraid or sad, the effects of the Nashwa Pills intensify those emotions to an extreme degree, rendering them incapable of useful action and sometimes causing muscle spasms that can last up to an hour. The user suffers the Dazed status effect for a period of up to forty-eight hours once the euphoric effects wear off. Situations or effects that induce negative emotions during this period will also inflict the Rattled 3 status on the user. The rank of Rattled will then decrease by one level for each hour that passes, unless another inducement of negative emotion occurs.

KHURAIS

Baroness Nassat of Khurais is the grand-daughter of Baron Aghaa, the first of his line. He did not found the barony but usurped it, having been ejected from El Hara for cowardice in the line of duty. Through cunning and politics, he wormed his way into the court of Khurais and put himself in charge when he had the chance. In many ways, Khurais might be considered a grander prize than El Hara for its excellent refinery and seemingly limitless reserves of oil beneath the rock and sand of the desert nearby. But Baron Aghaa was consumed with a desire to strike back at El Hara in revenge for his humiliation. He passed that resentment down to his son, who passed it down to his daughter, the present Baroness. She nurses that thirst for vengeance even today.

Khurais is on a war footing and has been for over a year now, when Baroness Nassat declared war formally against El Hara. The message was delivered clenched in the teeth of El Hara's ambassador, the Baron's nephew, when his severed head was hurled onto the ramparts of the refinery compound.

The battle lines are drawn in the desert between the two baronies. Rather than digging in and establishing zones of control, the war has so far proven highly mobile. In a swirl of raids and counter-raids, the front lines constantly shift and swirl, with new flashpoints flaring up every day. The situation is hard to read, but in terms of the raw number of kills, Khurais is winning.

The lesser barons in the area do their best to stay out of it all, but when El Hara or Khurais demands aid, they find themselves forced to side with one or the other. This leaves them vulnerable to reprisals from the other side at a later date, hence the reluctance to declare formal support for either.

DUKHAN

Sited on the Qatari Peninsula close to the sea, the fiefdom of Dukhan is ruled by Baron Badana. Immensely, grotesquely fat, Baron Badana travels everywhere on a litter supported by four of his most muscly slaves. His face and body are covered in weeping, pustulent sores that must be attended to every day by his personal physician, Doctor Haqim. Though his appearance is not at all attractive, he speaks in a rich, mellifluous basso profundo voice and can be quite charming when he puts his mind to it.

At present, Dukhan is engaged in a blockade of the Barony of Awall. The island is ringed by the full might of Baron Badana's sea-going fleet, which is to say five gunboats. This has so far been sufficient to stop any marine traffic from coming or going, and the inhabitants of Awall are becoming increasingly desperate. Many speak of surrender, though they know they would fare poorly should that happen. In the meantime, Badana is preparing his troops to sack the island and put

its people to the sword, promising his soldiers that they can keep whatever loot or captives they can bring back for themselves.

Dukhan's fleet of battle cars is small compared to those belonging to the other major baronies. It has been able to retain its eminent position thanks to its strategic location, which can only be approached from one direction on the land side. It would be vulnerable to an assault from the sea, but no one in the region possesses the ships or even boats necessary for such an undertaking.

FORTRESS DUKHAN

At the heart of the Dukhan barony is Baron Badana's stronghold, the Qalea. For all the putative territorial claims of Dukhan, in truth little outside of the Qalea has any real worth in comparison. Even the oil fields, the source of the baron's power, can be replaced if necessary. Without the Qalea, the barony has nothing.

The most striking feature of the Qalea, viewed from a distance, is the refinery. A maze of weathered steel gantries and pipes weave among the cooling towers, distillation units, and storage tanks. The towers reach to the sky like minarets. The refinery suffered extensive damage during the years of the Great Scythe and has since been repaired piece by piece, giving everything a patchwork appearance. After dark, the refinery is visible for miles as the towers vent great goutts of flame into the night sky.

A tall curtain wall surrounds the entire fortress, constructed from local rocks, concrete, and cement. A rampart and walkway runs the wall's entire length, divided at intervals by watch towers constructed from scrap parts of cars, vans, and other vehicle that proved unsalvageable for use in the Baron's battle fleet.

The Kiraj is a long, low, single-storey building stretching over a kilometre on its long axis, and nearly a hundred metres across. This is central dispatching and repair centre for the Baron's fleet of war vehicles. The dim interior is a single contiguous space that constantly echoes with the din of welding, panel beating and all kinds of repair work, the roar of engines being tested and from time to time, and gunfire as a weapon system is tested out.

The Mbnaa al Hukuma is the blue-tiled residence of the Baron himself, built to a design intended to imitate the architecture of a bygone golden era. The structure above ground is little more than a folly, full of empty rooms with nothing more than a bare stone floor and, sometimes, a statue or ornamental vase sitting in a wall niche. Only the Receiving Room, where Baron Badana hears reports from his underlings and meets envoys or petitioners, is occupied. It is outfitted as a utilitarian, military style office, where the Baron sits behind a plain, battered metal desk and reviews the latest oil production numbers and dispatches from his military commanders. The Baron is always under heavy guard.

Beneath the Receiving Room is the entrance to the Baron's true inner sanctum, in a nuclear bunker nearly a hundred metres below the Mbnaa al Hukuma and a good half a kilometre away to the north.

The oil fields begin immediately outside the walls of the Qalea and stretch as far as the eye can see. Not all of the pumps are activated at any given time—the Baron has little need for surplus. The machines bring up enough crude oil to fuel the barony's needs and have a proportion left over to trade while maintaining something of an artificial scarcity. The fields are patrolled day and night by the Baron's soldiers. To the north and west the oil fields reach the shore and keep going, out into the sea. Baron Badana has a handful of mobile floating drilling platforms that exploit this resource. The fields under the sea bed represent the future of Dukhan's oil production. When the land-side fields run dry, they will have to take up the slack. Aside from greed for more power, this is one of the main reasons Baron Badana is conducting his blockade of the island barony Awall.

MEHRE XĀVARĀN

An exception to the nomadic Crescentian lifestyle, the people of this easternmost area of Crescentia's influence live a sedentary lifestyle as farmers and herders. The city of Mehre Xāvarān itself is a cluster of distinctive pointed domes, with towers over their main entrances. These towers contain boxy devices called wind catchers, which funnel the desert breeze inward and downward through a complicated system of vents to cool the interiors of the buildings.

Not far from Mehre Xāvarān lie the ruins of the pre-Exodus city of Yazd. It is a place of outcasts and scavengers. Respectable people in Mehre Xāvarān never go there.

The domes of Mehre Xāvarān radiate out from a central point like the spokes of a wheel. In the middle is the circular plaza called the Great Orbit, and in the middle of the Great Orbit, set apart from the market stalls and carved rocks and huddles of people engaged in conversation or barter, is the Gohar Gate. It is a simple wooden doorway that protects the entrance to a set of stairs. The stairs were cut into the earth many years ago, and they lead to a ramp that slopes gently downwards into the earth for almost 200 metres. The ramp is broad but has a ceiling only five feet high. The locals say they did not build the ramp only the staircase. At its far end, the ramp opens out onto a roughly spherical space filled with gently glowing crystals and multifaceted jewels that radiate a mysterious yet soothing inner light. This place is called the Andu Cavern. If you are visiting the city, you may go to the cave to pray or meditate, if you ask politely. It is forbidden, of course, to remove any of the crystals or jewels.

In Mehre Xāvarān, the Prophets have a unique and unusual duty. According to the inhabitants of the city, mysterious strangers who appear as shadows lust for the contents of the cave. They appear

from time to time in the streets of the city and try to gain entry via the Gohar Gate. It goes without saying that it would be a very bad thing for these shadow people to succeed although the locals are hazy about what exactly would happen. There are differing competing theories. Regardless, in Mehre Xāvarān, on the north side of the central, circular plaza where the Gohar Gate is located, sits a small adobe building that is always home to three Prophets—no more and no less. Their duty is to keep watch over the Gohar Gate and respond to sightings of the shadow people. For generations successive trios of Prophets have passed down the knowledge of how to draw the mystic sigils that ward the shadow people away, dissipating their smoky forms as the rising sun chases away the night.

THE BLIND TEMPLAR

Another fixture in the Great Orbit is the pathetic figure of the Templar beggar Velino Giskei. Some fifteen years ago, a woman called Reyhan Lajani went away to North Africa and fought against the Templar Crusade there. When she came back to Mehre Xāvarān, she had a Templar prisoner in tow—Velino, captured during a raid on the Pillars of Hercules by Lajani and her Brotherbound troops. He had been a senior commander in the Templar forces, or so he claimed. Now he was reduced to the status of a prisoner, forced to slave away at gruelling chores and backbreaking labour. He worked in the Lajani household and Reyhan would loan him out to her neighbours if they had some particularly thankless task that needed doing.

Time passed. Velino became ever more cowed, losing the spark of defiance that had once burned in his haughty eyes. Then, suddenly, Reyhan Lajani died. Everyone naturally suspected the Templar of murdering her somehow, but no proof could be found and so Velino was released into the custody of the Lajani family. Still thinking that he was Reyhan's killer, they kicked him out of the house.

This caused outcry. It was one thing to have a Templar warrior shackled and under the watch of a family in good standing. It was another to have him wandering around on the loose all by himself. But he had committed no proven crime. Eventually, after much discussion among the Prophets and elders, they reached a compromise. In the heat of the blazing midday sun, strong young men from the city held Velino down on the old Whipping Stone, and the steady hand of Zurvan the Smith blinded him with a hot poker.

Since then, Velino has lived as a vagrant on the streets of Mehre Xāvarān. By night he huddles his grimy, lank frame against the scant shelter of a protective wall. By day he sits on street corners, a ragged blindfold over his sightless eye, begging for alms from the Crescentians he so despised in another life long ago. For trinkets he can barter for a meal, he will tell your fortune.

DUELS IN MEHRE XĀVARĀN

Mehre Xāvarān culture is intensely concerned with honour, with an even more hair-trigger sense of insult than in mainstream Crescentian

communities. Barely a week passes without a duel of honour taking place in one of the city's open places.

A challenge may be issued to anyone, by anyone. Refusing a challenge may have no repercussions if the challenge is obviously frivolous, but more often a refusal leads to social exclusion, to the point of being exiled by the community if the inciting matter is considered very grave, such as murder or adultery.

The format for a duel here is similar to that of primitive pistol duels. The combatants stand 40 paces apart and, on the signal of a theoretically impartial referee, turn and shoot at will. The duel need not be to the death but frequently is.

The weapon of choice is the crossbow, and only one shot is permitted. Once both parties have loosed a bolt, the matter is considered resolved. That, at least, is the theory. But it is common practice for an unsatisfied aggrieved party to manufacture another slight in short order, and another duel.

THE RUINS OF YAZD

West of Mehre Xāvarān lies a dead city. Its towers toppled centuries ago in a series of devastating earthquakes. In their heyday the distinctive spine-towers of Yazd speared into the sky, titanic spears coming to a sharp point above the level of the clouds. Today they lie, colossal and broken, on a rocky plateau that overlooks Mehre Xāvarān. Scavengers, fugitives, and exiles converge here, picking their way through the ruins, making dens on the tumbled, slanting floors of apartments, stores, and offices.

THE FIRE TEMPLE

Beneath a broken plasteel arch of huge proportions stands the crumbling edifice of an ancient fire temple. Parts of the exterior walls have fallen down, and the interior has been picked clean by scavengers and the passing of the years. Legend has it that the eternal flame guarded here was formed from sixteen kinds of fire, and installed by 32 priests in a ceremony that lasted for more than a year.

Mysterious figures appear within the temple's precincts from time to time, robed and veiled. Those few who have managed to speak with these shadowy individuals say they claim to be the descendants of the original temple guardians and that they keep the eternal flame still, deep beneath the ground. But of course they do not allow any outsiders to see it.

THREATS IN THE RUINS OF YAZD

Desperate exiles (use Drugged-Up Street Kid found on p. 269 *Mutant Chronicles* rulebook), Fire Temple guardians (use the stats for the Lutheran Patriarch page 173), gang of bandits (use the stats for the Highway Marauder page 147, a scavenger crew).

TREASURES IN THE RUINS OF YAZD

- ◀▶ A way in to the Vault of the Eternal Flame
- ◀▶ Pre-Exodus biometric tracking equipment
- ◀▶ A room full of deactivated thinking machines
- ◀▶ A noble's life savings, converted into diamonds
- ◀▶ Handwritten diaries from the Exodus era
- ◀▶ An original canvas by Caravaggio
- ◀▶ Ancient novels preserved in a sealed storage chest

MERTVAYA VODA

Once a forlorn seaside military outpost on the very fringes of Whitestar territory, Mertvaya Voda has become a bustling border town. In recent years, numerous Whitestar civilians have migrated to the area and created a large overground stronghold.

As well as the permanent Whitestar inhabitants, Mertvaya Voda is also visited by merchants from Crescentia and all over Whitestar, looking for goods that are difficult or even impossible to obtain in their homelands. Entire Crescentia villages make camp outside the stronghold, under the ever watchful eyes of Unit 433, the Nameless brigade that still stands guard on this frontier.

The town is built on and in the rusting hulks of ancient sea transports and military ships. Their hulls stretch as far as the eye can see, forming an undulating horizon broken by the protrusions of superstructures, derricks, and gantries. The settlement is clustered near Quay IV under the watchful gaze of the Suicide Brigade troops who man the guns of the ancient warships berthed there. The further away you get from their protection, the less secure your accommodation. The hulks stretch for miles, and on the outer edges of Mertvaya Voda some of the holds are home to Blood Giants, ruthless Resectors, and rats the size of dogs.

ISMAIL BANISADR

A fixture of the market square in Mertvaya Voda, Ismail is an ebullient, somewhat portly, Crescentian merchant. Talkative and with more than a little of the wheeler-dealer about him, Ismail's catchphrase is to complain of a lack of trade goods with which to barter: "I'm down to the bare bones here!"

Ismail has an extensive network of contacts across many Crescentian communities and is a good person to go to if you need a recommendation for a travel guide within the Crescentia lands.

LEV DUBOV

The stronghold's physician has a dark secret. Every now and then, a lone Crescentian traveller visits Mertvaya Voda and doesn't come back. That is because Doctor Dubov drugs and kidnaps them, then packs them onto the back of a military transport to Zlogora for experimentation. Top of his current list is to find and abduct a Crescentian Prophet, so that the labs can start to figure out how their powers work.

Kidnapping a Prophet is no easy task, though, so Lev needs to find some unscrupulous people who know how to handle that kind of thing and hire them to help him. Option two is to find scrupulous people of the same type and persuade them that the Prophet is dangerous and that he needs their help to save many lives.

CAPTAIN 433-28

The commanding officer of the Nameless in Mertvaya Voda vehemently wants to clear all the Crescentians out of the area. As far as he is concerned, his duty is to ensure the security of the region, and all these Crescentians are too great a security risk. He sees potential spies everywhere and is waiting, just waiting, for the excuse to have his troops open fire on the lot of them and expel the foreigners once and for all.

SIMIN NOURIZAD

An itinerant Prophet who recently arrived in Mertvaya Voda by boat from Anatolia. She is looking for a teenage brother and sister who ran away from their village in the region of the Pale Womb several months ago. Her search has led her here to the Whitestar border. She enlists the help of all who are willing.

PTICHKA

Orphaned at the age of eight and forced to fend for himself by scavenging and begging for scraps around the Mertvaya Voda camp from childhood, as he grew into a teenager Ptichka ("Birdy") used to be the kind of lovably roguish street urchin you could always rely on to know the latest gossip and rumours or about secret ways in and out of places. He still does the whole lovable street urchin act, but he's in his forties now, so it has got a bit weird. His shock of red hair is thinning, but he still has the birdlike look that got him his nickname, and nowadays he is always on the lookout for newly arrived traders from Crescentia or Whitestar for whom he can act as a personal guide to the settlement or to the wilderness in the surrounding area. Ever alert and watchful, he does know his stuff.

INDIA

The Indian subcontinent is a vast land of fire. This land, once abundant in its diversity of cultures and languages, flora, fauna and landscape, became a sea of roiling magma shortly after the corporate Exodus, as a cocktail of chemical and genetic weaponry washed across it in an ecological catastrophe, while seismic doomsday weapons, designed to shatter the very Earth beneath their targets, ripped open new fault lines and created a deadly swathe of newborn volcanoes that drowned the land in ash and molten lava.

Settlements cling to the slopes of the Himalayas in the north, nests of humanity in the ruins of the corporations' glory years. To the south of these remnant cities, the volcano ranges begin.

WINGED NOMADS: THE AKASH CLANS

High above the clouds of ash, above the rivers and lakes of molten rock of India, the Akash Clans soar. They wear thick, warm clothing to keep out the cold, decorated with bright silks, and craft their breathing masks into the visages of strange and fantastical birds. Their lighter-than air craft harness the heat and gases created by the subcontinent's endless volcanic activity to create homes in the sky.

All but the smallest sky ships have fully enclosed gondolas, fitted with air filters, to provide clean, breathable air inside. The air outside, with the combination of volcanic emissions and the chronic toxicity

of Dark Eden's atmosphere, is as poisonous as anywhere on the planet. Gas masks are a must for any activity outside.

As well as the heat of the molten earth below, the Akash use wind turbines fitted to their sky ships to power their machinery. This includes the vital hydroponic stations they use to grow vegetables and fungi, which supplement the birds they catch in the trawler nets they hang below their vessels.

SOCIETY

The Akash Clans are grouped into extended families who travel together, making an annual circuit of their customary travel routes. Loyalty to one's clan is the most prized virtue in Akash society, and feuds lasting for generations are common. Each skyship is led by a Captain, and each clan by the most senior of the Captains, who takes on the title of Admiral. Some Admirals command only a handful of skyships and none of them particularly large. The greatest of them command more than a hundred, so many that they must devolve command to intermediaries called Commodores, who then have from ten to twenty Captains reporting to them. One might, in theory at least, be the Admiral of only one or two ships, but that would be a very feeble Admiral indeed, ripe for having one's vessels seized and the crew and passengers thrown overboard by a more powerful clan worthy of the name.

When two enemy clans come into contact, the fighting is vicious. With few firearms available, stealthy raids are the order of the day. Clan warriors silently drop from above to destroy the envelope of an



The Akash Clans fly the (un)friendly skies of Dark Eden.

enemy sky ship, or cut away vital stanchions, sending it plummeting into the magma below to kill all on board. The raiders themselves often die too, and their names are sung in the clan circles after dark in the years to come.

For the hunter-gatherers living in the ruined mountain cities of the north, the sight of an Akash caravan approaching creates mixed emotions. Sometimes they bring fabulous goods to trade: exotic food, crystals gathered from the few solid islands among the lava flows, rocks containing metal ores. Other times they bring war, raiding the north for wood, food, and slaves.

LIFE IN THE SKY

The sky does not provide everything that the people of the Akash Clans need to live, but it comes close enough. They fly beneath the clouds to gather rainwater, which they assiduously purify through antique filtration systems on board their larger skyships. The very largest craft contain hydroponics decks where they grow much of their food. Skynets of impossibly fine but strong thread billow in the breeze beneath the skyships' gondolas, trapping birds and other avian creatures for meat.

The more agile skyships gather gases and molten ores in massive scoops from the magma flows below. Larger are the residences and factories, such as they are, of the clans.

SKY TOPOGRAPHY

To understand the lifestyle of the Akash nomads it is necessary to understand the prevailing conditions in the skies of Dark Eden—at least, as they were two hundred or more years ago, when their aerial way of life began to ossify into its present form.

Above everything, where the air was too thin to breathe, was a layer of blank grey ash that blocked out most of the sun's rays. It rendered solar power generation unusable. The Akash call this layer the Cinder.

At ground level, the air was poison, as nerve agents and chemical weapons continued to tumble across the landscape among pockets of radiation and rogue nanotech weapons. These toxic conditions carried upward to around a thousand feet. Though at such elevations the toxicity was not inescapable like it was down on the ground, it nonetheless mandated breathing equipment at all times. The Akash called this layer of poisonous air the Shroud.

Between the Cinder and the Shroud, the air was not entirely safe by any means, but it was for the most part breathable. You could live at that altitude, if you could find a way to stay up there. In this way, the molten remains of India came to the Akash Clans' rescue. They could not power aircraft with solar rays, but they could use the heat and gas generated by the magma fields to stay aloft in airships, swooping low to capture the gases before rising again out of proximity to the noxious fumes given off by the molten rock. In

time, the clans learnt how to harvest ores and precious stones from the magma flows too.

THE MAJOR CLANS

The distinction between a full-scale clan and what is merely a very large extended family is hazy at best. Nevertheless, several important kinship groups are widely recognised as major clans for the power and influence.

The Sarasa Clan control access to the sunken ruins of the Kolkata megacity. They use curious diving machines to swim beneath the surface of the bubbling ocean, not far from the wall of steam where the magma flows of India roil into the sea. From drowned Kolkata, the Sarasa divers bring technological treasures of times gone by. This give the Sarasa Clan a distinct advantage in access to high-tech equipment, ranging from electronic scanners and navigation gear to laser weaponry.


Most of Akash Clans structure their society along matriarchal lines. Leadership roles typically go to female elders of the clan, and lines of heredity are traced through the mother. The Kavala Clan, who travel the western skies and trade extensively with the mountain people in the north, are the exception to this rule. Their society has women join their husband's family when they marry, and children take their father's names.

The Parivala Clan of the southern skies are another exception to a prevailing trend among the Akash. In the case of the Parivala, the difference is one of belief. Almost all of the clan have abandoned the traditional beliefs shared among the Akash Clans regarding the cycle of life, death, and rebirth. Instead, their contact with the Brotherhood has sparked a fanatical, apocalyptic devotion to a cosmology derived from the creed of the Cardinals. Members of other clans generally find this strange and off-putting.

The western Kabutara Clan have a reputation among the Akash as crude, barbaric sorts—although not anywhere near as barbaric as non-Akash outsiders, of course. The stereotypical Kabutara is a tough, loud individual with tremendous appetites for fighting, drinking, and dancing.

The Pareviyeku Clan is renowned for its tremendous wealth. This is due to its possession of the largest holdings of solid ground among the Akash Clans, for it occupies almost all of the shattered archipelago of Sri Lanka. The air at ground level remains unhealthy, and, like all Akash, the Pareviyeku people have become accustomed to life aloft, so there are no permanent dwellings on the islands. What the clan does maintain are facilities for logging, mining, and sea-farming, which provide abundant natural resources to trade with others.

The Pura Clan are known as spies, couriers, and assassins. Their traditional sky routes lie in the south, and the clan keeps a ground-



level toehold on the western edge of the Sri Lankan archipelago. Skirmishes with the Pareviyeku are common. Over the years, in the face of their richer and better-equipped rivals, the Pura have developed many effective tactics for stealth and hit-and-run combat.

SHIPS OF THE SKY

When one thinks of the Akash Clans, the mind's eye is drawn at once to their unique flying vehicles, the skyships. These aerial vessels are everything to the Akash Clans: home, transport, protection—everything, indeed, in their lives. Most Akash rarely set foot on terra firma. Some never do at all, throughout their whole lives.

The term “skyship” covers a wide variety of craft. What they have in common are two key elements: the gondola—a hull in which the crew or passengers and their necessities are housed—and the envelope, which contains the lifting gases necessary to achieve sustained flight. They may be of rigid or semi-rigid construction. In the former case, a hard shell of wood or metal surrounds the entire vessel, including its gas bag. In the latter, the envelope is supported by the internal pressure of its own lifting gases, with a rigid keel running along the base to which the gondola is attached.

The largest are the stately Nauyana Galleons, the heart of any clan flotilla. These are where most people in the Indian skies live, packed into five or more decks, sometimes as many as nine, constructed from the acid-resistant woods of the Himalayan foothills. Handed down from one generation to the next, many Nauyana Galleons are centuries old. Nauyana Galleons are of semi-rigid construction, with their huge gondolas, which may carry more than a thousand people at a time, slung beneath towering envelopes that become a lumpen, multi-coloured patchwork after years upon years of partial repairs. Because of this design, it is too risky to bring a Nauyana Galleon close enough to the magma flows to harvest its own lifting gas. Instead this is done by smaller craft that then transfer the harvested gases to the Galleon. Nauyana Galleons are propelled through the air by sails rigged sideways and downwards from the gondola.

Manthara Galleons are the military version: a little smaller, a lot tougher. Flameproofed and clad in steel wherever possible, with hardened superstructures above the envelope to protect it, they are the fortresses of the skies. Only the greatest clans can afford to operate these floating behemoths thanks to the resource intensive nature of keeping them aloft. They need more gas and carry more weight than even Nauyana Galleons of twice their number of decks, and of course they do not produce any of their own food or gas supplies. Instead, every inch of deck space is devoted to sustaining a military crew and housing the weapons of war. The Manthara Galleons are slow and ponderous, vulnerable if left unescorted by smaller craft. But once they are in place and have their sights lined up on a target, few enemies in the skies or on the ground can withstand their onslaught.

Sky Launches are the warships and working ships of the Akash Clans. They are rigid skyships that are steered and commanded from a bridge mounted on the top of the envelope. Those designed for war, called Kandala Cutters, have fighting platforms fore and aft and on the top, bottom, and sides of the skyship, from which guns, bows, and other weapons may be used, or grappling hooks launched for boarding parties. Vatayana Boats are the civilian equivalent—they are unarmed and equipped instead with nets for carrying cargo or the clanking extractor units the Akash use to suck up the melange of gases that rises from the magma flows below before delivering it to the Nauyana Galleons above for fractional distillation into usable lift gas.

Sky Barges, without any means of propulsion of their own, are used for transport and storage. They are typically tethered to a Nauyana Galleon until it is time to move them from one place to another, at which time the owners employ one or more Vatayana Boats as tugs.

When speed is of the essence, the Akash Clans turn to the Kundalin Galleys. These are rigid skyships with relatively small, torpedo shaped envelopes, which have stubby wings in order to generate extra lift from their forward velocity. Kundalin Galleys are powered by human effort—specifically, anywhere between a dozen and fifty screw-winders cooped up below decks, furiously working the rotating handles that transfer energy through a series of cogs and pulleys to spin the propellers at the aft of the skyship. If the wind is with a Nauyana Galleon or a Sky Launch and blowing hard, then even the fastest Kundalin Galley cannot keep up with it. But the advantage of the screw-powered skyship is that it does not need any wind at all to move, and indeed even where there is a strong wind, it's much more manoeuvrable, being able to fly in any direction, even directly into the wind.

Finally, the Akash Clans utilise unpowered flying machines. Javina Flitters are bat-winged hang gliders able to carry one or two people at a time. The Akash use these to hop quickly from one skyship to another, and for silent nocturnal raiding on rival clans or on the groundlings who live in the mountains to the north. Nili Chutes are simple para-gliders that enable a single person, carrying at most a rifle, sword, and a backpack to undertake a controlled descent from a skyship at a higher altitude down to a target location. These are another favourite for inter-clan raiding, though unlike Javina Flitters, they do not provide an easy means of escape afterwards.

WEAPONS OF THE AKASH CLANS

With limited manufacturing capacity aboard their constantly moving skyships, the Akash Clans have little in the way of firearms. For the most part, the bravos and fighters of the various families arm themselves with daggers and swords. From time to time a bow or crossbow shows up, but these are difficult to use aloft.

What the Akash Clans have in abundance, however, is explosive and flammable material. As dangerous as they are to even carry aboard a skyship kept in the air by highly flammable gases, the potential these

things have for devastation is too great to pass up. When the gloves are really off in a feud, the flamethrowers and grenade launchers come out. So too does the Santapah, a sticky jelly-like substance that can be smeared on a surface and ignited. It burns like napalm and cannot be put out with water.

THE HIMALAYAS

North of the Akash lava flows, the hills rise wild with lush, alien plant life, twisted into grotesquerie through centuries of chemically altered mutation. Here in the foothills of the Himalayas are the scattered villages of the Taungkone K'Luu. According to their oral histories, these people came from the east many hundreds of years ago, fleeing the destruction of their homeland. They made their way into the highest mountains, where they discovered a hidden valley that was almost inaccessible. This place sheltered them for many years, safe from the devastation that wreaked havoc on the rest of the planet. Lush and verdant, teeming with life, the valley provided them with everything they needed.

It was not to last. One day, strange giants came from the north. Somehow they found their way into the valley and they took it as their own, killing anyone who stood in their way. Once again the

Taungkone K'Luu were forced to flee for their lives and start again. The Himalayan mountains themselves proved as inhospitable as they had always been. There was nothing for it but to head south. There in the hills on the fringes of the molten subcontinent, the Taungkone K'Luu were forced to adapt to a new lifestyle and deal with new dangers, not least of which were the depredations of Akash Clan raiders from the skies.

Today the Taungkone K'Luu maintain a subsistence lifestyle based on the great writhing Poekaung Vines that grow in the region. Taungkone villages nestle within whorled knots of these bulbous creepers, which grow up to three metres in diameter, and can stretch miles in length, draped over the landscape like huge tangles of cable. The Taungkone harvest the flesh and skin of the vines, carving out gobbets of the pulpy flesh for food and building materials, taking the leathery epidermis for use as cloth and armour. They supplement this staple food with the flesh of the several varieties of beetle that live on the vines. The smallest are no larger than a person's thumbnail, while the largest and meatiest are the size of a manhole cover and must be hunted with spears.

Armed with only spears and knives, and a handful of weapons that they receive from the Akash Clans in trade, the Taungkone K'Luu



The East Asian Exclusion Area: The Hu Jing Legacy.

CHAPTER 06

offer little threat to their airborne neighbours. Indeed, although the Akash Clans do not have any particular ill will towards the Taungkone people, the capricious whim of a skyship captain often turns to raiding when in the north, and smash-and-grab raids are not uncommon. More generally, the Taungkone K'Luu survive by making themselves hard to find, hidden under the tresses of the gargantuan Poekaung Vines, and by being useful: the physicians of the Akash have discovered many useful medical properties in Poekaung flesh, which they have not been able to create by any other means. As long as Taungkone harvesters are the only ones who can provide this invaluable product, they remain relatively safe from the Akash Clans.

The other enemy of the Taungkone people is semi-mythical—the giants who seized their hidden valley generations ago. There is enough detail in the historical sagas, recited in episodes over every communal meal, which many among the vine villages believe that they could retrace their ancestors' steps, if they really put their minds to it.

One young beetle hunter who lives in the eastern marches of Taungkone lands, who goes by the name of Myaypone, has become increasingly vocal in her plans to do just that. She has already begun to assemble a team of volunteers to accompany her on this voyage of rediscovery into the mountains. Curiously, perhaps, their object is not precisely to reclaim the hidden valley itself. Myaypone believes that the giants are likely to still be there and to be as dangerous as they were when they invaded all those years ago. Rather, she intends to try and locate a holy relic that the ancestors were forced to leave behind when they came down from the mountains. It was called the Aahtuu u Hkaungghkwan. The legends describe it as resembling a human skull, inscribed with hundreds of tiny characters in an unknown language, which had the power to change the face of the heavens.

Acutely aware that her volunteers lack a great deal in equipment and expertise, Myaypone has travelled to the village of Jhaykwat, where the most trading is done with the Akash. She wants to get a few outsiders, maybe Akash, to come along with the expedition to improve their chances. She promises a share of whatever treasures they find there in return for participation in the trip or for survival gear and weapons. She also carefully explains the cultural significance of the holy relic that is their true goal, to impress upon people the importance of the mission.

CHEMICAL DANGERS OF THE EAST ASIAN EXCLUSION AREA

Covering nearly the entirety of the territory once known as China, spilling over into parts of Korea, Mongolia, Siberia and South-East Asia, the East Asian Exclusion Area is the world's biggest Rad Zone.

THREATS OF THE EAST ASIAN EXCLUSION AREA

Refer to **Chapter 8: Allies & Adversaries** for details.

◀▶ **QUICKSILVER POOL**

◀▶ **SILVER DHOLE**

◀▶ **SILVER LEOPARD**

◀▶ **SILVER SKELETON**

◀▶ **SILVER ZOMBIE**

◀▶ **YELLOW SMOKE**

Here in this vast forbidden zone, the mutations are more extreme, the radiation pockets more deadly, and the leftover weapons of a bygone era remain more dangerous than the fiercest of human enemies. You would have to be very brave indeed to set foot in the East Asian Exclusion Area. Very brave, or very foolish. Or very desperate.

CREATION

Shortly after take-off from Hainan Spaceport on its escape to the extra-planetary colonies, a devastating explosion ripped through the Hu Jing spacecraft. All those on board died. Burning debris rained down over Central China, injuring many in the megacities of Hunan and Hubei. More lasting damage was done by the detonation and dispersal of the ship's cargo in the atmosphere: a huge payload of terraforming chemicals, nuclear munitions and reactor fuel, and experimental biological and nanotech warfare systems.

China got a concentrated dose of absolutely everything that corporations and governments were killing each other's people with around the globe: a heady melange of radiation, lethal toxins, chemical weapons, and nanotech constructs. Millions upon millions died. Thousands of refugees fled to the north, south, and west.

Within a year, China was dead. No humans lived there any longer. The only living things, if you could call them that, were the creatures annexed and altered to survive in this hell on earth by the nanotech weapon known as Quicksilver. Creatures that were once wild animals; creatures that were once human.

CHEMICAL DANGERS OF THE EXCLUSION AREA

EXCLUSION AREA AIR

- ◄► **VECTOR:** Inhalation
- ◄► **VIRULENCE:** 3
- ◄► **INCUBATION PERIOD:** one minute
- ◄► **SYMPTOMS:** Patient suffers 1 Serious Wound.
- ◄► **INTERVAL:** Minutes, Acute (3)

SAA-LAM NERVE AGENT

A pale blue liquid that boils into a gas around 10 degrees Celsius. Coming into direct skin contact with either form triggers a Resistance test against the Saa-Lam's Virulence of 4. Inhalation or ingestion raises the Virulence to 5.

- ◄► **VECTOR:** Inhalation or Contact
- ◄► **INCUBATION PERIOD:** 5 minutes
- ◄► **SYMPTOMS:** ⚔️ 3 damage to a random location, ignoring Soak.
- ◄► **INTERVAL:** Minutes, Acute (3)

RADIATION

Use the rules on page 113 of the *Mutant Chronicles* rulebook. Within the East Asian Exclusion Area, the Virulence is equal to the GM's Dark Symmetry spend plus one. The maximum Virulence is still 3.

THE EXCLUSION AREA TODAY

There's a reason it's called an Exclusion Area: you ought to stay out. The air is poison. So is the water. Uncontrolled nanotech weapons glide through the streets of ghostly empty cities. The landscape is littered with pockets of intense radiation and Zones of Corruption, often overlapping.

Whitestar policy does not forbid its citizens to go there—the Federation's anarchist political model doesn't allow that kind of statewide regulation. However, the Siberian strongholds closest to the Mongolia and China regions impose exile on anyone caught returning

from the Exclusion Area. A regiment of the Nameless keeps watch on the borderlands, moving to engage and destroy anything or anyone heading north into Whitestar territory from there. Desperate Resectors, rebels, and heretics go there anyway in search of plunder or refuge.

Entering the Exclusion Area without breathing apparatus is tantamount to suicide. The air alone acts as an airborne poison with deadly effects.

Entering the Exclusion Area without an NBC suit is only marginally less suicidal than forgoing breathing gear. A variety of unpleasant substances lurk awaiting the unwary, in gas or liquid form.

CREATURES OF THE EXCLUSION AREA

With a few exceptions, mostly in isolated mountainous areas, all the plants and animals in China are dead. The countryside and cities alike have been bleached, scoured, and sterilised by the toxic clouds of gas, acid storms, and radioactivity that now defines the region. That does not mean, however, that you can just put on an NBC suit and stroll around like you own the place.

THE NORTH-EAST

SCENES

The frozen Songhua River in Harbin city, on the very fringes of the Exclusion Area. Scavengers trudge across the rough ice towards the north bank, dragging their loot in a hand-pulled cart.

On a forested mountain near the former Mishima industrial sector of Shenyang-3 is a 160m-long meteorite, billions of years old. A makeshift community of people from all over the world has set up around it, encircling the meteorite with tents and idiosyncratic shrines. The meteorite has a power that is growing day by day, they say.

The vast construction floor of Changchun Aerospace City lies silent and idle, its conveyor belts and assembly machines covered in snow and icicles. This vast factory was where they built Hu Jing, the spacecraft that destroyed China.

THREATS

Refer to **Chapter 8: Allies & Adversaries** for details: Manchurian Tiger, Quicksilver Pool.

COLD

The region is locked in a permanent winter. Daytime temperatures range from 0 to -10 °C; at night that drops to as low as -24 °C. (See "Hostile Environments" on page 104 of the *Mutant Chronicles* rulebook).

DISCOVERIES

The meteorite near Shenyang was ejected from the planet Nero nearly 5 billion years ago. It is a magnet for the Dark Symmetry, and the people drawn to it are self-made heretics.

The offices at Changchun Aerospace City contain security footage showing what appears to be the Tsarina and the Cardinal taking a guided tour of the factory. Apparently they are both members of a trade association visit. Attentive viewers notice one of the "Tsarina's" aides tamper with a design console in the rocketry design department.

BEIJING

An ancient capital, now silent. Clouds of Yellow Smoke drift along its broad avenues. In the winter, the city is blanketed in grey snow. In the spring, radioactive dust blows in from the desert to the north-west.

SCENES

On the north side of Tiananmen Square, the Purple Palace Shopping Mall, once a cultural icon, stands empty. A group of exceptionally intrepid (or foolhardy) Resectors from Vostmor are using the covered courtyards and corridors as a temporary base of operations.

In the centre of the square is the Mao-soleum. This crumbling dark oblong is the tomb of the progenitor of the Xi Dynasty, holders of the imperial throne, in name at least, in the final years before the Exodus.

To the west of the square, the imposing blank facade of the Gongchan Financial Services Building, latterly the headquarters of a powerful Mishima subsidiary.

THREATS

Yellow Smoke—Three large clouds of Yellow Smoke drift through downtown Beijing. One in the Qianmen area to the south of Tiananmen Square, one among the crumbling residential blocks of Dongzhimen, and one in the tunnels of the metro system. Resectors in search of a glorious find also stalk the streets.

DISCOVERIES

One of the locomotives waiting at the platforms at the Nanhua Railway Station is, astonishingly, still in working order. You could travel south by maglev, provided you keep an eye out for debris and other obstructions on the track.

A military base to the west of the city at Pingguoyuan contains an armoury full of experimental plasma weapons. Unfortunately, they need a terrific amount of power to make them work.

Beneath the rubble of Baiyun Temple, esoteric writings containing methods to divine the presence of the Dark Symmetry.

SHANGHAI

Once the "pearl of the Orient", by the time of the Exodus, Shanghai was an impoverished backwater: water being the operative word thanks to near-weekly floods inundating the streets. The city is on the eastern fringe of the Exclusion Area, making the air breathable, most of the time.

SCENES

Most of the city is submerged. Only the taller buildings, from the 20th floor up, poke up above the murky brown waters.

Mutant animals graze and hunt on the shore near the drowned city. As you watch, a kleshnya stalks and kills a two-headed deer at the water's edge.

Blood giants leap from floor to floor in the exposed interior of a partially collapsed tower.

THREATS

Quicksilver. Patches of Quicksilver float beneath the surface of the water, claiming certain tower blocks as their territory.

Structural Collapse. Skyscrapers rear up vertiginously from the water and offer a place to rest. But years of neglect and the action of the waves have made some of them unstable to the point of collapse, a risk to anyone inside or on the water nearby.

Blood Giants. These resilient mutants have formed a colony inside some of the towers. They travel to the shore on crude rafts to hunt.

DISCOVERIES

Below the waterline, in one of the lesser—but still grand—suites of the Cathay Hotel, an original Rodin sculpture worth millions to collectors on Luna.

Remnants of a campsite on the roof of an office tower. Daubed across a nearby wall is a string of sigils that those familiar with Heretic activities recognise as a prayer to the Dark Apostle Ilian.

GANSU

In the desert plateaus of the northwest, sickly-coloured mists drift over the barren landscape. Red Winds and Acid Storms are common. What few cities and towns were built here lie forlorn and dilapidated.

SCENES

Gansu National Maximum Security Prison was a penitentiary the size of a city. The remains of the prisoners still lie in their cells, where they were abandoned by their jailers in the rush to flee the country.

A herd of wild camels pass by on their way to the next distant watering hole. They are covered in lumpen cancerous growths as a result of exposure to radiation.

Gigantic excavators lie idle in the mile-wide pit of an opencast mine.

THREATS

Silver Skeletons. Not all the prisoners' remains lie where they died. Some rove the prison, on the lookout for unwelcome visitors.

DISCOVERIES

A cache of weapons hidden in the back room of a rural schoolhouse. Assault rifles, knives, homemade explosives.

Miners digging for selenium in the mid-24th century uncovered ancient petroglyphs that appeared to depict the solar system, showing ten planets. The carvings depict a number of other scenes, including what appears to be a great battle between humans and monstrous enemies, far to the west.

YUNNAN

In the southwest of the Exclusion Area, in the foothills of the Himalayas, terraforming agents intended for a different planet took the native flora of Earth and twisted them into unrecognisable shapes. The Yunnan region is a steaming rainforest of outlandish colours and strange spiralling trees.

SCENES

Bulbous alien orchids droop overhead as the Player Characters make their way through the dense, damp undergrowth.

Towards the south, where the Exclusion Area fades away into the lands of the Dai people, a gated bridge of bamboo is the first sign of civilisation. Gas-masked loggers and gatherers assemble here for dangerous expeditions into the rainforest.

THREATS

Yunnan Tusk Beast, an Asian relative of the beast domesticated by Crescentia dwells in this area, twisted almost beyond recognition by the biological and genetic transformations caused by terraforming agents. A profusion of gnarled tusks protrude from either side of the creature's massive skull, while the trunk is now vestigial (use the stats for the Elder Eclipse Mammoth on page 209, but remove the Bellowing Roar Dark Symmetry Spend).

DISCOVERIES

The wood of certain trees here is, in places, lighter than air. The Dai woodcutters who come from the south climb high up the warped and twisted trunks to cut out these sections. They trade this wood to the Akash Clans, who prize it for the construction of their flying vessels.

Human and animal skulls threaded onto a length of bamboo, thrust into the ground like a totem pole.

In the abandoned town of Ganlanba, among the raised stilt-houses on the banks of the Mekong River, a band of heretics from Luna are preparing a ritual. Their spacecraft, obtained for them by a sponsor in the Imperial corporation, is hidden in the forest.

SICHUAN

Chengdu was once one of the biggest megacities on Earth, growing to encompass the mountains around its historic core for hundreds of kilometres. The wilderness has reclaimed it.

SCENES

Midnight blue creeping flowers bury their tendrils in the crumbling concrete of buildings and roadways. Iridescent algae and mosses cover any flat surface.

On a raised platform overlooking a wide plaza, 10-metre high stone characters spell out the name of the Mishima Holding Group: 三島控股集團. They are overgrown with broad-leafed vegetation in murky shades of brown.

A crashed Whitestar space shuttle, lying half buried in debris after a crash landing in the remains of an outer suburb of Chengdu. There is no sign of the crew, dead or alive.

THREATS

Quicksilver and annexed creatures, Yellow Smoke.

DISCOVERIES

Technical documents stored in a Mishima research and development facility in the mountains include details of the precursor to the Quicksilver that now haunts the dead cities of China. This information potentially points the way to a method of destroying—or controlling—the Quicksilver.

In a residential tower block, family heirlooms—photographs, jewellery, scrolls of poetry—owned by the ancestors of a Mishima daimyo on Mercury.

OPERATION CALVARIA: CHINA

ON THE TRAIL OF RHEE HEUNG-MIN

Tracking down the Megabody skull in China is a matter of following the trail of pre-Exodus non-executive Mishima board member Rhee Heung-min. He tarried on Earth too long and never made it to his private flight to Mercury, scheduled to take off from Busan.

The Player Characters are set on the trail of Rhee by whomever they work for: The Cartel, the Brotherhood, a corporation, Whitestar, an

eccentric billionaire, etc. They know that Rhee was in possession of the skull chiefly thanks to a message he sent to his superiors on Mercury saying "I have the Megabody skull."

The hunt for the Megabody code skull culminates in Hangzhou, in the high-roller penthouse suite of Jade River Grand Casino. Before that, though, the seekers of the skull must follow his trail.

1. BEIJING

Rhee's last known location was in Beijing at his office in the Gongchan Financial Services Building. Due to a missile strike on the airport, he didn't catch his flight to Busan. In his office (top floor, northeast corner), an Average D1 Education test gets Rhee's itinerary from his computer terminal. This takes 30 minutes by default, reduced by five minutes, to a minimum of five, for every Momentum spent.

Rhee left Beijing by maglev train, headed for Shanghai.

Getting to Beijing: The easiest method is to travel by air, if you can. If you have to travel by land, you'll need to cross into the Exclusion Area from the north, most likely via Harbin.

ENCOUNTERS

The Resectors in the deserted mega-mall near Tiananmen Square may be allies or enemies depending on how the Player Characters treat them. If they believe that the Player Characters intend to identify them and report their illicit presence in the East Asian Exclusion Area back to the central Whitestar authorities, they will take measures to ensure that does not happen. They start with reasoned arguments, and escalate next to bribes and threats. If all else fails, they turn to violence as a last resort. If the Resectors find out that the Player Characters are in search of a great treasure, they want to get hold of it for themselves. They do not know about the Megabody—but it must be something incredibly valuable to make a bunch like the Player Characters risk entering the Exclusion Area. They offer to join forces and help, pointing out that they have expertise at this sort of thing. If refused, they back down but do their best to track the Player Characters wherever they go, showing up on the scene later in the journey. They may prove useful allies or a thorn in the Player Characters' side.

Entering the environs of Tiananmen Square attracts the attention of the nearby Yellow Smoke, which pursues the Player Characters relentlessly as long as they remain in the area. It may lose them if they are sufficiently stealthy or swift, and it will retreat for recharging if they can survive a combat encounter for long enough. But it will keep coming back.

2. SHANGHAI

Rhee's destination in Shanghai was the Peace Hotel, where he planned to meet his old friend from college Takeshi Yukio, before catching a flight from Shanghai Xugong to Korea.



Sichuan hides strange mutations in its mountains.

It seems Rhee never reached the hotel, or if he did he left no clue as to his onward destination.

If the Player Characters speak peacefully to the Blood Giants in the Peace Hotel, the Blood Giants can tell them—with primitive language and a lot of pointing—that more humans live in the big dome to the west. This is Hangzhou, where a group of survivors shelter in the remains of a self-contained luxury resort.

A Challenging D2 Education test allows a character to recall that many fled to the safety of the Hangzhou casino arcology. This was in its time the most famous gambling resort in the world, built over the site of an old lakeside city and attracting millions of gamblers each and every month of the year.

Getting to Shanghai: Again, flying is a good option, though the Player Characters will have to land on the shoreline some way from their destination in the flooded city—or take a chance and land on a hopefully stable building roof. Travellers by road or maglev will need to fashion some kind of watercraft, or salvage a boat from somewhere.

ENCOUNTERS

Quicksilver Pools lurk beneath the grimy surface of the water. They are activated by proximity—anyone coming within a metre of the water's surface above a lurking node of Quicksilver quickly find themselves assaulted from below by the swirling, shining nanotech weapon.

A band of Blood Giants have taken up residence in the Peace Hotel's upper floors. Upon becoming aware of the Player Characters, they bring guns and weapons to bear and demand that the intruders disarm. They fire if the PCs make any aggressive moves. They do not fight to the death, withdrawing if it seems they cannot win, by leaping to adjacent rooftops.

3. HANGZHOU

Before the Exodus, the domed city of Hangzhou was the world's biggest casino resort. Billions of visitors came every year to gamble away their savings, and other people's, at the tables and machines in what was essentially a single casino the size of a city.

Hangzhou today is an exception to the rule that no one can live in the Exclusion Area. A survivor population numbering just over a thousand dwells in the gloom beneath the soot-smeared dome.

The dome provided, and continues to provide, a measure of protection. Although it is no longer wholly intact, it keeps the majority of toxic clouds out. The air in the city is breathable without need for a gas mask.

However, radiation and mutagenic compounds seeped in over the years, resulting in widespread mutations among those who live here now. Every inhabitant the Player Characters encounter has at least one visible mutation.

SCENES

Vines and creepers grow through a hole in a dome panel, showing the way in. If the Player Characters are lucky, this panel is at or near ground level. If not, they must make an Average D1 Athletics test to climb up the outside of the dome and then figure out how to get down the twenty metre drop to the hard floor below.

Dome dwellers lie passed out and blissful in the centre of an abandoned freeway. They are under the sway of Bliss, a vine-like plant that is a staple part of the diet here. The dome dwellers need to eat the plant for specific nutrients, but it has soporific and euphoric side effects.

A pack of Savage Ones swoop down onto a gathering of dome dwellers and eviscerate them with their hideous gnarled claws. They gibber in triumph over the bodies, then drag them away towards their lair.

ENCOUNTERS

THE DOME DWELLERS

At the sight of intruders, the locals flee in terror. If they can be calmed, they beg for news of the outside world. They warn the Player Characters to stay away from the Jade River Grand Casino, where the Savage Ones live—humans driven to rage, bloodlust and cannibalism by inhaling the “red clouds” that sometimes drift into the dome.

Asked if they've seen a skull with engraved numbers, the dome dwellers say they used to have one. But the Savage Ones took it. They like to take trophies as well as people, and the skull was one of them.

THE SAVAGE ONES ▲

Driven to homicidal mania by the effects of a toxic gas, around two dozen of these mutant humans dwell in an abandoned luxury casino in the centre of Hangzhou.

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	7	6	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	6	7	6

FIELDS OF EXPERTISE

COMBAT	FORTITUDE	MOVEMENT	SENSES	SOCIAL	TECHNICAL
EXP	FOC	EXP	FOC	EXP	FOC
2	—	1	—	1	—

WOUNDS: 3

SOAK: None

ATTACKS:

◆ Claws (melee) 1+**↑**4, 1H, Toxic 1, Vicious 1

SPECIAL ABILITIES

◆ **Reckless:** Savage Ones have largely become creatures of pure instinct, which most often manifest as a towering rage. Savage Ones increase the Repercussion range of all tests by one.

DARK SYMMETRY SPEND

◆ **Slavering Rage:** The Savage Ones barely register pain or injury as they rush madly to attack. The GM may spend one or two Dark Symmetry points to provide the Savage Ones with a Soak rating of one or two in all locations. Double the Dark Symmetry cost if providing a Soak rating to a Horde of Savage Ones.

DISCOVERIES

Bliss, a naturally occurring plant under the dome, acts as an intoxicant and sedative.

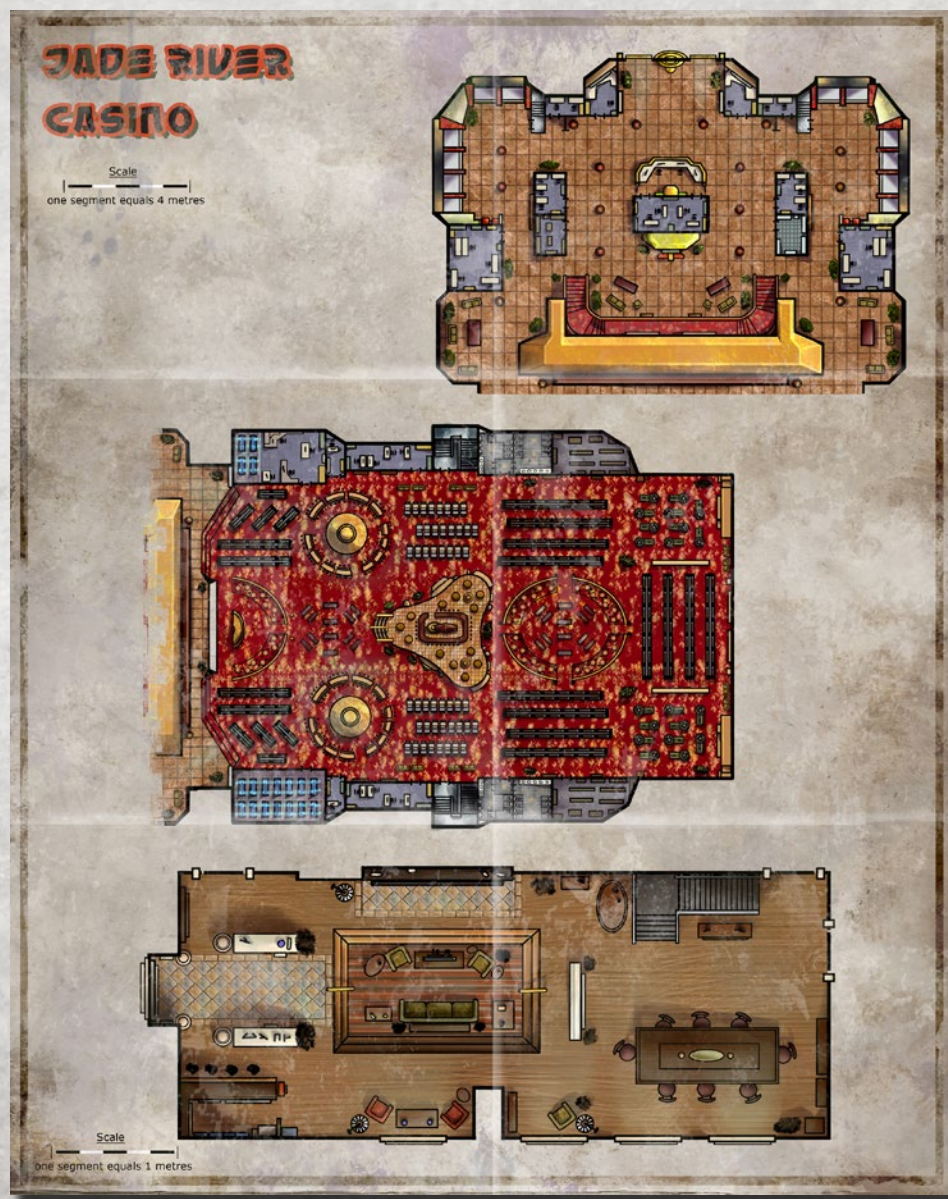
The Megabody skull is in the high roller suite of the Jade River Grand Casino.

JADE RIVER GRAND CASINO

This gargantuan edifice to games of chance was the centrepiece attraction of pre-Exodus Hangzhou. It's now the domain of the Savage Ones, who stalk and harry the Player Characters in packs the whole time they are in the casino.

The back office on the ground floor, adjacent to the lobby, contains an ancient computer system that holds a record of Rhee Heung-min staying there, in the penthouse suite. Turning the system on to find this is an Average D1 Education test that takes half an hour, reduced by ten minutes to a minimum of ten for each Momentum spent.

To get to the stairs from the lobby, the Player Characters must first cross a portion of the first gaming floor (there are 12 in total, all on a similar floor plan).



The penthouse is on, naturally enough, the top floor—the 88th. There is no floor with a 4 in the number, and no thirteenth floor, but it's still a long way. The lifts are inoperable. Climbing the stairs without rest is a Challenging D2 Resistance test to avoid suffering Fatigue. And there are Savage Ones on the way up.

KOREA

With such proximity to the East Asian Exclusion Zone, it was inevitable that the Korean peninsula would suffer spill over from the ecological devastation there following the explosion of the Hu Jing. Korea may not have suffered a direct hit, but pollution and chemical vapours drift across the Yellow Sea, radioactive clouds and fog from the west blanket the land for days, and mutant creatures come down from the north.

This combination of factors has created a wide variety of mutation among the human population of the peninsula. As with anywhere on Dark Eden, those who dwell in the small, scattered communities among the ruins of the great Korean megacities of the old world are descendants of those whose mutations allowed them to survive. All of them have at least the ability to breathe the toxic air without need for a gas mask. Most have far more pronounced mutations, similar to those induced by the SBT enhancements administered to the Nameless of Whitestar. In fact, the Harmont-IV set of those treatments, and others, were developed in part from biological material sampled from captives brought back from Korea.

MUTANT ABILITIES

To create NPCs with naturally developed mutant abilities, whether inhabitants of Korea or elsewhere on Earth, roll twice on either the Mutational Enhancement table on page 55 of the **Whitestar** sourcebook or the Physical Mutations table on page 28 of the **Mutants & Heretics** sourcebook (or any combination of both).

Inhabitants of the Koryo Chain all have an inbuilt immunity to atmospheric toxins: reduce the difficulty by four on Resistance tests taken to avoid the effects of the toxic environments, gases, radiation, and other chemical hazards that pervade Earth's atmosphere, to a minimum of zero.

THE KORYO CHAIN

A string of survivor settlements stretches from north to south. People rarely travel from one to the other—the country in between is simply too dangerous. But they are unified by the Chain, a psychic relay that keeps them all in communication, able to share warnings and cry for help.

Each bunker in the Koryo Chain is a squat black tower above ground, topped with massive ramparts and a robust air filtration system. The bunkers are surrounded by multiple concentric rings of razor wire to divert or slow the progress of the swarms of creatures that infest the peninsula.

Perhaps one child in a hundred born in this region develops telepathic abilities around the age of 14. As they grow older and learn to control and direct their abilities, they take on the role of Beacons for their communities, keeping in regular contact with the next settlements up and down the Chain. They are their settlements' link to the outside world and early warning system, and so they are greatly cherished and protected—all the more so because, around the age of 21, their eyesight begins to fade. By the age of 30, the blindness is permanent.

Some telepaths reject this destiny, for the blindness is a side-effect of the Beacons' day-in, day-out work, not of the psychic ability itself. The social pressure to serve as a Beacon is intense, though, and teenagers gifted with this power must either conceal their gifts or strike out alone, leaving their homes behind.

THREATS OF KORYO

The reason no one wants to go outdoors if they can possibly help it is the war in nature going on outside in the blackened and twisted Korean countryside. The many-clawed Dol-ge migrate in waves from east coast to west and back again. The coleopteran Gabchung infest

the land in between. When the two species meet, they fight, and heaven help any human foolish enough to be caught in the midst of their savage battles.

JAPAN

Mishima's ancestral heartland suffered mightily in the cataclysms of the Exodus era. Colossal tsunamis, vaster than any ever seen before or since, wiped out huge tranches of the Japanese coastline. What land remained was wiped almost bare by spilled over poisons drifting on the wind and sea from the ecological disaster that created the East Asian Exclusion Zone over China and neighbouring countries.

Japan was, at least, spared the monstrous mutations wrought upon the Chinese landscape. Nevertheless, very little remains of the megalopolis that once sprawled across these islands. Today a blasted, lifeless wasteland covers all but a few isolated spots on the archipelago, an ever-shifting desert of ash, beneath which lie buried the remains of Mishima's magnificent cities, their tallest towers protruding above the surface. Even the reclaimed land between the islands has been torn away and drowned by the violent reshaping of the earth in this region, making Japan once again a true archipelago of distinct islands separated by the sea.

Nothing can live for long upon the surface of the earth here. Nothing grows. Resectors from the easternmost reaches of Whitestar territory sometimes venture this far in search of undiscovered treasures. They establish temporary shelters, usually high up in the ruins of skyscrapers, elevated enough to give a commanding view across the shattered landscape of grey sand and black, dead rock. There is not very much to see, and few Resectors come here more than a handful of times. Even for the melancholy Whitestar soul, this place is too lonely to bear for long.

FLORA & FAUNA

These watchtowers are necessary because, although nothing lives upon the land, strange new creatures dwell beneath it and in the seas close to the coast.

THE CLAY LAKE

Not far from the landward foothills of the Half Mountain lies a broad lagoon of what appears to be grey, viscous mud. This is the Clay Lake. Created by a mixture of chemical weapons and jettisoned terraforming agents from the chaos of the Exodus and a catastrophic spillage of psychoactive chemical agents stored at a nearby Mishima research complex, this is what remains of the population of Minamiya City, an unassuming town already, at that time, half deserted. Twenty thousand human lives lost here, bodies and minds melted down into a roiling mass of goop. They have dwelt for centuries now in the psychic maelstrom of one another's minds and are incurably insane.

The normal state of the Clay Lake is that of an inert, gently bubbling mud pool. If approached by a living creature, the Lake becomes agitated, thrusting out tendrils of itself towards the intruder. It is able to extrude these pseudopods to a considerable distance—up to 100m from its main body—and individual portions of the Lake may separate themselves from the main body, trickling from one place to another before re-joining the central host.

The Lake will attack anyone who comes too close unprotected, entering their body via the eyes, nose, or any other convenient route. It may even seep through the pores of the skin, though in this case it takes longer to reach the brain. In the normal course of events it takes only seconds for the Clay Lake matter to enter a human's brain case, at which time the victim experiences an intense and mentally scarring episode in which they perceive in seconds the origin and centuries-long history of the Lake.

In most cases, the Clay Lake matter leaves the body almost at once after this, causing extensive tissue damage as it exits by force through the body part closest to the main Lake. In some cases, however, the Clay Lake claims the victim, dragging them under the surface and breaking down their physical form so that their mind becomes part of the gestalt entity.

CLAY LAKE MATTER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14	14	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	4	10	2

FIELDS OF EXPERTISE									
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	4	2	3	1	3	1	—	—

WOUNDS: 10

SOAK: Tough Rubbery Hide: (All 5)

ATTACKS:

- **Grasping Pseudopods (melee):** 2+17, 1H, Mind Breaker, Reach, Stun, Vile

SPECIAL ABILITIES

- **Braindead**
- **Fast Healing (2)**
- **Fear (2)**
- **Grasping**
- **Inured to Disease**
- **Inured to Heat**

- **Inured to Pain**
- **Inured to Poison**
- **Monstrous Creature**

DARK SYMMETRY SPEND

- **Numerous Pseudopods:** The Clay Lake Matter has a virtually unlimited number of pseudopods with which to claim its victims. For each Dark Symmetry point spent, the Clay Lake Creature may attack an additional target with a Grasping Pseudopod.

KYODAIME, SENTINEL OF THE NORTH

In the cold northern region of the Japanese archipelago, where what was once the island of Hokkaido is now broken up into countless barren islets and outcroppings, lives the strange and powerful being known as Kyodaimé.

From a distance, as it approaches, Kyodaimé appears to be a gigantic orb, 30 metres in diameter and whitish in colour save for a blurry dark band around its circumference, which changes angle as it floats along above land and sea at a steady pace. In fact, this dark band is an illusion caused by the rapidly spinning motion that Kyodaimé performs when it travels. At rest, Kyodaimé resembles a colossal human eyeball—the stripe when it moves is the pupil, fully ten metres across. The iris, for those who have time to stand around and take note, is dark brown.

No one has ever been able to communicate with Kyodaimé. Its attitude to visitors is clear, however. It does not like them, and ejects them with lethal force, spewing massive pinkish globs of cancerous organic tissue that suffocate those they strike or lacerates their flesh with razor-sharp needles.

Flights over the region have failed to spot Kyodaimé at rest. It is suspected that it hides in some submerged cavern within its domain. No weapon yet tried has been able to injure Kyodaimé, from pistols and assault rifles all the way up to space-launched missiles. When attacked from a vehicle, Kyodaimé emits a massive electromagnetic pulse, disabling electrical systems in the vehicle and anywhere else in a ten-mile radius.

In the Whitestar strongholds close to the Pacific, it is said that Kyodaimé was left behind as a guardian by a Mishima lord who created a huge and terrible doomsday weapon. Its trigger mechanism, so the legend goes, is hidden somewhere within Kyodaimé's territory, secreted within a carved human skull.

KYODAIME, SENTINEL OF THE NORTH ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	12	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	9	10	2

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	5	-	4	1	3	3	-	-	-	-

WOUNDS: 8

SOAK: Unearthly, Impossible Resilience: (All 12)

ATTACKS:

- ◀ **Lacerating Tumors (ranged):** Range C, 2+**T**6, Semi-Automatic, Dreadful, Gruesome, Spread 1, Vicious 2

SPECIAL ABILITIES

- ◀ **Inured to Cold**
- ◀ **Inured to Disease**
- ◀ **Inured to Heat**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **Inured to Vacuum**
- ◀ **Monstrous Creature**
- ◀ **Night Vision**
- ◀ **Unliving**
- ◀ **Deathless:** Should Kyodaime be reduced to zero wounds, it instead shuts down. It regenerates a wound point every minute, but will try to remain inactive until it is at full strength. It will, however, respond to any attacks made against it.

DARK SYMMETRY SPEND

- ◀ **EM Pulse:** This is perhaps Kyodaime's most feared ability. By spending three Dark Symmetry points, it generates an EMP pulse which disables any electronics within 10 miles. Electromagnetic pulse weapons produce an intense magnetic field purposefully designed to disrupt and damage electronic circuitry. Kyodaime's EMP inflicts 3+**T**8 damage in the same manner as Corruption by rolling against the target item, vehicle, or spacecraft's Reliability Soak. Portable electronic items or equipment cease to function if the Corruption roll exceeds their Restriction Soak. Exceeding a vehicle or spacecraft's Reliability Soak on the damage roll results in one malfunction for each point of Corruption that surpasses the Reliability Soak. The vehicle or spacecraft will shut down if the Corruption roll is enough to beat the Reliability Soak by twice the amount; seven points of Corruption against Reliability three, for instance. EMP Corruption damage is not a Dark Symmetry effect and can never result in Malignancy.

THE HALF MOUNTAIN

The iconic Mount Fuji is still the highest peak in what was once Japan. It is now also a coastal cliff, after the tsunamis of the post-Exodus era obliterated the land to its east and inexplicable seismic

activity caused its easternmost side to crack and slide away into the sea. The black waves of the Pacific crash against its base, lapping up towards the mysterious subterranean galleries now visible in the old mountain's core.

On the Half Mountain's sloping landward side are the spindly, pale trees of the Aokigahara Forest, which moan with ghostly sorrows when the wind is westerly.

UNDER THE DOME: SAKURA CITY

When Tokyo collapsed into the sea, one part of it survived. Sakura City was an experimental arcology developed by the Mishima Corporation, protected by a dome-like force membrane that was a prototype of the one used on Mercury over the Longshore underworld. It was a state-of-the art living facility, with every need catered for and every luxury that one could want available at the touch of a button or a whispered command.

Designed to be self-contained and self-sufficient, the arcology provided a haven for its inhabitants, all of them hand-picked Mishima technical experts and their families, even as the entire facility slipped beneath the waves. Their descendants are still there. The dome keeps out the sea above, the farm pods still produce food, and the human inhabitants are watched over by the few remaining Sendatsu, self-repairing machines of loving grace tasked with ensuring the safety of every resident.

The people of Sakura City are clannish and violent, using vicious ritual combat to settle disputes of any kind. With the Sendatsu running only the most basic life-support services now that the city's solar arrays can only draw on the weak, refracted sunlight that makes it way down from the ocean surface, the Sakurites have barely an inkling of the opulence within which they live.

SHINRYU

Shinryu is one of the Servitors, trusted inhabitants of Sakura City who are given limited knowledge of how to operate the life support systems, sufficient to gather food from the auto-growers, monitor the day and night cycles, and perform other necessary tasks. He is the one who must greet any intruders, should they make their way into Sakura City, and find out their intentions.

At 55 years of age, Shinryu is the eldest of the current Servitors. Like all of the Servitors, he can be easily identified by the row of six openings on either side of his head. These openings give the Sendatsu direct access to his brain tissue. When they need to impart new knowledge of system operations or give Shinryu a particular task, the Sentinels slide their long, slender talons into these access points to implant the information directly into his memory—for they are unable to communicate verbally. Long ago, the inhabitants interacted with the Sentinels via text readouts on the Sentinels' bodies. But literacy has long been forgotten among the human population.

OCEANIA

THE OZ TRAILS

Though the cities and towns of the great red continent have crumbled and fallen into disrepair with the passing of the centuries, the vast road network constructed by Imperial remains. Scarred, certainly, by the extreme weather that followed the Exodus, the sandstorms, acid rain, chemical death clouds, and ash rains that have passed across the face of the land countless times, the Oz Trails nevertheless remain. They are lifelines linking the desperate, scattered communities of survivors that exist in this part of Dark Eden.

The Oz Trails are long, straight highways that cross the deserts. Most of the Trails are two lanes wide, though close to the old, dead cities of the coast they can expand to four or even eight. The durability of their steelcrete construction is a testament to the diligence of pre-Exodus Imperial engineering. The road surface is certainly not as smooth as it was originally, but the fact that so much of it survives, with nearly 90 percent of the highway system still navigable by the ancient road cars, is remarkable.

THE ROAD TO RUIN

During the Exodus, the environmental conditions that affected Australia were quite different to those experienced elsewhere around the globe. Few of the rogue terraforming agents that exploded into the sky over Hangzhou drifted this far south, and though arable land was poisoned as it was elsewhere, the rugged terrain here did not change radically.

Rather, the principal danger was the huge, towering Bloodstorms. They were capable of killing everyone in a town regardless of where they hid. But they didn't move fast. So the survivors hit the road. The culture of the Oz Trails became mobile. At any time, you had to be ready to drop what you were doing, get on a bike or in a car and go.

The time of the Bloodstorms has passed, for the most part. But that learned behaviour of always being ready to leave at a moment's notice, always being packed to go, remains ingrained even in the most established settlements along the Oz Trails.

BLOODSTORMS

The first sign of a Bloodstorm is a wall of dark, dull, red on the horizon. Next comes a whistling, hot wind. Then come the first spatters of blood.

It's not really blood, of course. Just a mixture of water, toxic solvents, and dust. Sure looks like blood, though. But blood doesn't spread across your skin, work its way into your pores and poison you.

Any well-versed inhabitant of the Oz Trails knows to stay as far away as possible from a Bloodstorm. Even the best-made sealed environment suits will, eventually, let in a few drops of the storm-water, and then a slow, agonising death awaits. Only an underground shelter beneath metres of impermeable rock is truly safe.

Detecting the imminent arrival of a Bloodstorm requires a Challenging D2 Observation or Survival test. A successful test will provide approximately ten minutes of preparation time to prevent exposure, whilst Momentum may be spent to extend this time frame. Exposing characters to a Bloodstorm requires the expenditure of two Dark Symmetry points. Bloodstorms are a poisonous atmospheric effect with the following qualities:

VECTOR: Contact

VIRULENCE: 2

INCUBATION PERIOD: One minute

SYMPTOMS: Patient is Staggered for the duration of the interval. Patient suffers one Serious Wound.

INTERVAL: Minutes (Acute 3). If the initial Resistance test to resist the effects of the Bloodstorm are successful, each additional minute of exposure requires a new Resistance test and increases the Bloodstorm's Virulence by one, to a maximum of five. The Acute rating provided is only relevant to anyone who has succumbed but has subsequently been removed from exposure; remaining within the confines of a Bloodstorm effectively increases the Acute rating to indefinite. There are currently no known antidotes for the effects of a Bloodstorm.

Those unfortunate enough to be caught in a Bloodstorm are in trouble to say the least. Visibility is reduced to only a few feet and a Challenging D2 Observation or Survival test is required to make sense of the character's surroundings. Anyone caught in a Bloodstorm without a sealed environmental suit is exposed to the effects listed above. Those seeking cover in anything less than a hardened underground bunker also risk exposure, as the GM may spend an additional amount of Dark Symmetry points equal to the Cover Soak of any building or fixture that provides

a Cover Soak of 6 or less in order to expose those within to the effects of the Bloodstorm. In the case of vehicles with the Enclosed quality, the vehicle's hull Soak rating should be used. Vehicles with the Exposed quality will not provide protection from the Bloodstorm.

DANGERS OF THE ROAD

The Oz Trails provide much-needed communication lines between settlements, but they are not to be travelled lightly.

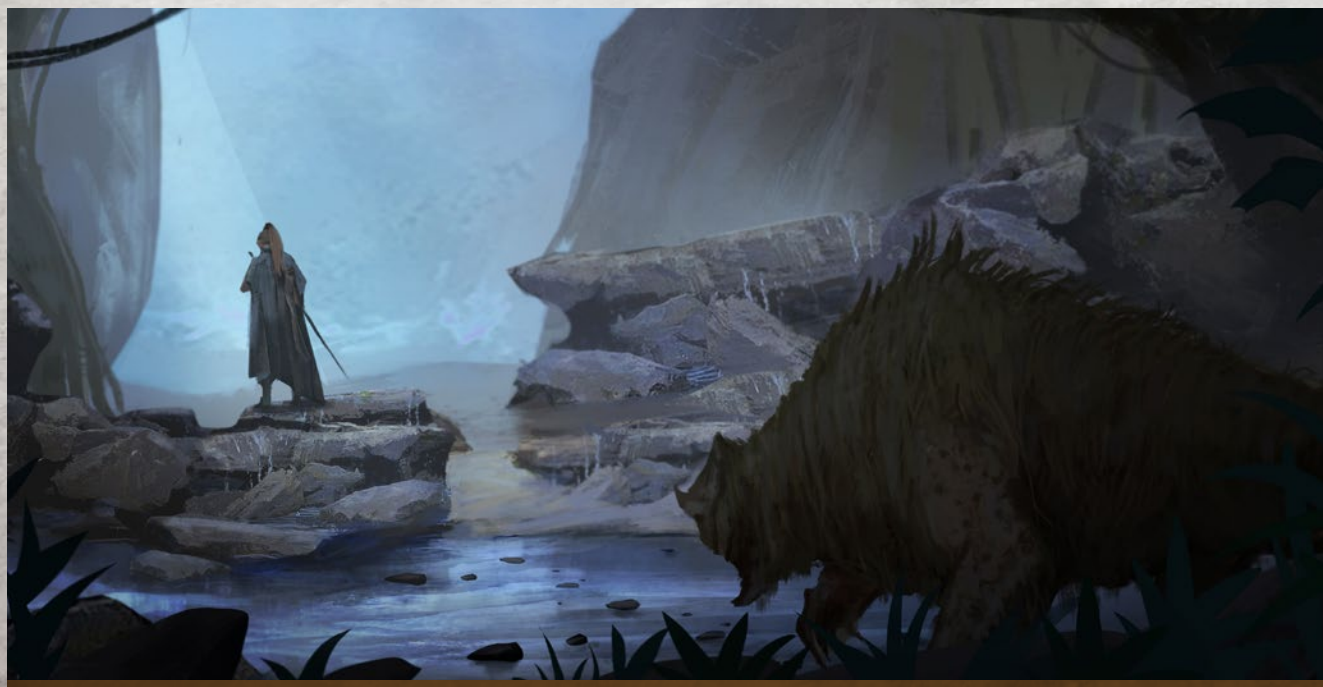
Bandit gangs lie in wait where the land becomes rugged and thus affords hiding places for an ambush, or in the remains of crumbled bridges or ancient service stations. These outlaws, typically exiles cast out from a cave town for their crimes, make their lairs as close as possible to one or more highways, usually in the ruins of an old town or village. Bandit scouts typically ride Ag Bikes, tough motorcycles fitted with guns and heavy duty suspension that allow them to swoop in from the outback onto they prey on the roads. The scouts spot and chase down targets on the road, harassing them until the heavy support can fall in behind them in the form of Tojo 4WDs, off-road cars which carry up to ten bandits as well as heavier weaponry than a bike can handle. The lighter, faster version of the Tojo is called a Mud-Plugger, stripped down to little more than engine, seats, suspension, and wheels. You have to be a special kind of psycho to bomb around on a Mud-Plugger.

Travellers and cargo haulers prefer to travel in convoys, and well-armed ones to boot, to scare off these savage road bandits. Often,

however, a matter is too urgent to wait and gather a convoy. In smaller towns they may only have one working car. In these cases, one or two brave drivers must run the gauntlet to the next town without support, relying on speed and quick wits to keep them out of trouble. Those who fail are taken as slaves, or become gruesome trophies for the outlaws. Common vehicles include the coupes and saloon cars known as Henries and Hold-ons, Ute pickup trucks, armoured SUVs called Tooraks, and Road Trains, articulated tractor-trailer rigs with as many as six to eight trailers.

Great terrors stalk the Outback by night. The wise travel only during the hours of daylight. This effectively limits the distance between survivor settlements. If you are further than a day's drive from the next town along, whether as a matter of course or due to adverse weather or because of bandit attacks on neighbouring settlements, you're cut off from the outside world. That isolation makes it hard for you to acquire any resources that you can't make for yourselves, and it makes you easy pickings for the predators, human and otherwise, that wait and circle beyond your gates.

Finally, the environment itself is an ever-present source of peril. When acid storms, Red Winds, and the like are not trying to kill you, the desert conditions of the Outback will give it a go. The high quality of the Oz Trails' road surfaces means you can go much further in a single day than would be possible on a simple dirt track. That's generally a good thing. However, it also means that if your vehicle breaks down, you are that much further from help, from water, and from safety, with the oncoming deadline of nightfall. How far can you get on foot before the nightmares of the land catch up with you?



Life on the Oz Trails is dangerous – a safe shelter may already be occupied.

CHAPTER 07

KINGFLOWERS

These broad-leafed flowers with rich indigo petals are what keep the Oz Trails alive and their people on the move. Mashed down to a pulp, they provide food and moisture. The pulp can be burned as fuel, and Oz Trail settlements with the means refine it into blocks of what is known as Royal Jelly. This quivering, dark red mass then becomes fuel for cars, bikes and other vehicles.

No successful permanent settlement on the Oz Trails exists without a patch of Kingflowers to harvest. They grow in underground caverns, out of the light. Fortified villages are built around these caverns or, if the caverns are big enough, inside them. This source of food and fuel then becomes a nexus in the trail network, with a small permanent population and a larger floating population, who roam the roads looking for salvage, hunting kangaroos and other animals, or raiding other settlements. The settlements must be built around these naturally occurring patches of growth rather than the Kingflowers being cultivated. So far, no attempt to transplant Kingflowers to another location has ever produced a viable crop of the plants.

ROYAL JELLY

Refined Kingflower pulp is a semi-solid, gelatinous substance, deep red in colour. The locals call it Royal Jelly. They salvage old vehicles from before the Exodus and convert their electric or internal combustion engines to run on it. The fuel tank of a Royal Jelly-powered car is a rectangular box with brick-sized slots in it, and an intake valve at the bottom. To refuel, you discard the exhausted blocks of Royal Jelly, which will have turned blueish-grey, and slide new ones into the slots. Using smaller blocks is more efficient, but refuelling is quicker with large blocks. Travellers on the Oz Trails carry at least two tank loads of spare Royal Jelly if they can.

Manufacturing Royal Jelly is a labour-intensive process, one that is difficult to master. The expertise required is highly valued—being able to make Royal Jelly is the difference between living and dying for most Oz Trails communities—and those who know how to perform the whole process receive esteem and lots of extra perks from the settlements they live in.

The pulp must be boiled and reboiled, filtered, mashed, and pressed by hand, before it even enters the distillation barrels. Then the expert craftsman must keep an eye on the mixture for several days as it grows a thick crust on the top that oxidises and then dissolves back into the mixture. Finally, the mixture must be thickened and poured into the moulds for the final block forms. Inside the moulds the Royal Jelly is once again subjected to intense pressure—usually by hand, though some lucky settlements have machines that can help.

You can always spot someone who has worked making Royal Jelly even for only a year or so. Their hands are stained a deep burgundy red.

WEAPONRY OF THE OZ TRAILS

Modern firearms are in short supply on the Oz Trails. Perhaps more accurately, ammunition and parts are in short supply, and so the weapons are rarely seen. One of the disadvantages of the nomadic lifestyle is that you can't set up facilities for manufacturing. What permanent settlements do exist are usually too small to sustain any kind of ongoing factory process—they need to spend their time on growing food, hunting and gathering. The sunken city of Melbourne may be the lone exception.

People do have access to pistols, shotguns, even machine guns from before the Exodus era. But if they have any wits about them, they try not to use them too much, because once they break down, that's pretty much it. There's no repairing them. Bows, crossbows, knives and spears have become the de facto standard armaments. At least, that's the case for your average Oz Trails nomad or settlement dweller.

Road bandits, on the other hand, aren't blessed with long-term thinking. They can and will use all the guns and ammo they can find. In part, this is because poor impulse control is a pretty common part of the bandit psychological profile. But it's also an issue of prestige. A cautious bandit leader, one who conserves his resources, is less glorious than one who swears blind that 'today is gonna be the day that the gang makes the big time and there'll be guns, booze, and Kingflowers for all. So let's go shoot up the whole place'.

Even so, many bandits are armed with bows, knives and spears. Designated hunter-killer cars and bikes get the guns, strapped to the chassis and firing forward at their prey or mounted on the back for a passenger to fire.

AUSTRALIA AFTER DARK

At night, on the Oz Trails, your dreams come to life. There's something in the land that draws out the imagery of hopes and fears from the unconscious human mind and makes it real, at least until the dawn. This is the reason that people stick together on the Oz Trails: it helps to keep the nightmares from coming true.

The way in which dream projections manifest is related to your proximity to other humans. If you're asleep in a village of about ten or more people, then you'll just dream. If you're awake, you'll see ghostly images of your dreams from the night before—and of other people's if they're awake.

As you get further away from other people, the dreams get more solid. In a group of six or fewer, your dreams appear in physical form, able to open doors to get close to you, calling your name, telling you things. Things about the past, present, or future. Things you do not always want to hear.

If you're alone, the dream figures get more aggressive. Sometimes they attack you physically. Other times they try to grab you, hold you down, whisper vicious truths into your ear.

As well as the number of people you're right there with, your degree of isolation makes a difference too. On the outskirts of Melbourne, with thousands of people just a few miles away, the apparitions are little more than flickers in your vision.

In the deep outback, under the wide and dusty sky, older dreams emerge—ancestral dreams. This is where creatures of legend come into being until the merciful dawn breaks over the horizon. Legends like the Bunyip, the Yara-ma-yha-who and other monstrous creatures. And once unleashed, these monsters cannot be held back until the

HOW DID THIS HAPPEN?

The people of the Oz Trails have a number of theories about why dreaming comes to life in the empty places after dark. They range from super-science out of control to a rebirth of magic, to some kind of divinely ordered time of trial.

The truth lies with the Guardians. Taking advantage of the turmoil after the Exodus, the Durand brothers, with material aid from the Tsarina, used a fleet of aircraft to blanket Australia with biochemical sprays designed to hyper-stimulate the Genetic Pilgrimage—a continent-spanning experiment on millions of unknowing subjects. The entire region now acts as a psychic resonator that makes real the subconscious fears of its human inhabitants. The experiment was a partial success, pointing forward to new avenues of development for the Guardians to explore later. The experiment is now over, and the descendants of the lab rats must live with the consequences of a psionically energised environment.

Evidence pointing to this truth exists in a number of locations. Someone with access to top-level archives in Zlogora or the Cardinal's library on Luna can make an Average D1 Education test and spend twelve hours sifting through the data there to find details of the plan. The time taken may be reduced by one hour for each Momentum spent. The skill test is quite easy: getting the data is the hard part.

first rays of dawn strike. They will rove into even the most densely populated settlements, no longer affected by the presence of human minds in greater numbers than the isolation that spawned them, smashing at gates and walls as the inhabitants huddle within for safety, trying to destroy everything and everyone. That is why communities on the Oz Trails forbid anyone from going out alone at night. But sometimes you have no choice.

SHAMANS

Some individuals on the Oz Trails have learned to manipulate the magical material *mabain*, which is their source of power. They use it to contact spirits, conduct healing rituals, or place curses. These shamans are respected as law keepers and repositories of ancient knowledge. A character who has acquired the necessary knowledge may access a new Insight talent:

SHAMANISM

PREREQUISITE: New Perspective

The character has learned how to detect and manipulate mabain in order to access the rituals and powers that have been attributed to the shamans. In truth, mabain allows a shaman to connect more directly with their hidden Guardian DNA, which in turn allows them to manifest their latent psychic powers. The character gains access to all of the Shamanic Abilities listed below:

SHAMANIC ABILITIES

IDENTIFY MABAIN


The first task in any shamanic working is to know and locate the raw material, mabain. Identifying mabain is an Average D2 Insight test if you are in your homeland or the area where you learnt the shamanic arts. This rises to Daunting D3 in other regions on the same planet, and Dire D4 elsewhere. Success procures enough mabain for one use of a Shamanic ability. Each Momentum spent adds another use. As a psionic material, mabain comes in many forms, few of which have any relation to one another if examined in purely scientific terms. Oz Trail shamans most commonly use the sap of certain trees as part of tinctures to be rubbed into the skin. Stones, shells, and crystals containing mabain may be ground into powders for inhalation or pasting onto the body, or absorbed in their solid form directly into the body.

FAR SEEING

TARGET: Self

DURATION: Concentration, to a maximum duration of fifteen minutes

BASE EFFECT: Shamans have the power to see distant places. Upon entering a trance state through the use of a mabain compound prepared over the course of six hours or more, the shaman's perceptions extend beyond their body and travel to the remote location of their choice. They can review whatever is occurring in that place and can maintain this awareness for up to an hour. Far Seeing a place on the same planet as the shaman requires a Challenging D2 Willpower test.

The shaman can see but not hear or touch anything in the target destination area. Walls and other physical obstacles are no barrier to the shaman's spirit form, although supernatural barriers prevent passage. The "travel" time is mere seconds, and the shaman may remain on the astral plane for up to 15 minutes before returning. The presence of a shaman's astral form may be detected through a successful Insight or Mysticism test opposed by the shaman's willpower, although anyone who succeeds will merely develop the feeling that they are being watched—hairs on the neck stand on end, or an ominous presence is felt for instance. Actually spotting the shaman's astral body will require the use of supernatural powers. A Dire D4 Willpower test may be attempted by the shaman in order to extend the astral travel to a location that is anywhere within the same solar system. This adds an hour each way to the "travel" time before reaching the astral destination. Somehow destroying the shaman's astral body will inflict 2+5 damage with the Dreadful, Knockdown, Mind Breaker, Stun, and Vile qualities to the shaman.

MOMENTUM: For each point of Momentum generated by the test, the shaman may extend the time at the Far Seeing target location by an additional fifteen minutes, to a maximum of three Momentum and forty-five additional minutes. Alternatively, one Momentum can be used to also provide smell and sound at the distant location.

HEAL

TARGET: One creature, touched

DURATION: Instant

BASE EFFECT: The varied methods of healing with the use of *mabain* encompass poultices, rubs, smoking ceremonies, and philtres. The shaman sends waves of healing energy through the body of one character within Reach, repairing physical and mental trauma in a process that requires one hour of Concentration and a successful Average D1 Willpower test. On a success, the patient heals three wounds, starting with the most severe (Critical first, then Serious, then Light).

MOMENTUM: Each point of Momentum generated by the test may be used to heal an additional Wound or recover one Dread. Alternatively, the shaman may expend one Momentum to target himself instead of someone else.

HEX

TARGET: One creature

DURATION: Permanent until treated

BASE EFFECT: One reason for the fearsome reputation shamans have on the Oz Trails is their ability to inflict harm on their enemies through the power of their rituals. It is not wise to cross a shaman. Placing a curse on an individual requires them to be known to the shaman. The Hex ritual must be completed in total seclusion for it to be effective, involves the expenditure of mabain, and takes a full day and night to complete. A Challenging D2 Willpower test must be made at its culmination. If the test is passed, the shaman may inflict one of the following effects on their target: one Serious Wound, Dazed, or Rattled (2). The range of this power is limited to anywhere on the current planet. The effects of a Hex do not stack, although multiple occurrences can be used to inflict different conditions; two Hexes could not be used to inflict two Serious Wounds for instance, but could be used to inflict one Serious Wound and the Dazed condition. These conditions remain in effect until treated by a supernatural means, such as the Exorcise Wound spell for instance.

MOMENTUM: One point of Momentum from the test can be used to inflict an additional Serious Wound, alter the Dazed status effect to Staggered, or change the Rattled (2) condition to Terrified (with a severe phobia of the shaman's choice). These secondary Momentum effects do not stack with their precursors—Dazed cannot be inflicted upon a target that is already Staggered for instance—but can be used to upgrade a condition that has already previously been inflicted. Alternatively, two points of Momentum from the test can be used to inflict the Blind status effect on the target in place of one of the standard effects listed above.

PAST SIGHT

TARGET: Self

DURATION: Concentration, which must be maintained for one minute

BASE EFFECT: By smoking or inhaling a mabain-infused compound, the shaman can send his mind back in time to perceive past events in the present location. A Challenging D2 Insight test is required to regress up to one year, which rises by one for every ten-fold increase in time beyond that, i.e. Challenging D2 up to one year, Daunting D3 up to one decade, Dire D4 up to one century, and so on.

The shaman may concentrate on a specific date to "travel" to that moment, or may "scan" through a flickering series of visions in a given time span to look for a significant event before slowing down to see the events unfold. The typical vision lasts

only a minute. This may be extended by an additional minute of clear vision and hearing for every Dark Symmetry point added to the pool.

Subsequent to the test to invoke this power, the shaman must focus his mind's eye on the target location for at least one minute of uninterrupted Concentration. If the shaman is searching for something specific that has occurred, such as the events surrounding a brutal murder, or the actions of a known individual that has frequented the area, he is able to establish a clear vision of a single scene that is experienced as though he were actually a witness at the time of the occurrence. If merely browsing recent history or acting upon a hunch, the shaman must again maintain Concentration for the required amount of time, but must additionally succeed at an Observation or Insight test with a difficulty equal to the original roll made to invoke this power in order to make sense of the random scenes of activity that have occurred. Succeeding at this test will allow the GM to insert a snippet of information that is relevant to the current story arc. Assimilating and sifting through the amounts of raw psionic information that can be received when using this power requires the shaman to make a Willpower test with a difficulty equal to the original Insight test once their use of this power is concluded. The shaman suffers no ill effects on success, but suffers one level of Fatigue for each level of difficulty of the test on failure.

MOMENTUM: Each point of Momentum from the test may be used to extend the duration of the scene being reviewed by an additional minute, to a maximum of two Momentum and two additional minutes. Alternatively, two points of Momentum may be used to witness a second scene as part of the vision, although this must be used to establish some of the facts surrounding events that are prior or subsequent to the current scene that is under review (it may be possible to establish who set up an ambush for instance, or witness any belated events that occurred post-scene).

SPEAK WITH SPIRITS

TARGET: Self

DURATION: Concentration

BASE EFFECT: After hours of meditation and ingestion of mabain, the shaman enters a trance state in which they can communicate with the spirits of the land and of their ancestors. In this state, they may summon the psionic resonance of one spirit upon passing a Challenging D2 Willpower test, which will answer one question as best it can, based on what it knew in life or what it has perceived through its portion of the land.

MOMENTUM: Each point of Momentum from the test, may be used to ask an additional question or contact one other spirit.

NOTABLE COMMUNITIES OF THE OZ TRAILS

MELBOURNE

After the Exodus, the earth churned and warped, water levels rose and the city on the banks of the Yarra River found itself in the middle of a lagoon. Now it's a city of canals and towers like ancient Venice—if Venice was ruled by rival gangs of thuggish despots (which it was, sometimes) and had killer crocodiles lurking under the water (which it didn't).

People who live in Melbourne don't leave very often. There's not a whole lot to attract them elsewhere. The city has the necessities of life. Water from the lake, if you boil it. There's fish and seaweed to eat, and you can hunt the crocs for their meat and skin too. If you can find clothes made of actual cloth that have not rotted to rags in the humidity, you are one of the lucky ones. Most everyone else has to wear crocodile skin. On the shore there's a big cavern with enough Kingflowers for those strong enough to take their share: The Killa Saints gang control the Kingflower grove and share the pulp and Royal Jelly with those who submit to them.

Most people get around on hand-built rafts or canoes. Those who have the Royal Jelly to run the engines, which includes the Killa Saints gang, have motor launches. In the wider expanses of the lake, outside the city centre, sailing boats become useful. They're no good in the winding canals downtown, though. Their twists and turns are too cramped and narrow to accommodate a swinging boom, and overhanging cables and balconies are a danger to anything with a mast.

FOLEY MARSH

As gang chief of the Killa Saints, Foley Marsh is the most powerful guy in town. He decides who gets food and fuel, and who gets to stay in the city. He lives in the gang's headquarters at Luna Park, a little way from downtown, close to the Kingflower cave. His personal space is in the towers over the huge leering face, sculpted in plastic, which rises from the water. He is, in short, the king of the city. Except... except no one has seen him for a while. Is he dead? Did he leave town? The Killa Saints refuse to talk about it.

JACINTA GUNSTON

A strong, confident woman in her thirties with sun bleached hair and shrewd, piercing eyes. She runs the *Jacare*, a saloon and gambling den that floats around the bay in an old ferry, turning on the engines to nestle in at the jetties downtown when a typhoon blows in. Her place serves wine made from seaweed and not much else, but at least the couches are comfortable. Right now the *Jacare* is running on empty—Foley Marsh cut off her supply over some argument and if a storm comes before Jacinta can get more fuel, her whole enterprise will be a sitting

duck. She went to Luna Park last week to negotiate and came back sullen and silent.

MELISSA TYNES

This young woman struggles to fit in. But that's OK, she likes being alone. Melissa owns a set of scuba gear and goes diving for salvage in the sunken parts of the city. Other people think she's weird because she gets a faraway look in her eye and says random fragments of poetry. And there was that time when Jonno the delivery guy said hello to her and she freaked out and stabbed him for no reason. But apart from that, she's reasonably well liked, partly because she brings up stuff from under the water that no one else can find.

CYRIL DURYEA

Second in command of the Killa Saints. Foley Marsh's right-hand man. Cyril runs the pack with an iron hand, meting out beatings and sometimes drownings to those who step out of line. Whisper it, but some people say he's looking to take over the gang. Certainly it's true that Foley and Cyril haven't been on such friendly terms as before, lately. A couple of weeks ago they had an argument in the towers at Luna Park. Everyone could hear them both yelling.

TAYLOR

A gun for hire, Taylor wandered in from the land side about a year back and stuck around ever since, taking on jobs as a bodyguard, enforcer, and debt collector for people like the Killa Saints, Jacinta Gunston, and Old Dennis, who runs the wind farm on the rooftops of the downtown towers.

He recently reappeared after lying low for a few weeks. Foley Marsh wanted Taylor's head on a spike for sleeping with his girlfriend Jenny. But now Marsh is gone, Taylor reckons it's safe to be out and about again.

MARLA

A little town in the middle of the desert, jealously guarding its Kingflower cache. Marla is home to perhaps 100 souls, divided between two rival armed gangs. Both gangs take what they want from the townsfolk in return for "protecting" them from the other gang.

LOCATIONS

◀▶ Ancient Railway Station

◀▶ Motel



◀▶ Supermarket

◀▶ Garage

◀▶ Defensive Wall

◀▶ Shacks

◀▶ Caravans

◀▶ Pub

THE RILEYS

Jack Riley lives in the old supermarket with his wife Reet and their children Matt, Brooke, Jesse, and Sheila. The supermarket shelves are bare, but they have a stash of guns and ammo that gave them control over the whole town until Steger's rebellion. His gang numbers a dozen armed toughs.

Jack Riley was once a great fighter and a stone-cold killer. But he's getting old. Jack is pretty sure his gang is better equipped than Steger's but he's cautious about starting the decisive battle. One wrong move could wipe them all out.

Jack tries to hire any new arrivals who show competence in combat, promising them accommodation and food, and whatever else they need (e.g. information about a human skull with tiny numbers engraved on it).

Unbeknownst to Jack, his wife Reet isn't so generous. She instructs Brooke and Jesse to get close to such new hires and kill them after they've done their job for the Rileys, so they won't need to pay them.

The Rileys have three Ag Bikes, a Hold-on, and two Utes. The gang members are armed with crossbows and knives, and weather leathers as armour. Riley keeps a stash of three shotguns and six revolvers in a strong box in the old supermarket management office for special occasions.



Trymon waits to greet visitors to Marla.

STEGER'S GANG

Steger was Riley's right-hand man for years. But then Riley announced that his son Matt would inherit the leadership. Steger thinks Matt is an idiot and he quit the gang in a huff, taking a supply of guns, ammunition, Kingflower pulp, and gang members with him. He and his gang operate out of the old railway station. There are only eight of them, not counting Steger, but they're the smartest guys out of Riley's outfit.

Steger knows he's outnumbered, so he is playing for time until he can find a way to swing the advantage his way. Newcomers who know how to handle a gun would be exactly that, and he'll do his best to recruit them.

Like Riley's gang, Steger's gang members carry crossbows and knives, and wear leather and hide for armour. Steger stole a bunch of guns when he quit Riley's outfit. He has five hunting rifles, four semi-automatic pistols and two shotguns stashed in the mouldering remains of a restaurant car in the siding behind the station. He has about 40 rounds of ammunition for each of these guns.

THE CITIZENS OF MARLA

There are about a hundred people in Marla. Most of them live in tin shacks near the supermarket. Maybe thirty live in the rusting caravans behind the motel.

Trymon, a merchant who fancies himself as the unofficial mayor, supports Riley. Trymon wears a bowler hat, battered, dented, and grubby. He is a grandiloquent fellow who will do his best to be first to greet newcomers to the village, bidding them welcome or warning them off, as appropriate. His trading store is set up inside an old shipping container that leans slightly to one side.

Kuma the pub landlord backs Steger and is giving his gang supplies. He is a wiry old guy who wears a white shirt and a black apron when he's working. Kuma's pub actually is a real pub from the old days,

although pretty much all of the roof and upstairs fell in long ago. Also half of the ground floor. What's left is one main room, a little bit of the kitchen which is open to the elements because the other walls fell down, and the cellar, where Kuma keeps the still he uses to make powerful liquors from whatever vegetable matter he can get his hands on.

Gonville runs the motel and will warmly welcome visitors to the town, as long as they are paying guests. She will also strongly advise them to get out of town before trouble starts. Gonville found a stash of pristine white lab coats and has been wearing them ever since. She wears one until it's so ragged and filthy people start to make comments, then cuts it up into cleaning rags and gets a fresh new one out of the sealed plastic. So one day she looks like she just crawled in from the outback and the next, dazzlingly pristine.

Kennedy works at the pub as a barmaid. She's about twenty and wears army surplus gear. She lives with her mum and dad in one of the caravans out the back of the motel. Trymon is infatuated with her and keeps sending her extravagant gifts (by Dark Eden standards) to woo her.

DISCOVERIES IN THE OZ TRAILS

- ◆ After dark, certain places—usually dry river beds, caverns and enclosed valleys—become oneiric realms where the dreams of people asleep for miles around converge and congeal into a new, twisted reality.
- ◆ Creatures of dream come to life too, and are not always confined to the location wherein they were spawned.
- ◆ The creation of these dream realities is a side effect of the Kingflowers.

SCENES FROM THE OZ TRAILS

- ◆ An ancient river, now dry, transformed by night. The ground turns from dry, rocky desert to frozen tundra. The earth issues hideous commands, whispering in the ears of those who visit. The shrubs and trees twinkle like jewels in the moonlight. Swarming, alien insects carpet the ground, chittering and watching.
- ◆ The Dreaming Town appears after dark in the ruins of a corporate city. Its buildings are shuttered and menacing. The streets offer little shelter from the arid badlands around the town. The wind whips viciously along, carrying stinging sands. Cacti and mushrooms grow strangely in the shadowed lee of walls, shaped like animals. Sometimes they move. Doglike creatures sniff around in packs: they are insatiably hungry. When they catch the scent of a human, they chase indefatigably. They will rip you limb from limb.

THREATS OF THE OZ TRAILS

Refer to **Chapter 8: Allies & Adversaries** and **Chapter 9: Tribal Technology** for details of these.

- ◆ **BANDIT GANG**
- ◆ **HOSTILE SHAMAN** (use Jaryryd Puopolo stats on page 141)
- ◆ **MASSIVE GHOST SPIDER**
- ◆ **MUTANT CROCODILE**
- ◆ **SWARM OF DREAM ANTS**
- ◆ **YARA-MA-YHA-WHO**

TREASURES OF THE OZ TRAILS

- ◆ An abundant, unclaimed Kingflower grove in a hidden cavern, enough for a whole village to live on indefinitely.
- ◆ A human skull, engraved with dozens of tiny numbers, kept by a hermit in the Outback. To reach him, you must travel for at least two days from the nearest town.
- ◆ Spare parts for handguns and rifles.
- ◆ A crate full of shotgun shells.
- ◆ A cataract of pure water that plunges into a rocky pool, hidden safely underground.
- ◆ A field of peculiar mushrooms. All edible, some with weird side effects.
- ◆ An ancient nuclear reactor, powered down but ticking over, way out in the desert.

THE DEAD LANDS

Swathed in shifting dunes of ash, the land once called New Zealand is a land of silence. The dominant fauna here are blind, hunting by sound and scent. For both predators and prey, stealth is the key to survival—and that means silence.

The native-born human inhabitants are blind too. This affects them less than outsiders might expect. Deadlanders hunt by night,

escaping the heat of the sun. They set traps for the smaller lizards that they use for their skin and meat. Larger lizards and wild pigs they hunt with spears, listening for the tell-tale swish of the ash when their prey moves.

If anyone were interested in invading, this would make the Dead Lands relatively easy pickings, even though the natives have a number of tricks up their sleeves to take advantage of their natural adaptation to their circumstances.

The North Island is home to numerous active volcanoes. In the aftermath of the Exodus they erupted without rest for three decades, creating the blanket of ash that still covers this island and much of the South Island. The eruptions today are only sporadic, with lava and ash spewing out only once a month or so from one peak or another.

The northern part of South Island is blanketed with ash like its cousin to the north. As you travel south into the mountains and glaciers, the ash gives way to an untarnished natural landscape of verdant hill, towering snow-capped mountains and clear blue lakes. And yet, no one lives here. That is because this truly is the land of the dead. Time stands still here. There are no living creatures. No breeze stirs across the mountain. Nothing grows, or truly lives. The solid earth is real: the mountains, fjords and plains, but the green grass, the trees, the flowers are creations of the mind. Specifically, of the minds entombed within the Sanctum Patrum.

THE SANCTUM PATRUM

In a cavern high in the Southern Alps, hidden behind a wall of ice, is the Sanctum Patrum. Built by the Guardians centuries ago, this chamber of humming machinery and flickering lights was activated during the Exodus. Over the next decade, the minds trapped here in amniotic life support chambers unknowingly created the landscape above. Their thoughts are siphoned off and project outwards by the pulsing psychic relay hooked directly to their brains with countless tiny filaments that waft gently in the nourishing fluid around them.

The Guardians kidnapped a hundred test subjects from around the globe to stock the Sanctum Patrum in the years before the Exodus. Twenty-five still survive in their teardrop-shaped life support pods. They have been awake and conscious the entire time. After years of torment, having absorbed, directly or indirectly, the shared memories of everyone on the planet, they are insane.

Uncovering the origins of the Sanctum Patrum from the databanks on the site is an Average D1 Education test. This information is not directly available elsewhere, though incomplete records of messages between Luna and Earth in the records of the Brotherhood and Whitestar point towards this location.

THE WALK OF THE ANCESTORS

In times of desperate need, Deadlanders make the arduous trek south to climb the Walk of the Ancestors. It is a broad, flat path leading up the mountain towards the glacier that encloses the Sanctum Patrum.

As the pilgrims climb the mountain, the psychic resonance of the mountain connects them, their conscious needs and subconscious desires, to the broader gestalt memory of the planet. The dead appear to them: deceased family members, ancestors from generations past, even sometimes figures from way back in the mists of time whom the pilgrims have never heard of.

These apparitions can impart detailed knowledge from the past, but before they can speak they must be fed with the blood of a living creature. This ritual is conducted at the Mithraeum, a sunken chamber not far from the glacier. The apparitions enter the chamber, and the pilgrims pour out the blood from outside, through a grating in the chamber's roof. The apparitions bathe in the rain of blood, then emerge and speak. They tell the pilgrims the answers to questions they have asked, and to unasked questions that the psychic gestalt in the Sanctum perceives that the pilgrims need to know.

Once this is done, the apparitions approach the pilgrims, devouring body parts: ears, fingers, hands. The wounds do not bleed. The pilgrim returns home with new wisdom.

THE PEOPLE OF THE VALLEY

In a naturally formed bowl among the mountains of North Island live the People of the Valley.

The houses in their stockaded villages have no windows. Paths between homes and common areas are marked with stones. The village is surrounded by a sturdy wooden fence for protection. Every night, the young adult men go on to the slopes of the surrounding mountains to hunt lizards among the spindly trees. A plantation inside the village stockade grows lumpen root vegetables and mushrooms.

VILLAGE LOCATIONS

- ◄ Wharenui (communal meeting house)
- ◄ Marae (ceremonial open space in front of wharenui)
- ◄ Cottages
- ◄ Plantation
- ◄ Fire Pit
- ◄ Stockade
- ◄ Gatehouse

KORO

The chief of the village, a calm and methodical man in his fifties. He cautiously welcomes outsiders, believing strongly in the importance of hospitality to those in need.

MAKS APIRANA

A young man who leads the hunters and gatherers when they go out to gather food each night. Something of a hothead, he maintains that outsiders should be shunned, if not outright killed, to protect the village.

WHIRIMAKO

A capable woman in her thirties, Whirimako is in charge of the plantation. Like Maks, she distrusts outsiders. Despite this, she has grown to be on friendly terms with the newcomer Daniel. She is considered a repository of knowledge from the old times and knows many of the stories passed down from those times. This includes information about faraway places. With an Average D1 Persuade test, Whirimako will tell you about the tradition of the Walk of the Ancestors. With the expenditure of one Momentum she will warn you about the price the ancestors demand.

DANIEL

The only survivor of a grand expedition from the Oz Trails. Daniel and his friends set out from Tasmania in a refitted fishing trawler in search of new land, resources and, in the interim, fish. They were wrecked on the coast of the Dead Lands. Five men and women made it to the ash dunes of the shore. Over the next three nights, all but Daniel were killed. Daniel stumbled into the Valley, where the people took care of him. But his persistent ravings about an imaginary fifth sense called "sight" made the villagers uneasy. Eventually, and with regret, Koro had Whirimako remove Daniel's eyes. Today Daniel is a happy and productive, if subdued, member of the community.

POLYNESIA

Despite their physical isolation, the island cultures of Polynesia historically maintained extensive cultural links. In prehistoric times, Polynesian mariners navigated over vast distances using their own senses and knowledge passed down by oral tradition. As the centuries passed and the lifestyle of the Polynesian nations became more similar to those elsewhere in the world, new methods of communication only strengthened that ability to stay in contact with one's neighbours, however distant. The chaos of the Exodus changed all that. When the seas boiled and the skies churned, and new and terrible weapons were unleashed, people hunkered down in bunkers and sealed themselves away from the outside world. Those who survived lived on in isolation, kept close to home by well-founded fears of the terrible things that lay in and beyond the sea.

Even now, centuries later, only a few intrepid souls are taking the first steps to rediscovering and reconnecting with the world.

WHAT ARE WE DOING HERE?

Far from the reach of the Tribes, and largely untouched by the politics of the Cartel, the scattered islands of the Pacific may seem unlikely ports of call in a game of **Mutant Chronicles**. Player Characters might head to one or more of the islands of Polynesia for a number of reasons. Examples include:

- ◀ An exploratory mission, similar to that of the Whitestar vessel *Avantyura*.
- ◀ Crossing the Pacific, they stop to take on fresh water or other supplies.
- ◀ They are shipwrecked on an island.
- ◀ They must call in to shore to get repairs made to their vessel or to avoid a major storm.
- ◀ They are seeking someone or something that they believe is in the region—a fugitive from justice, a Megabody skull, or perhaps a map showing the route to an ancient treasure of immense value.
- ◀ The Brotherhood has detected circumstantial evidence of Heretic activity and sends the PCs to uncover the truth.

ISLANDS OF THE GREAT BLUE

The islands of Polynesia number over a thousand, scattered across a roughly triangular area four thousand miles to a side. For that reason, we will not attempt to detail them all here. A selection of sample locations follows instead.

FILEMU

Surrounded by jagged black coral reefs, and home to several small villages with a combined population of several hundred. The island is regularly attacked by a monster that hunts in the nearby sea and crawls onto the land to eat the inhabitants. This monster is called the Masaesae – "torn in many places" – for it has strange angled seams in its matte black, sinuous body that peek open as it moves, to reveal bloody pink flesh inside. The Masaesae has a tough, scaly skin with a long tail like that of a crocodile, six spidery legs, and a smooth, eyeless head with snapping jaws.

On the far side of the lagoon to the south, accessible by a narrow but hard to follow causeway, is "the temple," an ancient church that the islanders maintain as their most sacred place.

Strangely intelligent bees build complex hives among the yellowish, silken fronded trees that grow in the western part of the island. The locals leave them well alone.

MASAESAE 🐝

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13 (+1)	15 (+1)	12 (+1)	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	7	6	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	3	1	2	1	2	2	–	–	–	–

WOUNDS:

- ◀ **Head 7**
- ◀ **Arms 8**
- ◀ **Serious 10**
- ◀ **Mental 6**
- ◀ **Torso 12**
- ◀ **Legs 10**
- ◀ **Critical 7**

SOAK: Bony Plates: (All 3)

ATTACKS:

- ◀ **Bite (melee):** 2+👤7, Gruesome, Toxic 1, Vicious 2
- ◀ **Tail lash (melee):** 2+👤4, Knockdown, Reach, Spread 1, Stun

SPECIAL ABILITIES

- ◀ **Fast Healing (2)**
- ◀ **Fear (2)**
- ◀ **Feed upon fear**
- ◀ **Grasping**
- ◀ **Monstrous Creature**
- ◀ **Night Vision**
- ◀ **Supernatural Agility (1)**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◀ **Grinding Absorption:** The Masaesae absorbs the flesh of those it catches. Victims are ground up into a bloody paste between the creature's bony plates, which then serves to nourish the Masaesae. By spending three Dark Symmetry points it may, as a Standard Action, absorb the remains of a corpse within Reach or a creature it is currently Grasping. Creatures that are alive when subjected to this suffer 2+👤5 damage with the Armour Piercing 2, Dreadful, Gruesome, Vicious 2, and Vile qualities. The Masaesae's Fast Healing, Supernatural Physique and Supernatural Strength ratings are immediately doubled for three rounds. Those subjected to or observing this horrific process are

required to pass a Challenging D2 Willpower test or suffer both a mental assault and a point of Dread.

ROTUMA

A shield volcano rising out of the sea, Rotuma is a rocky island with two large natural reef-filled bays. These bays are separated by a narrow isthmus that links the eastern mainland of the island to a peninsula in the west. The isthmus, only 200m wide, is the location of Motusa, the island's biggest village.

The eastern mainland has two major peaks: the 100-metre Satarua Peak, where the sea-watchers stand guard, ready to light their warning beacons, and the inaccessible Suelho Peak, rising to 250 metres above sea level.

Separated from the south-eastern shore of Rotuma by only 100 metres is the thickly wooded island of Solkope. Strange orchids of many colours grow among the trees here, giving off a soporific mist of spores. On the south of this islet is a large rock that the Rotumans recognise as a Tupua—the soul of a great person now in a rock, star, or planet.

Rotuma's equilibrium has lately been disturbed by newcomers from the big island some 600 kilometres to the south. Raho, the headman of Motusa, gave them a cautious welcome, for they brought with them valuable trade goods.

However, the three visitors, led by a man called the Reverend, began to initiate people into their mysterious religion. Their rites are kept secret from outsiders, but they speak often of the great peace obtained by undergoing their science-based therapies and mental exercises.

The key therapy that new initiates undergo is having a Gutworm burrow into their abdomens. The Gutworms are dark red slugs with razor sharp teeth. They are really in charge of the group, not the Reverend, who is as much a puppet as anyone else involved. The Gutworms take up residence inside human hosts and control their behaviour by releasing hallucinogenic compounds into their bloodstream that induce pleasurable or nightmarish episodes, depending.

The Reverend has already recruited half a dozen young fishermen from Motusa and several from elsewhere on the island. They are serenely, disturbingly happy at all times. They are at peace, and they want you to be at peace too. The Gutworms want you to be at peace. They wish you would stop struggling. The next stage of the plan is for the Gutworm hosts to capture ten or more people, one by one, and imprison them as food stock somewhere secluded on the island. Then the Gutworms will crawl out of all but one of their hosts, killing them, and feed. Then they will move on to the next island, with the remaining host as the new Reverend.

Zayo, the headman of Itu'muta on the western peninsula, is angry that his son has abandoned the village to join the Reverend. He has

demanded that his neighbour Raho exile the man, and is ready to storm Motusa by force if need be. He distrusts all outsiders because of what has been happening with the Reverend. But if any newcomers can prove they oppose the Reverend, Zayo does his best to recruit them as accomplices in his plans to eliminate the Reverend and his slugs.

VAVA'U

A flat-topped mountain overlooks a deep-water harbour on the south side of this large island. Beside the harbour is a fortified town of nearly 6,000 people, protected from the elements and unwanted outsiders by a maze of islets and waterways. A fjord-like inlet leads past the town for ten kilometres into the interior of the island.

To the south and west is a dense archipelago of islands, bays, and reefs. The north side of the island is a flat plateau ringed by coral cliffs.

Vava'u is known and spoken of on distant islands for two things: one is the warrior Alisi—she is a canny sailor and war leader who has fought off would-be raiders and destroyers many times. Her reputation precedes her wherever she goes in Polynesia. The other is the prophecy attributed to Leveni, the hermit seer of the coral cliffs, that there will be a great city on Vava'u “when the splinter of a dead planet strikes the Earth”.

Vava'u is governed through direct democracy. All free adults who own property meet in the town square, once a VTOL landing pad, to decide on policies and pass judgement in trials. Save for occasional unaffiliated raiders, Vava'u has no ongoing enmities with other islands. Visitors and prospective residents are welcomed. The island is home to several master boatbuilders, and people travel a long way to trade for the vessels they make from the island's native timber.

LEVENI, THE SEER

A dishevelled old man who lives in a rude hut on an islet west of Vava'u. Leveni sees the future because he receives messages from the stars—an interesting fact for any visiting Heretic, for he seems to be an exception to the rule that the Dark Apostles cannot directly contact their followers on Dark Eden. He believes his mind is in contact with Ilian and she is coming to see him soon. He is very excited about this.

The inhabitants of Vava'u do not know the source of his clairvoyance, only that what he predicts generally comes to pass. He is considered a wise man and is sought out not only for his ability to see into the future but also for his counsel on important matters concerning the community.

When he finds out that off-worlders are on the island, he immediately comes to see them. When he realises they aren't emissaries of the Dark Symmetry, he starts to spread ugly rumours about them and incites the local youths to drive the outsiders from the island, or kill them.

LEVENI, THE SEER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	12
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	12	12	13

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	1	2	2	3	1	3	2	1	1

WOUNDS: 6

SOAK: None

ATTACKS:

◀ **Rusty machete (melee):** 1+15, Gruesome, Toxic 1, Vicious 1

SPECIAL ABILITIES

◀ **Personal Dark Symmetry 2**

◀ **Foresight:** This power causes Leveni to see images of the near (or possible) future as shadowy-hued mirages in the world around him. He has no control over what—and when—he sees, as they are apparently sent by Ilian. He can possibly escape capture by the Player Characters if Ilian wills it.

DARK SYMMETRY SPEND

◀ **Dark Gifts:** Leveni has been blessed with the following Dark Gifts from Ilian: Dark Curse, Dark Ward, Dimensional Flensing, Obfuscation

ALISI, THE WAR LEADER (NEMESIS)

A tough, practical woman in her 40s, Alisi acts as a general when the island needs one, guiding the hunters and fishermen to act as a cohesive defensive force against pirates and monsters from the sea. Alisi travelled far and wide in her youth. Her home in the centre of the town is full of trophies from that time: Capitol and Mishima weapons and armour, books, items of clothing and all kinds of knick-knacks. She approaches newcomers to the town to check them out and gauge if they're a threat.



ALISI, THE WAR LEADER ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	10	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	11	11	11

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	2	2	1	2	1	2	1	3	2	1	–

WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious 6
- ◀ Mental 11
- ◀ Torso 8
- ◀ Legs 6
- ◀ Critical 4

SOAK: HFMP5-93 armour: (Head 3, Arms 2, Torso 3, Legs 2)

ATTACKS:

- ◀ **M50 Assault Rifle (ranged):** Range M, 1+ \uparrow 5, Burst, 2H
- ◀ **M509 Underslung Grenade Launcher (ranged):** Range M, 2+ \uparrow 4, Munition, 2H, Blast (Close)
- ◀ **Katana (Melee):** 1+ \uparrow 5, Unbalanced, Parry 1

SPECIAL ABILITIES

- ◀ **Hero on Call:** Alisi has spent much of her life protecting the island and is well-respected for it. When successful at a social roll made when dealing with any of the islanders, she automatically generates one bonus success.
- ◀ **Underworld Connections:** Some of the gear Alisi has collected is suspiciously good quality. The reason for this is simple: she trades with both Mishima and Capitol when she can. The Player Characters may notice this on a Daunting D3 Awareness or Observation test. As a result, she may be of some use when trying to make contact with representatives of these corporations—for a small fee of course.

OPERATION CALVARIA: AUSTRALIA

The following section outlines a sandbox adventure setting around the location of one of the Megabody skulls. Use the questions below to set the scene. Make sure to ask at least one player the question about dreams: their dreams become manifest in physical form during the night.

QUESTIONS

- ◀ The desolate outback stretches to the horizon on all sides. Who was the last person you saw?
- ◀ What do you hate most about travelling in the dusty outback?
- ◀ What compels you into the desert?
- ◀ How did you learn that the shaman of Lake Mackay has one of the Megabody skulls?

- ◀ What warning did you receive at Chilla Well?
- ◀ What did you dream about last night? (The character or player may answer.)
- ◀ What time of day did you leave Chilla Well?

TRAVEL

Because travelling by night in the outback entails encounters with dream creatures, travel times become important.

- ◀ It takes 6-8 hours to travel from the walled village of Chilla Well to Nyirripi.
- ◀ From Chilla Well to Lake Mackay is 20 hours. A Navigation roll will reduce this travel time by one hour per success.
- ◀ From Lake Mackay is 14 hours, which may be reduced in the same way.

THE OUTBACK SCENES

- ◀ A tent-village raised above the ground on gently swaying stilts.
- ◀ A sudden drop into a gulch, invisible until you're right on top of it.
- ◀ Old Lady Hannah, picking her way along a ridge, reciting to herself: she is following a songline.
- ◀ The footprints of animals imprinted into solid rock.
- ◀ A motorbike parked under a withered tree; the rider is nowhere to be seen.
- ◀ Dead birds lying at the edge of a toxic billabong.
- ◀ A group of hunters dragging the corpse of a large marsupial.
- ◀ A flock of roosting birds who start making a raucous din at just the wrong moment.
- ◀ A pond full of drinkable water. All-concealing reeds lead right up to the water's edge.
- ◀ A water buffalo blocking the road.
- ◀ An ancient, rusting, electricity pylon, converted into a watchtower.
- ◀ A large tree decorated with bunting and prayer wheels.
- ◀ Rioli the Artist, decorating the walls of an old garage.

- ▶ A hunter lining up a shot with his rifle. If his prey escapes, he blames you.
- ▶ A narrow tunnel leading to an underground reservoir containing a few inches of water.
- ▶ The rusting remains of a ghost town.
- ▶ A farmhouse, barricaded with crates and barrels.
- ▶ A row of trees erupting into flame.
- ▶ A winding ravine, thick with shrubs. Gunfire in the distance.

THE SHAMAN'S BURROW

Jarryd Puopolo is the shaman of Lake Mackay. He's young for a seer, barely more than thirty years old. But he's been doing this for a while. He had his first vision when he was just a kid and he's been living out here by the lake for more than ten years now.

The shaman lives in a kind of hand-made bunker that he dug out of the earth at the edge of the lake, like a human-sized wombat burrow. There are two entrances to the burrow, and when the Player Characters arrive, both of them are surrounded by members of the Wendigos biker gang.

The shaman is holed up inside. The bikers, of whom there are four, are working up the courage to go in and kill the shaman. If the Player Characters do nothing to intervene, after a few minutes of shouting abuse one of the Wendigos goes into the burrow. There is an exchange of gunfire and the Wendigo comes back out, bleeding from a wound to his shoulder. The bikers then depart, proclaiming that they will be back, the shaman will get what's coming to him, and so on.

Reassuring Puopolo that the Player Characters mean him no harm is, provided the opening remarks are mellower than death threats, an Average D1 Persuade test.

Puopolo welcomes peaceful visitors and will share what food he has, as well as a grassy-tasting sort of tea. He does not, alas, have a human skull with numbers on it. The Wendigos stole that earlier and went back to their base, leaving those last four to finish him off.

He can provide some basic information about the Wendigos, namely:

- ▶ They're a biker gang who raid in this area.
- ▶ There are about 40 of them.
- ▶ Their base is in the old distillery at Nyirripi.
- ▶ Where Nyirripi is.

JARRYD PUOPOLO

A friendly, welcoming guy with a calm, otherworldly demeanour. His fondness for hospitality backfired just now when the Wendigos showed up. Most people try to drive them off with gunfire but Jarryd just said hi. Then they started throwing their weight around and taking his stuff. He's relieved to see the PCs come along, even though he can't be sure they're not bandits themselves. After all, his luck can't be all bad, can it?

JARRYD PUOPOLO, THE SHAMAN ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	9	13	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	-	2	-	2	-	2	1	3	2	-	-

WOUNDS: 6

SOAK: None

ATTACKS:

- ▶ **Knife (melee):** 1+**T**3, 1H, Armour Piercing 1, Hidden 1
- ▶ **Crude Light Pistol (ranged):** Range C, 1+**T**3, Semi-Automatic, 1H, Close Quarters

SPECIAL ABILITIES

- ▶ **Shamanic Abilities:** Jarryd has studied and acquired the Shamanism talent and know all of the Shamanic Abilities listed for this talent.
- ▶ **Just a Bloke:** Jarryd is an unflappable, amiable individual. He's happy to share food, drink, and tall tales. When attempting to make any kind of Social test, he may reroll a single d20, but must accept the new result.

ISAAC

Isaac has been the leader of the Wendigos for five years. It's not easy keeping a rabble like that in line, keeping them fed and staying in charge. Isaac knows that he not only has to make hard decisions and be a tough guy, but that he also has to be seen to be a tough guy at all times. He can't afford to ever back down from a challenge in front of his gang. Like most of the Wendigos, Isaac dresses in a leather sleeveless jacket and jeans. He has a big bushy beard and long straggly hair, both showing streaks of grey nowadays.

ISAAC, WENDIGO GANG LEADER

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
11		10		9		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		8		9		7	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	1	2	1	2	–	1	1	2	1	1	–

WOUNDS:

- Head 4
- Arms 5
- Serious 7
- Mental 9
- Torso 8
- Legs 6
- Critical 4

SOAK: Heavy leather duster, scrap metal plates, heavy civilian shoulder pads: (Head 2, Arms 2, Torso 2, Legs 1)

ATTACKS:

- Pipe wrapped with barbed wire (melee):** 1+**T**6, 2H, Knockdown, Stun, Vicious 1
- Machinenkrieger (ranged):** Range M, 1+**T**4, Burst 5, 2H, Armour Piercing 1

SPECIAL ABILITIES

- No Worries, No Pain:** In addition to being tougher than pressed steel, Isaac is a very strong-minded individual who has seen it all before. He may reroll one d20 when making a Resistance, Survival, or Willpower test, but must accept the new result. Additionally, the difficulty of the Resistance test to avoid the negative effects of a status condition is reduced by one step, which may eliminate the need for a test, as is the difficulty when attempting to recover from a temporary status effect, although this difficulty may only be reduced to a minimum of one. Finally, he may recover two Light or Mental Wounds (or one of each) for each Momentum spent on the Willpower test when performing a Shake It Off action.
- Stay down!:** Isaac may re-roll up to two **T** when rolling for damage, but must accept the new results. Further, he may spend two Momentum on an attack to inflict one Dread to each enemy within Close range of his target, as he tends to get carried away in his ferocity.

BROOKE

Isaac's most trusted advisor and sidekick. Brooke is a young woman from Chilla Well who joined up with the Wendigos about a year ago. She sometimes thinks about going home again but reckons

they wouldn't let her back in the town. Brooke likes to wear flowers in her hair, when she can find them. She's smart and the whole gang understands now that she's really good at planning stuff. If she was better at fixing bikes and riding them, she'd probably already be gang leader by now.

BROOKE, THE SMART ONE

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
8		8		9		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
11		10		8		9	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	–	1	1	1	1	2	–	2	1	3	2

WOUNDS: 6

SOAK: Heavy leather, scrap metal plates, welding visor: (Head 2, Arms 1, Torso 2, Legs 1)

ATTACKS:

- Welding Torch (ranged):** Range C, 1+**T**4, Munition, 1H, Incendiary 2
- Massive spanner (melee):** 1+**T**4, 1H, Knockdown, Stun

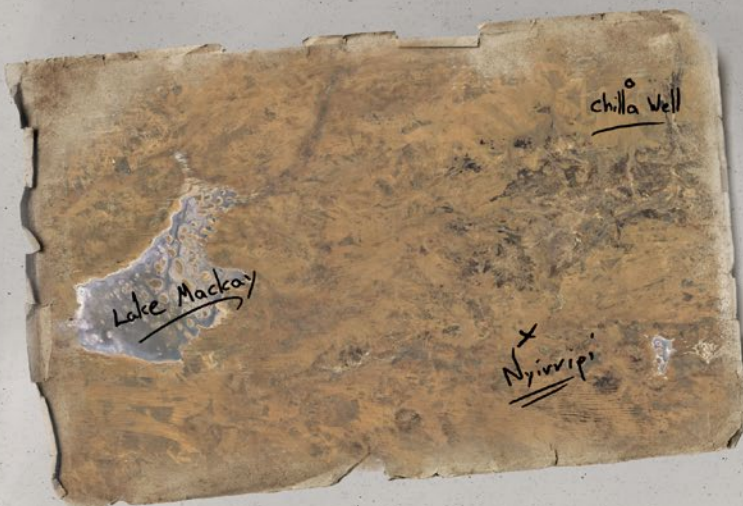
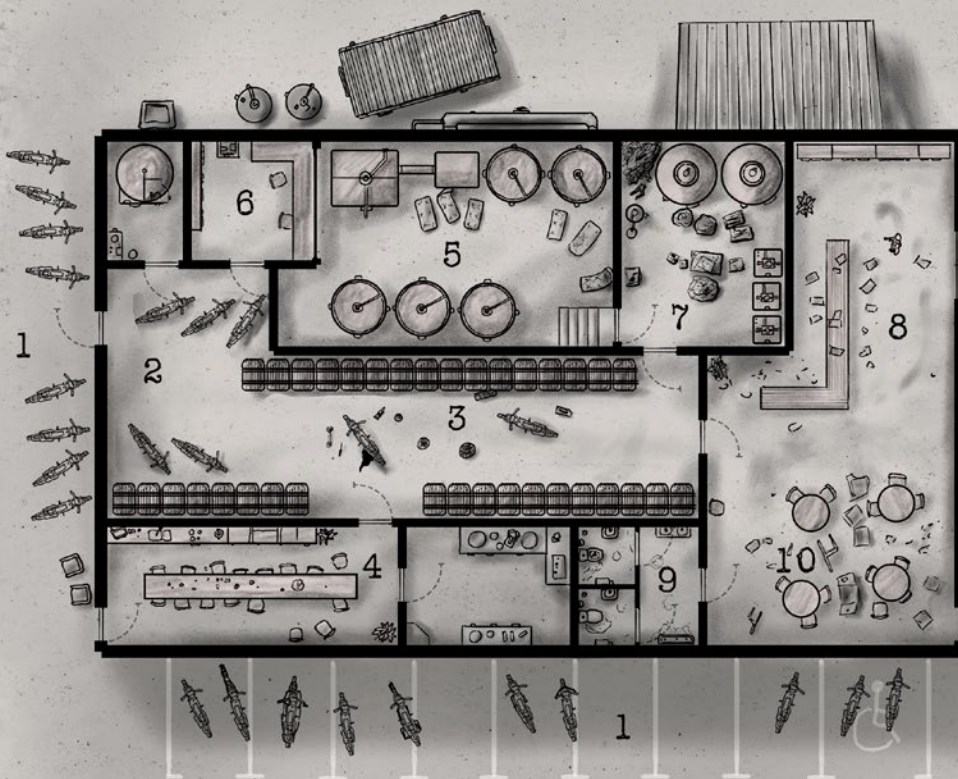
SPECIAL ABILITIES

- Oil in the blood:** Brooke knows her way around most types of machinery, not just engines. She may reroll one d20 when making a Mechanics test, but must accept the new result. Additionally, when attempting a repair, each point of Momentum spent to reduce the repair time reduces the time taken by two steps, rather than one. Finally, she may make an Average D1 Mechanics test to repair a device when necessary components are unavailable, which allows the device normally for one hour on success. Each point of Momentum earned on this test can be spent to add an additional hour of function.
- My favourite cocktail is a Molotov:** By spending a Dark Symmetry point, Brooke grabs a nearby whisky bottle and hurls it at an opponent (Range C, 2+**T**4, Munition, 1H, Blast (Close) Incendiary 3)

WENDIGO BIKERS

Mostly male, mostly kicked out of various outback communities for violent crime, these guys carry pistols and chains, and have names like Baz, Donk, Smasher, or Robbo.

THE DISTILLERY



1. OUTSIDE
2. RECEIVING AREA
3. BARREL ROOM
4. BREAK ROOM
5. MASH HOUSE
6. OFFICE
7. STILL HOUSE
8. RECEPTION
9. BATHROOMS
10. WHISKEY LIBRARY

WENDIGO BIKER



ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	9	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	7	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	-	1	-	-	1	1	-	-	1	-

WOUNDS: 3

SOAK: Heavy leather and scrap metal plates: (Arms 1, Torso 2, Legs 1)

ATTACKS:

- ◀ **Crude Light Pistol (ranged):** Range C, 1+3, Semi-Automatic, 1H, Close Quarters
- ◀ **Length of Chains (melee):** 1+4, 1H, Reach, Knockdown

SPECIAL ABILITIES

- ◀ **Off their faces:** When they're not terrorising the locals, the Wendigos spend most of their free-time drunk. Increase the Repercussion range on all tests by two.
- ◀ **Mate, Help Us Out!:** A Wendigo may spend a Restricted Action calling for help. This adds two Dark Symmetry points to the pool. The GM is advised to use these points to bring in reinforcements.

THE DISTILLERY

They used to make whiskey here. That was a long time ago. Now it's the headquarters and home base of the Wendigos. Why are they called the Wendigos, when wendigos are from snowy places? No one knows. It sounds cool.

There are 30 members of the Wendigos at the old distillery, plus their leader Isaac and his lieutenant Brooke.

LOCATIONS

Outside. Four gang members stand guard around the outside of the distillery, occasionally patrolling the area nearby. Their hearts aren't really in the job but they fight fiercely if attacked.

Receiving Area. This is where the Wendigos park their bikes out of the elements. There's a row of a dozen motorcycles here right now. A few more are in the Barrel Room (see below) and the rest are parked around the outside of the building.

Barrel Room. A makeshift garage. Two of the more mechanically minded Wendigos are here working on half a dozen bikes in various states of repair.

Break Room. Four Wendigos are in here playing cards and drinking whiskey from the distillery collection in the basement.

Mash House. Set at a lower level than the rest of the ground floor. The Office over looks it. The Wendigos use this as their living space. There are mattress on the floor to sleep on, and heaps of belongings lying about the place. There are eight Wendigos in here, some sleeping, some just resting after their long ride home.

Office. Isaac's private space. He is in here with Brooke, planning their next move.

Still House. Where the Wendigos stash their loot. The Megabody skull is in here, tossed into the corner behind a still, on top of a heap of blankets and clothes.

Reception. Largely unused, the floor covered with scattered paper, dusty from years of neglect. The exit to the street is locked. Opening the door is a Challenging D2 Thievery or Athletics test. Momentum may be spent to keep the noise down as the door opens.

Bathrooms. Pretty disgusting. Hygiene is not high on the Wendigos' list of life priorities. One gang member is in here answering the call of nature.

Whiskey Library. Full of junk like old smashed-up chairs, empty bottles, and cardboard boxes. Gang members occasionally pass through here going to or from the bathroom.



Transversing the Outback.

ALLIES & ADVERSARIES

THE CORPORATIONS AND THE BROTHERHOOD

The different factions of the solar system each have their own reasons for being interested in their birthplace, although this generally boils down to the fact that they are seeking to plunder any hidden treasures they left behind. In the time of the Second Dark Legion War, the Brotherhood are beginning to understand that Earth's ruined landscapes are likely to witness yet another apocalyptic cataclysm: humanity's last stand against the Dark Soul.

The corporations and their allies are usually either planning or in the midst of some sort of covert mission to Dark Eden, which allows for a large variety of encounter types. The NPCs that follow here are the people that are most frequently called upon when seeking to take care of interests on Earth.

BAUHAUS

RECITOR

Elite commandos trained in the twin disciplines of stealthy infiltration and brutal close-quarters combat. Their operations are extreme lessons in short, sharp, shock—emerging from nowhere to snatch vital data or personnel, destroy enemy facilities and eliminate key targets before melting away without a trace.

RECITOR ★


ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	8	5


FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	2	1	1	1	1	—	1	—


WOUNDS: 7

SOAK: Guardsman Mk. III Armour: (Head 4, Body 4, Arms 3, Legs 3)


ATTACKS:

- ▶ **MP-103 (ranged):** Range C, 1+4, Burst, Unbalanced, Ammo (Spread 1)

- ▶ **HG-14 Shotgun (ranged):** Range C, 1+7, Semi-automatic, 2H, Knockdown, Spread 1

- ▶ **Combat Knife (melee):** 1+5, 1H, Armour Piercing 1, Hidden 1

SPECIAL ABILITIES:

- ▶ **Silent and deadly:** Recitors spend hours in field conditions honing their evasion skills. They may re-roll one d20 when making a Stealth test, but must accept the new result.
- ▶ **Commando Training:** Recitors are skilled in the art of infiltration and fast attacks in a number of environments. They may re-roll one d20 when making an Acrobatics, Stealth, or Survival test, or one  when making a Close Combat or Ranged Weapons test, but must accept the new result.

ULFWERNER

Cold, remorseless and relentless, the Ulfwerneers are the deadliest Bauhaus troops on Earth. When not assigned to rendezvous with and lead Recitor squads, they operate alone, without support. A typical Ulfwerneer mission lasts weeks or months, often including long-range treks to penetrate deep into enemy country undetected. The route back out is always marked by a trail of bodies.

ULFWERNER ★



ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	11	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	9	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	2	2	1	1	1	—	—	—	—

WOUNDS: 7

SOAK: Guardsman Mk. III Armour: (Head 4, Body 4, Arms 3, Legs 3) with Automated Suppressor System (page 190)

ATTACKS:

- ▶ **MP-103 (ranged):** Range C, 1+4, Burst, Unblanced, Ammo (Spread 1)
- ▶ **Fist of Judah (melee):** 1+6, 1H, Armour Piercing 1, Vicious 1



SPECIAL ABILITIES:

- ◀ **Ice Cold in Eden:** Ulfwerders are cold-blooded and devoted to their mission. They may re-roll one d20 when making a Resistance or Willpower test, but must accept the new result. Additionally, they gain one bonus Momentum on all Willpower checks.
- ◀ **Evasive Tactical Training:** Ulfwerders are skilled in the art of infiltration and fast attacks in a number of environments. They may re-roll one d20 when making a Stealth or Survival test, but must accept the new result. Additionally, they may reduce the difficulty of tests associated with moving through difficult terrain by one, which may eliminate the need for a test.

CAPITOL

WOLVERINE

Through the use of a derivative of the Whitestar SBT treatment programme, Capitol have managed to breed elite commandos that are genetically altered for survival on Dark Eden. Their combat armour contains an automatic combat medic unit that can knit together wounds on the fly, and the Wolverines carry an unusual combination of weapons: Capitol's own CAR-24 sidearm, and the Lutheran Triad's Fist of Judah close assault glove, obtained in great numbers from a deal with the Wrought Kin.

WOLVERINE ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	11	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	7	8	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	2	2	1	2	1	1	–	–	–

WOUNDS: 7

SOAK: ADMPS-4 Survivor armour: (Head 3, Body 3, Arms 2, Legs 2) with Automated Suppressor System (page 190).

- ◀ ADMPS-4 Survivor armour (see **Capitol** sourcebook) is a self-sealing armour that functions as a vac suit with 4 oxygen loads. It also allows the wearer to subsist without food or water for ten days without suffering any penalties.

ATTACKS:

- ◀ **Fist of Judah (melee):** 1+♣6, 1H, Armour Piercing 1, Vicious 1
- ◀ **CAR-24 (ranged):** Range C, 1+♣4, Burst, 2H,

SPECIAL ABILITIES:

- ◀ **Commando Training:** Their training has taught Wolverines

how to move quickly through the most difficult environments. They may re-roll one d20 when making an Acrobatics, Stealth, or Survival test, or up one ♣ when making a Close Combat, Ranged Weapons, or Unarmed Combat attack, but must accept the new results.

- ◀ **Engineered to survive:** Wolverines have received the Capitol equivalent of an SBT treatment. Although substandard in its mutative properties, the mixture does enable them to survive the harshest of Dark Eden's environments. They reduce the difficulty of all Resistance tests made to avoid the effects of the toxic environment, gases, radiation, and other chemical hazards that pervade Earth's atmosphere by two, which may eliminate the need for a test.

BROTHERHOOD

SEEKER

The Seekers are the "Bloodhounds of the Brotherhood"—elite trackers, infiltrators and assassins.

SEEKER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	10	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	11	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	1	1	2	1	2	1	1	–

WOUNDS: 6

SOAK: Quietus Armour: (Head 2, Body 2, Arms 1, Legs 1)

ATTACKS:

- ◀ **P60 Punisher (ranged):** Range C, 1+♣6, Burst, Unbalanced, Close Quarters, Knockdown
- ◀ **Gift of the Cardinal Sniper Rifle (ranged):** Range L, 2+♣8, Semi-Automatic, 2H, Pious 2, Stun, Unforgiving 2

SPECIAL ABILITIES:

- ◀ **Art-borne Perfection:** Seekers have received some training in the Aspect of Mentalism. They count as having Mysticism Expertise 2 and Mysticism Focus 2, and can use the spells Blessing, Contempt, Succour, Inner Gaze, Paragon, and Regeneration.
- ◀ **From the Shadows:** Among the most skilled in the Brotherhood at seeing whilst remaining unseen, Seekers are the kiss of death that you never see coming. They may re-roll one d20 when

making an Acrobatics, Athletics, Stealth, or Survival test, but must accept the new result. Additionally, they never suffer from vertigo or fear of heights and reduce the difficulty of climbing tests by one step, which may eliminate the need for a test. Finally, they add two d20 to their Stealth pool when attempting to remain unseen.

- ◀ **Long Range Sharpshooter:** Seekers can observe through their sights for hours on end, waiting for that one perfect long shot. They may re-roll one d20 when making an Observation test, or up to three 🏹 when making a Ranged Weapons test, but must accept the new results. Additionally, they reduce the penalty for firing at a range other than the weapon's optimal range by one, to a minimum of zero. Finally, when spending Momentum for a Called Shot, each point of Momentum may be spent to shift the hit location roll by up to two points.

AN ARMED TOUR OF THE CONTINENTS

Carnage and death are the gifts that the corporations gave to those left behind when they undertook their great Exodus, and these are all that ancestors of the survivors have come to understand. From the tribes of Europe to the Rainforest Continent of South America, the struggle to merely exist is a constant challenge of day-to-day existence; every person and critter is armed or armoured in some way. Presented alphabetically by continent and tribe, the following stat blocks are intended to provide a challenge no matter where the players might end up.

COMMON CREATURE TRAITS

The creatures that have evolved, survived, and flourished under the harsh environments that permeate Dark Eden have all adapted to the chemicals and toxins present in the atmosphere and benefit from the following special ability:

DARK EDEN GENEALOGY

These creatures have survived, and even flourished, under the harsh conditions of Dark Eden. They reduce the difficulty by four on Resistance tests taken to avoid the effects of the toxic environments, gases, radiation, and other chemical hazards that pervade Earth's atmosphere, which may eliminate the need for a test. Additionally, they may substitute a Survival test for a Treatment test when attempting to recover Wounds.

AFRICA

BOTSWANA

BUMBUSI DISCIPLES

The doomsday cult of the Bumbusi Disciples undertakes a strange ritual in which they willingly ingest a creature known as a Seeing Bug. In addition to providing increased mental capabilities, this symbiotic

relationship enables the twins who oversee the Bumbusi Disciples to know where their followers are at all times.

BUMBUSI DISCIPLES ▲ OR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
6	7	5	7 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	7	6 (+1)	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	–	2	1	1	1	1	–	1	–	1	–

WOUNDS: 3 Trooper or 5 Elite

SOAK: None

ATTACKS:

- ◀ **Scrap Rifle (ranged):** Range C, 1+🏹4, 2H, Munition, Blazing 2
- ◀ **Knife (melee):** 1+🏹3, 1H, Armour Piercing 1, Hidden 1

SPECIAL ABILITIES

- ◀ **Hive Mind:** The twins at the heart of the Bumbusi, Ukweli and Uwongo, are intrinsically linked to their followers thanks to the Seeing Bugs. They can sense what a host is feeling (their emotional and physical state) if they make a Standard action. They also know when a Disciple or their bug is killed.
- ◀ **Seeing Bug Host:** A symbiote that needs a host to survive, the Bumbusi Disciples willingly provide their bodies to the Seeing Bugs. Despite their disgusting appearance outside of their host, Seeing Bugs aren't harmful and their host benefits from the Supernatural abilities listed below. They can survive up to an hour outside of their host, but their removal inflicts three Serious Wounds to the torso location of the host and requires that they pass a Daunting D3 Willpower test in order to avoid mental assault.
- ◀ **Supernatural Awareness (1)**
- ◀ **Supernatural Mental Strength (1)**

HIGHWAY MARAUDER

Highway Marauders are a constant threat on the roads of Dark Eden.

HIGHWAY MARAUDER ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	7	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	7	6	7

ALLIES & ADVERSARIES

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	–	1	–	1	–	1	–

WOUNDS: 3

SOAK: Scavenged Armour Pieces: (Arms 1, Torso 1)

ATTACKS:

- ◀ **Scrap Rifle (ranged):** Range M, 1+**T**3, 2H, Munition, Blazing 2
- ◀ **Knife (melee):** 1+**T**3, 1H, Armour Piercing 1, Hidden 1

SPECIAL ABILITIES

- ◀ **Life on the Road:** Having faced constant danger, deprivation, and chemical saturation, the marauders of the highways have learned to survive in the worst of conditions and thrive on pain. They may re-roll one d20 when making a Pilot, Resistance, or Survival test, but must accept the new result. Additionally, they reduce the difficulty of all Resistance tests made to avoid the effects of the toxic environment, gases, radiation, and other chemical hazards that pervade Earth's atmosphere by two, which may eliminate the need for a test.

MEAT MAN PATROL RIDER

A trained corps of brave road rangers who keep the city and its surrounds safe, the Meat Men keep an eye out for desperadoes, mutants, and monsters all around Ezi Nkomo. These guys never start trouble, but they will end it.

MEAT MAN PATROL RIDER ★

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		8		8		7	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		7		7		8	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	2	1	2	2	1	1	–	–

WOUNDS: 6

SOAK: Patchwork Armoured Vest: (Torso 2)

ATTACKS:

- ◀ **Fritz S89 (ranged):** Range C, 1+**T**4, Semi-Automatic, 1H, Close Quarters
- ◀ **Machinenkrieger (ranged):** Range M, 1+**T**4, Burst, 2H, Armour Piercing 1

SPECIAL ABILITIES

- ◀ **Patrolling Peacekeeper:** Charging out of their converted slaughterhouse on their roaring steeds, the Meat Men of Ezi Nkomi ride fast and punish transgressions hard. They may re-roll one d20 when making an Acrobatics, Pilot, or Ranged Weapons test, but must accept the new result. Additionally, they reduce the difficulty of Pilot tests by one when riding motorcycles, to a minimum of one.

GREAT LAKES

ARMOURED HIPPOPOTAMUS

As one of the deadliest animals in Africa so far as humans were concerned, hippos were already dangerous enough. Following a series of mutations after the corporate exodus, the predominant strain now has armour plating and horns too.

ARMOURED HIPPOPOTAMUS ★

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
12 (+2)		10 (+1)		8		6	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
5		3		5		2	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	3	2	2	1	1	1	–	–	–	–

WOUNDS: 10

SOAK: Bone Plating: (All 3)

ATTACKS:

- ◀ **Gore (melee):** 3+**T**6, Gruesome, Knockdown, Vicious 2

SPECIAL ABILITIES

- ◀ **Monstrous Creature**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (2)**
- ◀ **Dark Eden Genealogy**

EAGLE GUARD

Foot soldiers of King Kipanga's military, the Eagle Guard are well trained but lightly equipped. They usually travel in twos or threes in "Technicals" – pickup trucks with salvaged armour plating and mounted machine guns.



EAGLE GUARD ▲ OR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	7	6

FIELDS OF EXPERTISE					
COMBAT		FORTITUDE		MOVEMENT	
EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	2	1

SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	-	1	-

WOUNDS: 4 (Trooper) or 7 (Elite)

SOAK: None

ATTACKS:

- **Fritz S89 (ranged):** Range C, 1+**↑**4, Semi-Automatic, 1H, Close Quarters
- **Machinenkrieger (ranged):** Range M, 1+**↑**4, Burst, 2H, Armour Piercing 1

SPECIAL ABILITIES

- **King's Peace:** The Eagle Guard brutally enforce the King's Peace, which is a catch-all term that they use to conduct their plundering of the surrounding territories. They may re-roll one d20 when making Athletics or Command test, or one **↑** when making a Close Combat or Ranged Weapons test, but must accept the new result.

DARK SYMMETRY SPEND

- **Fanatically Loyal:** These loyal guards are more than willing to lay down their lives for their King. They may take the Defend Other Response Action without the need to spend a Dark Symmetry point, though only in reaction to Kipanga being declared the target of an attack.

GOLIATH TIGERFISH

A particularly fierce fish that migrated from the Congo and Lake Malawi to the rest of the Great Lakes system during the last twenty years. Legend has it that they attack humans when they are possessed by an evil spirit.

They are often kept by the Brotherhood as "ornamental fish" as they appear to be able to sense corruption in humans. They are at their most deadly in large numbers.

It is not unknown for some Goliath Tigerfish to reach huge sizes, and these river monsters quickly become the apex predator. They quickly consume any nearby wildlife (including other Tigerfish), and a body of water that seems eerily quiet is often the result of their predations.

COMMON GOLIATH TIGERFISH ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
4 (+1)	4 (+1)	5	6
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	3	3	1

FIELDS OF EXPERTISE					
COMBAT		FORTITUDE		MOVEMENT	
EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	1	-

SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC
2	-	-	-	-	-

WOUNDS: 4

SOAK: None

ATTACKS:

- **Bite (melee):** 1+**↑**3, Gruesome, Spread 1, Vicious 1

SPECIAL ABILITIES

- **Dark Eden Genealogy**
- **Grasping**
- **Sense Corruption:** Tigerfish can sense Corruption. They focus their attacks exclusively upon the nearest individual within Close range that has the highest Corruption score, or highest Slave to Symmetry rating.
- **Supernatural Physique (1)**
- **Supernatural Strength (1)**
- **Swarming Horde:** The statistics provided represent a typical school of up to five Common Tigerfish. The school gains one point of Supernatural Physique and Supernatural Strength rating for every five Common Tigerfish present in the school beyond this number, to a maximum rating of five in both and twenty-five Tigerfish. This will also increase the school's Wound total respectively. The school will seek to envelop a single opponent within Close Range; roll two d20 to attack, plus one d20 for each additional five Common Tigerfish in the school, to a maximum of six d20 at twenty-five Tigerfish. A Common Tigerfish school rolls one d20 for all other tests, reflective of its Trooper status and swarm mentality; if one Tigerfish fails, they are all likely to fail. Melee attacks, ranged attacks, and effects that attack a single target (such as some spells) deal only their fixed value in damage (ignore the +**↑** in the damage rating), plus one point for each dice of relevant bonus damage the character possesses, as picking off one or two Tigerfish will have little overall effect to the school. A swarm is immune to the Called Shot, Devastating Blow, Disarm, and Knockout Combat Momentum options. The Secondary Target Combat Momentum option inflicts half the attack's damage to the swarm's Wound total for a second time. The Bonus Damage option is unaffected. Provided that they are effective underwater, Torrent weapons or similar effects

ALLIES & ADVERSARIES

that target an area deal their full normal damage to the school. Reduce the swarm's Supernatural Strength, Supernatural Physique, and d20 attack pool by one for every point of damage dealt to it, but do not adjust the Wound total because of this—only automatic successes and damage rating are affected. A Common Tigerfish school may not take Response Actions.

MONSTROUS GOLIATH TIGERFISH ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+1)	12 (+1)	10	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	5	5	2

FIELDS OF EXPERTISE									
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	2	1	1	–	–	–

WOUNDS: 7

SOAK: Scales: (All 2)

ATTACKS:

- ◀ **Bite (melee):** 2+↑6, Armour Piercing 1, Gruesome, Vicious 1

SPECIAL ABILITIES:

- ◀ **Dark Eden Genealogy**
- ◀ **Fear (1)**
- ◀ **Monstrous Creature**
- ◀ **Sense Corruption (see Common Goliath Tigerfish, above)**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◀ **Surging Rush:** By spending two Dark Symmetry points, the Tigerfish turns and surges forward with dreadful speed. Its bite attack gains the Knockdown, Stun, and Spread 1 qualities.

OKUBAGA GUARDIAN

The militia of Okubaga do not have much, but they take great pride in their equipment and appearance, such as it is, and fight fiercely to maintain their independence.

OKUBAGA GUARDIAN ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	7	7	6

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	2	1	1	–	1	–	1	–

WOUNDS: 3

SOAK: Scrap and leather armour: (Torso 1, Legs 1)

ATTACKS:

- ◀ **Knife (melee):** 1+↑3, 1H, Armour Piercing 1, Hidden 1
- ◀ **Boltslinger (Impaler Dart Rifle [ranged]):** Range M, 1+↑4, 2H, Burst, Armour Piercing 1

SPECIAL ABILITIES

- ◀ **Fighting for Independence:** The Okubaga people fight hard to remain independent of King Kipanga's grip. They may re-roll one d20 when making a Willpower test, or one ↑ when making a Close Combat or Ranged Weapons test, but must accept the new result.

MEDITERRANEAN DANGERS

KETOS

An ancient name for the embodiment of ancestral human fears of the deep. The Ketos is a creature of legend that strikes far from land and destroys all in its path. It rams and sinks ships, eats human beings whole, and smashes boats with a flick of its tail. Few live to tell the tale. Those that do survive speak of an immense prehistoric creature like an ichthyosaur, with an oily, gleaming hide and row upon row of gargantuan, terrible teeth. Ketos are few in number—indeed, there may be only one; but that is enough.

KETOS ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14 (+2)	14 (+2)	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	4	10	2

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	4	2	3	1	3	1	–	–	–	–

WOUNDS:

- ◀ **Head 9**
- ◀ **Arms 11**
- ◀ **Serious 13**
- ◀ **Mental 10**
- ◀ **Torso 14**
- ◀ **Legs 12**
- ◀ **Critical 9**

SOAK: Squamous Hide: (All 4)

ATTACKS:

- ◀ **Bite (melee):** 3+ \uparrow 8, Dreadful, Armour Piercing 2, Swallow Whole

SPECIAL ABILITIES

- ◀ **Born to Water:** A Ketos' natural environment is below the water. It may travel on the surface of or beneath the water at no penalty using normal movement actions. Additionally, it gains one Soak in all locations when within Close range of the surface and being attacked by a creature on or above the surface. Ketos that have submerged beyond Close range may not be attacked from the surface.
- ◀ **Colossal Creature:** A Ketos is an immense creature, many metres long. A Ketos may treat any creature within Close range as being within Reach. Further, any creature making a close combat attack against a Ketos increases the difficulty by one step, but any creature attempting a ranged attack against it reduces the difficulty by one step instead. The Ketos inflicts an automatic 1+ \uparrow 3 damage with the Spread 1 and Knockdown qualities on any creature that attempts to make a close combat attack against it and fails.
- ◀ **Dark Eden Genealogy**
- ◀ **Eats Ships and Leaves:** The huge size of the Ketos means that it often finds it difficult to spot prey once it has attacked a vessel. It is not unknown for the Ketos to destroy a ship then wander off. Characters gain one bonus Momentum on opposed tests to remained concealed from a Ketos.
- ◀ **Fear (4)**
- ◀ **Inured to Cold**
- ◀ **Inured to Poison**
- ◀ **Night Vision**
- ◀ **Ramming Speed:** by spending one Dark Symmetry, the Ketos surges through the water. This causes everyone within Reach to suffer a Knockdown effect on a failed Challenging (D2) Athletics check.
- ◀ **Supernatural Physique (2)**
- ◀ **Supernatural Strength (2)**
- ◀ **Swallow Whole:** By spending three Dark Symmetry points, the Ketos can swallow a human-sized or smaller being whole. Unless the Ketos is slain, the consumed being will be swiftly digested by the Ketos' digestive processes. Creatures swallowed whole suffer one Serious Wound at the end of each round that they remain within the Ketos' digestive tract. A creature swallowed whole can attempt to cut or blast its way free with a suitable melee or ranged weapon. Inflicting enough damage in one hit to beat twice the Ketos' Soak rating means that the character has managed to carve its way free.

MONSTERS OF THE SEA

Once thought to be myths and legends of ancient times, Sea Monsters do now exist. Whether they are mutated sharks or saltwater crocodiles that mutated or adapted to life beneath the waves, they vary in appearance. Some are serpentine, other resemble monstrous fish.

MONSTERS OF THE SEA ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	9	9	12
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	8	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	2	2	1	3	2	4	2	-	-	-	-

WOUNDS: 6

SOAK: Armour-plated hide: (All 3)

ATTACKS:

- ◀ **Bite (melee):** 2+ \uparrow 5, Armour Piercing, Gruesome, Vicious 2

SPECIAL ABILITIES

- ◀ **Born to Water:** A Monster of the Sea's natural environment is below the water. It may travel on the surface of or beneath the water at no penalty using normal movement actions. Additionally, it gains one Soak in all locations when within Close range of the surface and being attacked by a creature on or above the surface. Monsters that have submerged beyond Close range may not be attacked from the surface.
- ◀ **Dark Eden Genealogy**
- ◀ **Fear (1)**
- ◀ **Grasping**
- ◀ **Monstrous Creature**
- ◀ **Night Vision**

STARWATER

A beautiful, sparkling, cerulean-blue liquid that floats in patches on or under the sea. Starwater is sentient, but not aware—like a Venus flytrap, it senses nearby beings or vessels and devours them. Starwater is able to lash out with viscous tendrils to burn through and consume flesh and solid objects alike.

There are rumours of drifting ships where Starwater has picked the ship clean of crew. Some even say there is a place where a huge patch of Starwater floats above a graveyard of sunken ships.

STARWATER ▲ OR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	12	4	4
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	1	6	6

ALLIES & ADVERSARIES

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	-	1	-	1	-	2	1	-	-	-	-

WOUNDS: 4 (Trooper) or 7 (Elite)

SOAK: None

ATTACKS:

◀ **Acidic Tendrils (melee):** 1+**T**6, Reach, Toxic 2, Vile

SPECIAL ABILITIES

- ◀ **Braindead**
- ◀ **Drifting Aimlessly:** Luckily, Starwater is beholden to the tides and the motion of the ocean. It may not take any form of move action other than Adjust Stance.
- ◀ **Formless Death:** Essentially a large patch of semi-sentient liquid, its widespread form renders traditional weaponry virtually ineffective. Melee weapons and ranged attacks that do not possess the Blast (Close) or Torrent quality deal only a single point of damage to Starwater. This point of damage is unaffected by a character's bonus damage and additional damage generated by Momentum spends or Reload expenditure. Weapons or effects—such as Art spells—with the Blast (Close) or Torrent quality deal their normal damage to Starwater.
- ◀ **Inured to Disease**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **It's Just Water:** Starwater is often hard to spot against the sparkling waters of the Mediterranean. It requires a Challenging (D2) Observation Test to spot Starwater before it attacks, which often provides the benefit of an ambush.

DARK SYMMETRY SPEND

- ◀ **Flailing Tendrils:** Starwater has a virtually unlimited number of tendrils with which to harass its victims. For each Dark Symmetry point spent, the Starwater may attack an additional target with an Acidic Tendril.

TANGLER

The bane of sailors fallen overboard in the Mediterranean. These large black cephalopods have five long muscled tentacles with suckers, and two grasping rope-like tendrils over two metres long that they use to wrap around floating prey and draw it into their maws. Tangles will eat fish and other sea creatures, but humans are a special treat that will feed them for weeks.



TANGLER ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	8	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	5	5	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	2	-	2	-	-	-	-	-

WOUNDS: 4

SOAK: Rubbery Hide: (All 1)

ATTACKS:

- ◀ **Crunching Bite (melee):** 1+**T**7, Armour Piercing 1, Vicious 1
- ◀ **Lashing Tentacles (melee):** 1+**T**6, Entangling (see page 192), Reach, Stun

SPECIAL ABILITIES

- ◀ **Born to Water:** A Tangler's natural environment is below the water. It may travel on the surface of or beneath the water at no penalty using normal movement actions. Additionally, it gains one Soak in all locations when within Close range of the surface and being attacked by a creature on or above the surface. Tangles that have submerged beyond Close range may not be attacked from the surface.
- ◀ **Dark Eden Genealogy**
- ◀ **Grasping**
- ◀ **Inured to Cold**
- ◀ **Night Vision**

DARK SYMMETRY SPEND

- ◀ **Inky Blackness:** Tangles possess a grim defensive mechanism in the form of a toxic ink that they use when trying to escape. As a Standard Action that costs two Dark Symmetry points, a Tangler may release a black cloud of inky sludge that rapidly expands in the water to coat everything within Close range. Characters attempting to attack a Tangler through the inky cloud must succeed at a Daunting (D3) Observation test in order to pinpoint its location and increase the difficulty of their subsequent attack by one if they manage to do so. Any character in contact with the water and not suitably protected must succeed at a Challenging (D2) Resistance test or suffer 1+**T**3 damage with the Spread 1 and Toxic 1 qualities that ignores Soak. A wetsuit is not suitable protection, whereas a sealed dry suit would be, for instance.

SOUTH AFRICA

EXSANGUINATOR

Predators in Megastad cannot rely on the easy availability of prey. They must stretch out what food they can get. Exsanguinators are leonine hunters that have developed hollow feeding fangs to drain the blood from the prey they catch. Exsanguinators keep their prey alive for as long as they can, sharing them with the rest of the pride. They sometimes even give the prey food to keep them alive longer, thus providing more of their life-giving blood.

EXSANGUINATOR ▲ OR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+1)	12	12	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
5	5	8	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	1	3	2	2	2	–	–	–	–

WOUNDS: 6 (Trooper) or 9 (Elite)

SOAK: Tough Hide: (All 1)

ATTACKS:

- ◆ **Teeth and Claws (melee):** 2+↑5, Armour Piercing 1, Gruesome, Vicious 2

SPECIAL ABILITIES

- ◆ **Dark Eden Genealogy**
- ◆ **Grasping**
- ◆ **Night Vision**
- ◆ **Supernatural Strength (1)**

SKRAPER

Another predator that stores its catch, the Skraper is a huge chitinous arachnid that dwells in the upper reaches of Megastad's tottering towers. Skrapers spin massive webs as defences for their lairs, within which they slowly and methodically scrape away at the buildings' structures to absorb the mineral content that sustains them. When they catch living interlopers, Skrapers entomb them in web silk, whether or not they are already dead, and store them high up in a kind of larder of decomposing bodies. When the animal or human has been reduced to a skeleton by the silk's enzymes, the Skraper consumes the bones.

SKRAPER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	18	12	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
12	6	5	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	3	2	2	1	1	1	–	–	–	–

WOUNDS: 9

SOAK: Chitinous plates: (All 3)

ATTACKS:

- ◆ **Bite (melee):** 1+↑4, Toxic 1
- ◆ **Webline (ranged):** Range C, ↑1, 2H, Entangling (see page 192), Nonlethal, Reach, Spread 2, Toxic.



A Skraper snares another victim.

ALLIES & ADVERSARIES

SPECIAL ABILITIES

- ◀ **Scuttling Climb:** The creature can climb freely on any surface—sheer walls and ceilings—and contorting itself through tight spaces without regard for the normal structure of a human body.
- ◀ **Web-Shrouded Lair:** Stumbling into a Skraper lair can be likened to signing your own death warrant. Skraper lairs are considered hazardous terrain. An Acrobatics or Athletics test must be made for any movement action greater than Adjust Stance, with a difficulty of Challenging (D2) for a Movement Restricted Action or Daunting (D3) for a Sprint Standard Action. Success allows the character to perform the action normally, while failure indicates that they have become trapped by strands of web. An entangled character is unable to move or take action except to attempt an Acrobatics or Athletics test to escape, with a difficulty equal to the original difficulty of the movement action that had been attempted.

THE CONGO

KROKODICERS

The apex predator of the Blood River's upper reaches, the Krokodicer is a large carnivorous reptile with an elongated snout, sinuous scaly body and tail, and six powerfully muscled limbs. Growing up to ten metres in length from tip to tail, the Krokodicer is an opportunistic hunter, seizing on and devouring any living creature it can get to. It moves swiftly, if clumsily, on land but is most dangerous in the water, where it is capable of lurking beneath the surface for up to half an hour and swims with great speed and agility. They do not fear humans, and, especially for the older individuals, the armour provided by their thick scales gives them good reason to be confident.

The Krokodicer's four rearmost limbs are used exclusively as limbs, while its two forelimbs have semi-prehensile, almost humanoid hands. It uses these hands to grasp its prey and shove it into the gaping, slicing maw that gives it its name. Instead of teeth, the jaw of the Krokodicer hinges open to reveal taut, razor-sharp strands as tough as steel ringing its mouth. Having disabled its prey with its claws or harpoon-like dorsal spines, the Krokodicer retreats to its lair and mashes the prey into its mouth, where the wire-like strands make short work of flesh and bone. Mothers with young eat in a deliberately messy fashion—their hatchlings devour the gobbets of flesh that spill from their mother's mouth.

Krokodicers are social and will share basking spots and kills as needed. They live in a strict hierarchy based on size, with the largest and oldest females at the top. Individual Krokodicers rarely rebel against the hierarchy, but when they do the fights are brutal and bloody. The victor and its allies devour the loser.

Female Krokodicers lay eggs in clutches of six to ten, which take four months to hatch. The young are able to swim and hunt from birth.

ADULT KROKODICER ★

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11 (+2)	11	9	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	4	5	3

FIELDS OF EXPERTISE

COMBAT	FORTITUDE	MOVEMENT	SENSES	SOCIAL	TECHNICAL
EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	—	—

WOUNDS: 9

SOAK: Scaly Hide: (All 3)

ATTACKS:

- ◀ **Claws and Bite (melee):** 3+↑5, Armour Piercing 1, Dreadful, Gruesome, Vicious 2
- ◀ **Dorsal Spines (ranged):** Range C, 1+↑3, Close Quarters, Knockdown, Reach

SPECIAL ABILITIES

- ◀ **Dark Eden Genealogy**
- ◀ **Grasping**
- ◀ **Monstrous Creature**
- ◀ **Night Vision**
- ◀ **Supernatural Strength (2)**

ROXK GORILLAS

Huge, mutated, versions of the great apes, these nocturnal primates are bigger, tougher, and more aggressive than the Gorillas of Ancient Earth, with a temperament that matches their baboon cousins.

Even on all fours, they are taller than a human, reaching sizes of up to two metres tall. They are albino, covered in dirty-white fur, often stained with their last meal. Although omnivorous, they prefer meat, preferably consuming their prey while it is still alive. They are not averse to eating carrion, though.

They have strict pack hierarchy, with the Alpha taking the choicest parts of the prey. Roxk Gorillas are powerful and vicious; when gripped by hunger or bloodlust, they do not appear to feel pain either.

ROXK GORILLAS ★

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+1)	11 (+1)	13	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
11	5	5	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	1	2	1	2	2	2	1	1	-	-	-

WOUNDS: 9

SOAK: **Leathery Matted Hide:** (All 2)

ATTACKS:

◀ **Claws (melee):** 2+^T5, Knockdown, Reach, Stun

SPECIAL ABILITIES

- ◀ **Dark Eden Genealogy**
- ◀ **Fear (1)**
- ◀ **Grasping**
- ◀ **Inured to Pain**
- ◀ **Monstrous Creature**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (1)**

THE SAHARA

SAND EELS

The Sahara contains many dangers, most of them from the harshness of the environment. One of its manmade dangers, apart from brigands and soldiers, is the Sand Eel.

Sand Eels were created by a subsidiary *keiretsu* of the Mishima Corporation to act as unwavering, implacable guard units for the company's facilities in the deep desert. They are self-repairing and, as it turned out, self-replicating biotech machines: slender, silver and deadly.

A fully activated Sand Eel is approximately ten metres in length and of varying width between one metre and three. It surges through the sand like a bolt of liquid mercury, extruding tentacles, claws, or mouths from itself as needed.

The Sand Eels retain vestiges of their original anti-intruder programming and attack any human being not on their internal security whitelist. The whitelist has not been updated since the Exodus, so effectively means their programming is "kill all humans".

SAND EELS ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11 (+1)	11 (+1)	13 (+2)	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
12	8	12	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	2	2	2	1	1	-	-	-	-

WOUNDS: 9

SOAK: **Sinuous Liquid Metal Body:** (All 3)

ATTACKS:

◀ **Extruded Teeth (melee):** 2+^T5, 1H, Armour Piercing 1, Reach

SPECIAL ABILITIES

- ◀ **Dark Eden Genealogy**
- ◀ **Fast Healing (1)**
- ◀ **Inured to Cold**
- ◀ **Inured to Heat**
- ◀ **Monstrous Creature**
- ◀ **Night Vision**
- ◀ **Sand Stalker:** A Sand Eel is as comfortable below the sand as it is above. It may travel beneath the sand using any of the actions available to it above the sand. Additionally, it gains one Soak in all locations when within Close range of the surface and being attacked by a creature on or above the surface. Sand Eels that have burrowed beyond Close range may not be attacked from the surface.
- ◀ **Supernatural Agility (2)**
- ◀ **Supernatural Awareness (1)**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (1)**

ASIA

CHINA & THE EAST ASIAN EXCLUSION AREA

BLOOD GIANTS

The ruddy-skinned ogres called blood giants are thought to be descended from humans who wandered into a RadZone sometime during the nuclear winter. They are the most commonly encountered of the mutants that emanate from the Great White Waste, and some experts suggest that they are a product not only of contact with mutagenic terraforming agents but of the Dark Apostles.

Their comparative susceptibility to the weapons of the Bone Hussars would appear to back up this hypothesis. Their thick, scaly hides provide a degree of protection against most guns and other weapons, but a bonesword will cut through them with ease.

An individual blood giant is up to three metres tall and twice as strong as an ordinary human. They live together in quarrelsome nomadic groups of up to twenty, led by a pack alpha who must demonstrate strength and ferocity to continue being the leader.

ALLIES & ADVERSARIES

Typical weapons include metal pipes, planks with nails in them, and guns looted from the bodies of fallen enemies. They are not particularly bright, which makes them fairly easy to outwit. However, they are intelligent enough to haltingly use spoken language and possess a certain low cunning. They have been known to trap the unwary by concealing their true numbers and luring Whitestar militias into what they think will be an easy assault on a small blood giant camp only to turn the tables.

Blood giants can eat pretty much anything a human can, plus they have taste for raw meat of all kinds, particularly humans.

BLOOD GIANTS ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
17 (+1)	16 (+1)	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	7	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	3	2	1	–	1	–	1	–	–	–

WOUNDS: 11

SOAK: Scaly Hide: (All 2)

ATTACKS:

- ◀ **Enormous Improvised Club (melee):** 3+**T**9, Unbalanced, Knockdown, Stun

SPECIAL ABILITIES

- ◀ **Dark Eden Genealogy**
- ◀ **Grasping**
- ◀ **Inured to Cold**
- ◀ **Inured to Poison**
- ◀ **Monstrous Creature**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (1)**
- ◀ **Tainted by Symmetry:** Whether by foul toxins or dark powers, the taint of the Symmetry has seeped into the flesh and bones of the Blood Giants. Weapons with the Pious ability ignore a Blood Giant's Scaly Hide Soak.

MANCHURIAN TIGER

Manchurian Tigers are fearsome predators. They are utterly fearless; more than capable of taking down Tusk Beasts that are three times their size. However, their favourite prey is of the two-legged variety, and they rarely miss an opportunity to feast upon humans; particularly when their meat is seasoned with terror.

It is unclear if Manchurian Tigers are the result of a genetic experiment corrupted by the Dark Soul, or if they later fell under its power. What is certain is Manchurian Tigers are very much now creatures of Muawijhe. They are able to manifest certain Dark Gifts in a similar fashion to his Heretics.

Manchurian Tigers are the size of a small horse and a dusty grey in colour with dark stripes. This colouring helps them blend into the shadows at dusk and dawn, their favoured hunting time. Ambush predators, they usually lie in wait near fresh water and have even been known to use their victims as bait. They drag prey back to their lairs, and will sometimes store fresh kills there for later.

MANCHURIAN TIGER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+1)	12	15	15
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
13	8	10	1

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	2	1	2	1	–	–	–	–

WOUNDS: 9

SOAK: Thick Hide: (All 1)

ATTACKS:

- ◀ **Claws and Teeth (melee):** 2+**T**8, Armour Piercing 1, Vicious 1

SPECIAL ABILITIES

- ◀ **Ambush Predator:** Manchurian Tigers excel at stalking and terrorising prey. If hiding or otherwise concealed, any action one performs against a character will also force that character to take a Challenging (D2) Willpower test or suffer a mental assault.
- ◀ **Dark Eden Genealogy**
- ◀ **Fear (2)**
- ◀ **Feed Upon Fear**
- ◀ **Night Vision**
- ◀ **Supernatural Strength (1)**

DARK SYMMETRY SPEND

- ◀ **Fear My Deadly Symmetry:** A Manchurian Tiger has two Dark Gifts of Muawijhe (GMs choice).
- ◀ **Pouncing Terror:** By spending two Dark Symmetry Points, a Manchurian Tiger can add the Dreadful and Knockdown qualities to its claw attack.

QUICKSILVER POOL ▲

This experimental Mishima weapon is a liquid pool of self-repairing nanobots able to propel itself along floors, walls and ceilings. Equipped with an advanced learning neural net dispersed across its component units, a Quicksilver pool can deform at will and extrude sharp sword-like blades as weaponry. It cannot, in this form, manage tasks requiring fine motor control. Designed for war, Quicksilver does not follow complex agendas or use sophisticated tactics beyond its original stealth programming. It simply hides, attacks, kills, and assimilates.

Perhaps Quicksilver's most alarming capability is its ability to engulf and "plate" a living or dead creature and make it part of its linked neural network. The pool leaves behind part of itself as a thin shiny layer covering key joints of the creature's body or skeleton, allowing the sub-division of nanobots to use the new host as a tool. A plated dog can bite and jump. A plated human can open doors and fire an assault rifle. When these creatures are "killed" the Quicksilver simply falls away, reforms into a small pool, and slips away.

QUICKSILVER POOL ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
15	13 (+2)	10	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
12	9	8	—

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	2	2	2	2	1	—	—	1	—

WOUNDS: 11

SOAK: Nano Plating: (All 4)

ATTACKS:

- **Mutable Blade (melee):** 1+T8, Armour Piercing 2, Reach, Vicious 2

SPECIAL ABILITIES

- **Braindead**
- **Fast Healing (3)**
- **Grasping**
- **Inured to Disease**
- **Inured to Pain**
- **Inured to Poison**
- **Night Vision**
- **Supernatural Physique (2)**
- **Unliving**

DARK SYMMETRY SPEND

- **Assimilate:** Quicksilver seeks to engulf and assimilate any living thing that it encounters. During any round that Quicksilver employs or maintains its Grasping ability, the GM may spend two Dark Symmetry points to invoke a Daunting (D3) Resistance or Willpower test in its target. If successful, the target suffers no ill effects. On failure, the target suffers one Serious Wound. If Quicksilver inflicts a Critical Wound, it may spend one further Dark Symmetry point and force the target to roll on the Quicksilver Aberration Table as it begins to assimilate the creature. Each Critical Wound inflicted beyond the first also increases the difficulty of the test to resist the Assimilate power by one. Regardless of their total number of Critical Wounds, a creature is completely assimilated once three rolls have been made on the Quicksilver Aberration Table and becomes one of the Silver creatures listed below. Serious and Critical Wounds that have been suffered due the Assimilate power should be marked off with an X and may not be healed naturally—see the Quicksilver Aberrations sidebar for information on healing these Wounds.

SILVER DHOLE

A small canine controlled by Quicksilver, operating in packs.

SILVER DHOLE ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
4	11	12	13
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
12	5	7	—

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	—	2	1	2	2	—	—	—	—

WOUNDS: 3

SOAK: None

ATTACKS:

- **Bite (melee):** 1+T3, Armour Piercing 1

SPECIAL ABILITIES

- **Braindead**
- **Fast Healing (1)**
- **Inured to Disease**
- **Inured to Pain**
- **Inured to Poison**
- **Unliving**

QUICKSILVER ABERRATIONS

Dark Symmetry points spent to inflict a Critical Wound for Assimilation entitle the GM to roll 1d20 on the following table. Assimilation is complete once three characteristics have been generated.

A creature affected by Assimilation may have the effects removed via the Art spell Exorcise Poison or a similar power, with each casting removing one characteristic. Once these are healed, the

character may begin to heal any Serious or Critical Wounds that have been marked with an X. The Exorcise Wounds spell or a similar power are the easiest option, otherwise they may only be healed through a series of punishing blood transfusions that require a Challenging (D2) Medicine test. Success on the test heals one Wound (Critical first, then Serious) but inflicts one Fatigue, while failure does not heal any Wounds but inflicts two Fatigue. Each point of Momentum may be used to heal one additional Wound or remove the Fatigue.

ID20	ABERRATION	EFFECT
1	Glowing	The creature gains an eerie glow that requires an Average (D1) Willpower test to avoid mental assault. Reduce penalties to attack the creature by one at night.
2	Radioactive	Remaining within Close range of the creature exposes a person to the effects of radiation (Virulence 1)
3	Armoured Plating	The creature gains one point of armour Soak on a random location.
4	Chameleont	By sending two Dark Symmetry points, the creature gains two additional d20s to Stealth tests to remain hidden.
5	Self-Repair	The creature gains Fast Healing 1
6	Combustion	By spending one Dark Symmetry point, the creature bursts into flame. Its attacks gain the Incendiary 1 quality for the remainder of the scene.
7	Gelatinous Coating	The creature can climb freely on any surface, including sheer walls and ceilings.
8	Toxic	By spending one Dark Symmetry point, the creature exudes a foul toxin. Its attacks gain the Toxic 1 quality for the remainder of the scene.
9	Acid Secretion	By spending one Dark Symmetry point, the creature's skin becomes acidic for the remainder of the scene. Successfully striking the creature in melee will cause the attacker's weapon to gain the Backlash 1 for the attack. Weapons with Reach ignore this effect.
10	Smoky Structure	By spending one Dark Symmetry point, the creature emits an obfuscating cloud that provides the benefits of a smoke grenade.
11	Extra Quicksilver Mass	By spending one Dark Symmetry point, the creature is able to attack with an Extruded Blade in melee (see Quicksilver Pool).
12	Improved Self-Repair	The creature gains Fast Healing 2, which replaces the Self-Repair quality if it already possesses this.
13	Celerity	By spending one Dark Symmetry point, the creature can perform Restricted Actions as Free Actions for one round.
14	Fortitude	By spending two Dark Symmetry points, the creature can remove any Stun condition it may be suffering.
15	Freezing Touch	By spending two Dark Symmetry points, the creature's attacks gain one additional ↑ of damage and the Stun quality until the end of the scene.
16	Heat Sense	The creature gains the Night Vision special ability.
17	Brain Transfixion	By spending two Dark Symmetry points, the creature emits a low frequency pulse that provides it with the Fear 2 quality until the end of the scene.
18	Amalgamation	By spending three Dark Symmetry points, the creature can absorb a mechanical or electronic device of assault rifle size or smaller and use it as an extension of its body.
19	Metallic Form	The creature gains an armour Soak of 1 to all locations, which replaces the Armoured Plating quality if it already possesses this.
20	Hollow	The creature's flesh has been instantly and completely assimilated. It becomes an equivalent of one of the Silver creatures listed below.



A Silver Leopard faces off against a young Templar.

SILVER LEOPARD

A carnivorous feline predator engulfed and taken over by Quicksilver.

SILVER LEOPARD ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	11	14	13
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
12	4	8	—

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	3	2	2	2	—	—	—	—

WOUNDS: 6

SOAK: None

ATTACKS:

- ▶ **Claw and Teeth (melee):** 1+T4, Armour Piercing 1, Vicious 1

SPECIAL ABILITIES

- ▶ **Braindead**
- ▶ **Fast Healing (1)**
- ▶ **Inured to Disease**
- ▶ **Inured to Pain**
- ▶ **Inured to Poison**
- ▶ **Unliving**

SILVER SKELETON ★

The bones of a human being, animated and controlled by Quicksilver.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
6	9	6	6
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	8	—

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	—	1	1	1	—	1	1	—	—	1	1

WOUNDS: 3

SOAK: None

ATTACKS:

- ▶ **Claw (melee):** 1+T3, Vicious 1
- ▶ **Antique Pistol (ranged):** Range C, 1+T3, Semi-Automatic, 1H, Close Quarters

SPECIAL ABILITIES

- ▶ **Braindead**
- ▶ **Fast Healing (1)**
- ▶ **Inured to Disease**
- ▶ **Inured to Pain**
- ▶ **Inured to Poison**
- ▶ **Unliving**

SILVER ZOMBIE

Only the oldest plated hosts still have meat on their bones. Silver Zombies date from the earliest years of the Exclusion Zone, and the Quicksilver has had plenty of time to get used to operating these bodies. As a result, Silver Zombies appear much more precise and practised in their movements than their skeletal cousins.



ALLIES & ADVERSARIES

SILVER ZOMBIE ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	10	6	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	4	8	–

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	1	–	1	–	–	–	1	1

WOUNDS: 6

SOAK: None

ATTACKS:

- ◀ **Claw (melee):** 1+**T**4, Toxic 1, Vicious 1
- ◀ **Antique SMG (ranged):** Range C, 1+**T**4, Burst, Unbalanced

SPECIAL ABILITIES

- ◀ **Braindead**
- ◀ **Fast Healing (1)**
- ◀ **Inured to Disease**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **Unliving**

YELLOW SMOKE

A cloud of airborne nanites, yellow in colour, designed by a Mishima subsidiary as a security patrol device for secret company facilities. The cloud is able to solidify parts of its mass into snuffling extrusions resembling the muzzle of a dog, which it uses to interact with physical objects and attack beings it pegs as intruders in its territory. Similarly, Yellow Smoke creates tongue-shaped tendrils to lick the ground as a means of tracking interlopers by pheromones and trace evidence.

The Yellow Smoke is able to bud off a duplicate of itself every few years, and so numerous instances now drift through the abandoned streets of China's megacities, rubbing their muzzles against the walls and windows of the empty arcologies. In combat, the Yellow Smoke attacks with snapping jaws from its muzzles, although this will rapidly deplete its energy.

YELLOW SMOKE ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	10	6	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	4	8	–

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	1	–	1	–	–	–	1	1

WOUNDS: 6

SOAK: **Gaseous Form:** (Incorporeal 4)

ATTACKS:

- ◀ **Bite (melee):** 1+**T**3, Armour Piercing 2, Toxic 2, Vicious 1

SPECIAL ABILITIES

- ◀ **Energy Depletion:** Designed as a surveillance intermediary, Yellow Smoke must use a considerable amount of its power reserves to attack. Each patch of Yellow Smoke possesses 1d6+2 points of Energy Reserve. Making an attack depletes one point of Energy Reserve. The Yellow Smoke will disengage and seek to float away to recharge once its reserves reach zero. It requires one hour to recharge one point of Energy Reserve.
- ◀ **Fear (2)**
- ◀ **Grasping**
- ◀ **Inured to Disease**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **Night Vision**
- ◀ **Pheromone Stalker:** Yellow Clouds can track a prey through many means, including body heat and pheromones. They reduce the difficulty of Observation or Survival tests made to spot or track intruders by one, which may eliminate the need for a test. If the situation instead calls for an opposed roll, Yellow Smoke will instead gain one bonus Momentum.
- ◀ **Unliving**

JAPAN

GHOST WEBS

Lurking in the depths offshore, shoals of Ghost Webs drift in the silent, sightless depths. When they feel the urge, these radial webs of cartilage and bone come slithering up out of the water, making their way across the land with convulsive snapping motions of their finger-like tendrils and rubbery lattices. Their purpose in doing so is unfathomable.

The Ghost Webs move slowly for the most part, inching along, sitting at rest for hours at a time, occasionally lurching into motion with the rapidity of an uncoiling spring. Their alien, curving touch causes paralysis in humans. Extended exposure to the neurotoxins they secrete, for instance by being run over entirely by a Ghost Web, can kill a fully grown adult.

GHOST WEBS ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	5	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	1	5	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	-	-	2	-	2	1	-	-	-	-

WOUNDS: 6

SOAK: Disturbingly Human-looking Flesh: (All 1)

ATTACKS:

◀▶ **Whipping Tendrils (melee):** 1+♣4, Reach, Stun, Toxic 2

SPECIAL ABILITIES

- ◀▶ **Braindead**
- ◀▶ **Fear (1)**
- ◀▶ **Inured to Pain**
- ◀▶ **Dark Eden Genealogy**

TERRAVORES

The blind, mindless Terravores burrow beneath the ground, rising to the surface in response to some unknown summons. When they do, they bring with them destructive earth tremors as they gather in thrashing, tumbling masses. Their fearful writhings crack open the ground, spelling certain death for anyone unlucky enough not to have made their escape.

TERRAVORES ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
15 (+2)	15	8	5
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	3	5	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	1	-	1	-	-	-	-	-

WOUNDS: 8

SOAK: Slimy Flesh: (All 3)

ATTACKS:

◀▶ **Slam:** 3+♣7, Knockdown, Reach, Spread 2, Stun

SPECIAL ABILITIES:

- ◀▶ **Braindead**
- ◀▶ **Dark Eden Genealogy**
- ◀▶ **Earth Borer:** A Terravore is as comfortable below the earth as it is above. It may travel beneath the sand using any of the actions available to it aboveground. Additionally, it gains one Soak in all locations when within Close range of the surface and being attacked by a creature on or above the surface. Terravores that have burrowed beyond Close May not be attacked from the surface.
- ◀▶ **Inured to Disease**
- ◀▶ **Inured to Poison**
- ◀▶ **Make the Earth Move:** Terravores generate small earthquakes when they mass in numbers of four or more. It requires a Challenging (D2) Agility test to take a movement action in any zone that is within Medium range of the massed Terravores current zone. Creatures that fail this test when in the same zone as the Terravores have been struck by the thrashing worms and suffer the Slam attack listed above.
- ◀▶ **Monstrous Creature**
- ◀▶ **Supernatural Strength (2)**

KOREA

DOL-GE

Broad, disc-shaped crustaceans two metres across, with six legs and six pincers. Dol-ge travel in packs like waves, marching across the land to the sea. They spend several weeks in the coastal waters, feeding and spawning, before marching back across the land to do the same in the sea on the other coast.

Unfortunately, this spawning frenzy is something of a danger for travellers in the regions affected. Dol-ge fight each other to exhaustion, and are highly aggressive and territorial during this time. They will attack any challenger, even those far larger than themselves, with their toxic pincers.

DOL-GE ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	9	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	4	5	3


FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	2	1	1	-	1	-	-	-	-	-

WOUNDS: 3

SOAK: Armoured Shell: (All 2)

ALLIES & ADVERSARIES

ATTACKS:

- ◀ **Razor-sharp claws (melee):** 1+, 2H, Armour-Piercing 1, Paralytic Venom, Vicious 1
- ◀ **Paralytic Venom:** If one or more Dark Symmetry Icons is rolled, the target is exposed to a potent paralytic agent. At the start of each of its turns, the target must attempt a Resistance test with a difficulty equal to the number of Dark Symmetry Icons rolled. If this test is failed, the target is unable to act that turn. If the test passes, the character can act normally. Once a character passes three Resistance tests, he is no longer paralysed.

SPECIAL ABILITIES

- ◀ **Inured to Cold**
- ◀ **Monstrous Creature**
- ◀ **Dark Eden Genealogy**

GABCHUNG

These long, segmented insects look like a cross between a centipede and a cockroach. They mill about in swarms, feeding on earth minerals and decomposing organic matter. They use their large clacking jaws to communicate with one another and as weapons. There are millions of these things in between the settlements of the Koryo Chain. In places, they literally blanket the land for miles.

They are docile individually and cluster together for protection. Largely inoffensive, the greatest danger comes from their hunger for minerals, especially metals.

GABCHUNG


ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	7	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	2	4	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	-	1	-	1	-	-	-	-	-	-	-

WOUNDS: 3

SOAK: **Segmented Carapace:** (All 1)

ATTACKS:

- ◀ **Mandibles (melee):** 1+, Armour Piercing 1, Vicious 1

SPECIAL ABILITIES

- ◀ **Ferrovore:** Gabchungs have a taste for metal and, given time, will consume any metallic object—be it weapons, armour, or jewellery—until all that remains is a foul-smelling grey-brown

gunk. They often crawl into packs or other baggage for concealment. A single Gabchung can consume the equivalent of five encumbrance points of metal a day.

AUSTRALIA

DREAM ANTS

From out of the darkness scuttle thousands of translucent ants. Why did you have to dream this last night? They're getting bigger. No, closer. Bigger and closer.

Dream ants are the highly territorial menace of the Dreaming. Their relatively small size—around that of an Ancient Earth cat—betrays the fact they are akin to Fire Ants in their temperament. They swarm like a carpet close to their hive, and their bite can cause insanity in the waking world.

DREAM ANTS


ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
6 (+1)	6 (+1)	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
5	4	8	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	1	1	-	-	-	-	-	-

WOUNDS: 5

SOAK: **Chitin:** (All 1)

ATTACKS:

- ◀ **Bite (melee):** 2+, Armour-Piercing 1, Mind Breaker.

SPECIAL ABILITIES

- ◀ **Grasping**
- ◀ **Night Vision**
- ◀ **Supernatural Physique (1)**
- ◀ **Supernatural Strength (1)**
- ◀ **Dark Eden Genealogy**
- ◀ **Swarming Horde:** The statistics provided represent a typical swarm of twenty ants. Increase the Supernatural Physique and Supernatural Strength ratings of the swarm by one for every twenty ants present in the swarm beyond this number, to a maximum rating of five in both and one hundred ants. Also increase the swarm's Wound total respectively. The swarm will seek to envelop a single opponent within Close Range; roll two d20 to attack, plus one d20 for each additional ten ants in the swarm, to a maximum of six d20 at one hundred ants.

A Dream Ant swarm rolls one d20 for all other tests, reflective of its Trooper status and swarm mentality; if one ant fails, they are all likely to fail. Melee attacks, ranged attacks, and effects that attack a single target (such as some spells) deal only their fixed value in damage (ignore the +↑ in the damage rating), plus one point for each dice of relevant bonus damage the character possesses, as picking off one or two ants will have little overall effect to the swarm. A swarm is immune to the Called Shot, Devastating Blow, Disarm, and Knockout Combat Momentum options. The Secondary Target Combat Momentum option inflicts half the attack's damage to the swarm's Wound total for a second time. The Bonus Damage option is unaffected. Torrent weapons however, or a similar effect that targets an area, deal their full normal damage to a swarm. Reduce the swarm's Supernatural Strength, Supernatural Physique, and d20 attack pool by one for every three points of damage dealt to it, but do not adjust the Wound total because of this—only automatic successes and damage rating are affected. A Dream Ant swarm may not take Response Actions.

GHOST SPIDER

Stalking along on thin, black, high-hinged legs, these huge arachnids should not exist. Yet somehow they do. Their venom may have been diluted by their size, but they are still very dangerous, particularly as their forms are intangible and translucent as their webbing.

GHOST SPIDER ☆

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	12	14 (+1)	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
14	8	8	2

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	1	1	4	1	3	-	-	-	-	-

WOUNDS: 8

SOAK: 2: (Incorporeal)

ATTACKS:

- ◀ **Bite (melee):** 1+↑5, Armour Piercing 1, Toxic 2
- ◀ **Webline (ranged):** Range C, ↑1, 2H, Entangling (see page 192), Nonlethal, Reach, Spread 2,

SPECIAL ABILITIES

- ◀ **Fear (2)**
- ◀ **Night Vision**
- ◀ **Supernatural Agility (1)**

◀ **Dark Eden Genealogy**

- ◀ **Scuttling Climb:** The creature can climb freely on any surface—sheer walls and ceilings—and contort itself through tight spaces without regard for the normal structure of a human body.

- ◀ **Web-shrouded Lair:** Stumbling into a Ghost Spider lair can be likened to signing your own death warrant. Ghost Spider lairs are considered hazardous terrain. An Acrobatics or Athletics test must be made for any movement action greater than Adjust Stance, with a difficulty of Challenging (D2) for a Movement Restricted Action or Daunting (D3) for a Sprint Standard Action. Success allows the character to perform the action normally, while failure indicates that they have become trapped by strands of web. An entangled character is unable to move or take action except to attempt an Acrobatics or Athletics test to escape, with a difficulty equal to the original difficulty of the movement action that had been attempted.

GUTWORM

Gutworms are dark red slugs with razor-sharp teeth. Little more than a foot long, they require a host to survive and control their host's behaviour by releasing hallucinogenic compounds into their bloodstream that induce pleasurable or nightmarish episodes. As a parasitic organism, Gutworms use the physical statistics of their hosts. The statistics below are for a Gutworm seeking a host.

GUTWORM ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	6
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	6	8	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	-	1	-	1	-	1	-	-	-	-	-

WOUNDS: 2

SOAK: None

ATTACKS:

- ◀ **Bite (melee):** 1+↑3, Mind Breaker, Toxic 2

SPECIAL ABILITIES:

- ◀ **Inured to Disease**
- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **Get it off me!** Anyone trying to attack a Gutworm that is attempting to infect a host suffers one increased level of difficulty.

ALLIES & ADVERSARIES

- ◀ **Indigestible:** A Gutworm is immune to the acidic secretions that are present inside the intestinal tracts of human beings.
- ◀ **Slithering Climb:** The creature can climb freely on any surface—sheer walls and ceilings—and contort itself through tight spaces without regard for the normal structure of a human body.

DARK SYMMETRY SPEND

- ◀ **Open Wide!** A Gutworm that makes its way onto a human being's head may spend three Dark Symmetry points. The potential victim must succeed at a Daunting (D3) Resistance test to prevent the Gutworm slithering into its mouth taking up residence inside.

MUTANT CROCODILE

As survivors from the era of the dinosaurs, adapting to live in the waters of Dark Eden has only made crocodiles tougher and nastier. Equally at home in salt—or fresh water, these predators have changed little—they can easily swim through toxic sludge as well as water.

Despite the various mutated creatures common to Dark Eden, Mutant Crocodiles remain at the top of the food chain. Individuals measuring as big as fifteen metres long have been sighted in the wilds.

MUTANT CROCODILE ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+1)	13 (+2)	10	10 (+1)
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	4	8	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	1	1	1	1	—	—	—	—

WOUNDS: 11

SOAK: Scaly Hide: (All 2)

ATTACKS:

- ◀ **Massive Gore-Infested Jaws (melee):** 2+**↑**6, Armour Piercing 1, Dreadful, Knockdown, Toxic 1, Vicious 1, Unforgiving 2

SPECIAL ABILITIES

- ◀ **Fear (1)**
- ◀ **Night Vision**
- ◀ **Supernatural Physique (2)**
- ◀ **Supernatural Strength (1)**
- ◀ **Dark Eden Genealogy**

DARK SYMMETRY SPEND

- ◀ **Tail Lash:** By spending two Dark Symmetry, a Mutant Crocodile can also make a Tail Lash attack, which inflicts 2+**↑**4 damage with the Knockdown and Stun qualities if successful.

YARA-MA-YHA-WHO

The Yara-ma-yha-who appears as a small red man with a big head, a wide mouth with no teeth, and suckers on the ends of its arms instead of hands. In the old tales, the Yara-ma-yha-who only hunted in the day, lying in wait in the branches of fig trees, ready to pounce on and swallow anyone who fell asleep in its shade.

The Yara-ma-yha-who of modern nights is less subtle, though its method of feeding is the same. Appearing at night, it is able to grow to huge size at will. It feeds by draining the victim's blood with the suckers on its arms. Then it swallows its victim whole, regurgitating them a few hours later. The victim comes out shorter and with less body mass, and gains a red tinge to their skin. A person who is swallowed and regurgitated three times in this fashion becomes a Yara-ma-yha-who themselves. They vanish with the dawn and are not seen again until some lone traveller in the wilderness draws them out again.

YARA-MA-YHA-WHO ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10 (+1)	10	8	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	12	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	1	1	1	1	1	1	1	1

WOUNDS:

- ◀ **Head 4 (5)**
- ◀ **Arms 5 (6)**
- ◀ **Serious 7 (8)**
- ◀ **Mental 12**
- ◀ **Torso 8 (9)**
- ◀ **Legs 6 (7)**
- ◀ **Critical 4 (5)**

SOAK: None

ATTACKS:

- ◀ **Bloodsucking Tendril (melee):** 2+**↑**5, Gruesome, Vicious 1

SPECIAL ABILITIES

- ◀ **(Fear (1))**
- ◀ **Grasping**
- ◀ **Inured to Cold**
- ◀ **Inured to Disease**

- ◀ **Inured to Pain**
- ◀ **Inured to Poison**
- ◀ **(Monstrous Creature)**
- ◀ **Night Vision**
- ◀ **(Supernatural Strength (1))**
- ◀ **Monstrous Transformation:** As a Restricted Action, the Yara-ma-yha-who can increase its size to monstrous proportions or reduce itself to human size. When in its monstrous form, it gains the Fear (1), Monstrous Creature, and Supernatural Strength (1) qualities, whilst its Claw attack gains the Gruesome quality—these qualities are listed in parentheses above.

DARK SYMMETRY SPEND

- ◀ **Regurgitating Reproduction:** By spending three Dark Symmetry, the Yara-ma-yha-who can swallow whole a human-sized or smaller being that it is currently grasping. The target must have succumbed to the Gruesome quality of the beast's attack. The victim is later regurgitated at sunrise by the Yara-ma-yha-who. Unconscious, the victim has a red tint to their skin, and loses one point permanently from their Physique score. Should the process be repeated a further two times, the victim will become a Yara-ma-yha-who. The Yara-ma-yha-who can only keep one victim down at any time. No one knows what happens to the victim while swallowed.

CRESCENTIA

Not exactly a static country, more a roaming and nomadic nation, the Crescentians boast a significant number of elite forces and enjoy the protection afforded by the visions of their Prophets.

Crescentians are devoted to the visions of the First Prophet and those who have sprung up in his wake. They unquestioningly follow the orders of their Maraji, the Prophets, and the Khan, which grants them the following special ability:

- ◀ **Unshakeable Faith:** Crescentians do not question the visions of their Prophets or the orders of their superiors, which grants them an unshakeable faith. They may re-roll one d20 when making a Willpower test, but must accept the new result. Additionally, any time a Crescentian is the target of a Persuade or Command action from someone outside of their society, each Dark Symmetry point spent to purchase additional d20 will provide two dice instead of one.

BROTHERBOUND WARRIOR

The foot soldiers of Crescentia's military. Brotherbound warriors swear allegiance to their Maraji, to one another, and to Crescentia as a whole. They perform all the most basic military tasks: from sentry duty and patrols to forming a protective shield in battle from behind which the elite cavalry units strike forth.

Additional to the Brotherbound are the Jihad Infantry, fanatical warriors pledged to the service of an individual Prophet, Jihad Infantry units are always raised with a specific mission in mind, be it combating an enemy tribe on the fringes of Crescentia's domain, or seeking out the meaning of the Prophet's most powerful and puzzling visions.

BROTHERBOUND WARRIOR OR JIHAD INFANTRY ▲ OR ☆

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	11	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	7	8

FIELDS OF EXPERTISE									
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	2	1	—	1	—	1	—

WOUNDS: 4 (Trooper) or 7 (Elite)

SOAK: Crusade Armour: (Arms 1, Torso 2, Legs 1)

WEAPONS:

TROOPER

- ◀ **Holy Carnager polearm (melee):** 1+▲5, Unbalanced, Armour Piercing 1, Reach, Vicious 1
- ◀ **Holy Infuriator (ranged):** Range M, 1+▲5, Burst, Unbalanced

HEAVY TROOPER

- ◀ **Flarer HMG (ranged):** Range M, 2+▲7, Automatic, Unwieldy, Spread 1

SERGEANT

- ◀ **Eclipsian Marrowpiercer (melee):** 1+▲5, 1H, Parry 2, Vicious 1
- ◀ **Spirit Caster (ranged):** Range C, 1+▲5, Semi-Automatic, Unbalanced, Close Quarters, Vicious 1

JIHAD INFANTRY

- ◀ **Eclipsian Marrowpiercer (melee):** 1+▲5, 1H, Parry 2, Vicious 1
- ◀ **Alabaster Infector (ranged):** Range C, 1+▲5, Munition, 2H, Spread 1, Torrent, Toxic 2

SPECIAL ABILITIES

- ◀ **Unshakeable Faith**

MARTYR ▲

A young warrior on a suicide mission, these short-lived soldiers are specially trained and equipped to take down giant enemy beasts. They use a harpoon-like weapon to attach and haul themselves up to the beast's belly, where they detonate the high explosives they wear.

ALLIES & ADVERSARIES

MARTYR ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	7	11	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	1	2	-	-	-	-	-	-	-

WOUNDS: 3

SOAK: None

ATTACKS:

- ◀ **Veracitor Pistol (ranged):** Range C, 1+**T**4, Semi-Automatic, Unbalanced, Close Quarters, Knockdown
- ◀ **Stratagem Harpoon (ranged):** Range C, 1+**T**5, Special, Unbalanced, Armour Piercing 1, Grappling, Unforgiving 1
- ◀ **Crescent Detonator Pack (ranged):** Range C, 2+**T**4, Munition, Worn, Armour Piercing 2, Vicious 1

SPECIAL ABILITIES

- ◀ **Relentless Pursuit:** A Martyr can ignore vast amounts of punishment when seeking to deliver destruction to his enemies. They may re-roll one d20 when making a Resistance test, but must accept the result. Additionally, when an ability triggers an effect that would require a Resistance test to prevent a status condition, the difficulty of the Resistance test is reduced by one, to a minimum of zero.
- ◀ **Unshakeable Faith**

PROPHET

One of Crescentia's formidable seers and leaders.

PROPHET ☉

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	10	8	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	11	13	12

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	2	2	1	-	3	2	2	1	-	-



WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious 6
- ◀ Mental 13
- ◀ Torso 8
- ◀ Legs 6
- ◀ Critical 4

SOAK: Mastodon Hide: (Arms 1, Torso 1)

ATTACKS:

- ◀ **Creatorblade (melee):** 1+**T**3, 1H, Armour Piercing 1, Hidden 1, Vicious 1
- ◀ **Staff of the Prophets (melee):** 1+**T**4, 2H, Parry 1, Stun
- ◀ **Staff of the Prophets (ranged):** Range C, 1+**T**8, Munition, 2H, Incendiary 3, Torrent

SPECIAL ABILITIES

- ◀ **Prophecies:** A Prophet may perform Crescentian Prophecies (see page 167)
- ◀ **Unshakeable Faith**

THE KHAN'S GUARD

The personal bodyguards of Crescentia's *de jure* ruler are selected at a young age and trained intensively to do nothing other than protect their master.

THE KHAN'S GUARD ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	9	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	11	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	2	1	2	1	1	-	1	-

WOUNDS: 7

SOAK: Guard's Helmet, Crusade Armour: (Head 1, Arms 1, Torso 2, Legs 1)

ATTACKS:

TROOPER

- ◀ **Eclipsian Marrowpiercer (melee):** 1+**T**6, 1H, Parry 2, Vicious 1
- ◀ **Veracitor pistol (ranged):** Range C, 1+**T**3, Semi-Automatic, Unbalanced, Close Quarters, Knockdown

SERGEANT

- ◀ **Holy Carnager polearm (melee):** 1+**T**6, Unbalanced, Armour Piercing 1, Reach, Vicious 1

- ◀ **Veracitor pistol (ranged):** Range C, 1+**T**3, Semi-Automatic, Unbalanced, Close Quarters, Vicious 1

SPECIAL ABILITIES

- ◀ **Khan's Elite:** The Khan's Guard protect the life and honour of their ward. They may re-roll one d20 when making an Acrobatics test, or up to two **T** when making a Close Combat or Ranged Weapons test, but must accept the new results. Additionally, they reduce the penalty for firing at a range other than a ranged weapon's optimal range by one, to a minimum of zero. Further, so long as they have a free hand and weapon within Reach, they can always attempt a Parry Response Action. Finally, they may take the Defend Other Response Action without the need to spend a Dark Symmetry point, though only in reaction to the Khan being declared the target of an attack.
- ◀ **Unshakeable Faith**

THE LAMENTED

The Lamented are warriors and wanderers who have foreseen their own death. In wartime they form a rag-tag shock force. In times of relative peace, individual Lamented are sent by Marajis and Prophets on suicide missions beyond Crescentia's borders, or wander the earth in search of a fitting death.

THE LAMENTED ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	12	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	1	1	1	—	—	—	—	—	—

WOUNDS: 7

SOAK: Crusade Body Armour: (Arms 1, Torso 2, Legs1)

ATTACKS:

- ◀ **Creatorblade (melee):** 1+**T**5, 1H, Armour Piercing 1, Hidden 1, Vicious 1
- ◀ **Carcasser LMG (ranged):** Range M, 1+**T**7, Automatic, 2H, Spread 1

SPECIAL ABILITIES

- ◀ **At Peace with Death:** Lamented have foreseen the means of their own death and welcome it, everything else in between is to be enjoyed so long as it does not upset the precepts of their faith. When attempting a Willpower test due to a traumatic



The Lamented take on a Carnal Harvester.

event, they reduce the difficulty of the test by one step, which may eliminate the need for a test.

- ◀ **Unshakeable Faith**

CRESCENTIAN PROPHECIES

Crescentian Prophets tap into the mysteries of the universe and prepare the faithful for an unavoidable war. Their visions guide the clans and allow them to operate as a unified whole rather than a disorganised rabble; entire towns and villages will often find themselves arriving exactly when needed in order to turn the tide of a desperate battle in favour of the Crescentian nation.

Prophets must undertake an apprenticeship under the guidance of a senior, who teaches the adolescent to understand the visions and prophecies that are granted to them by the Great Soul. Only through such study can a character gain access to the Prophecies listed below, all of which are considered to be first tier talents.

The following Prophecies are used in exactly the same way as a spell of the Art, including the requirement to possess the Mysticism talent and undertake a successful test in order to use them. Despite the fact that they are called Prophecies, utilising one of these powers merely requires a Standard Action and the focussing of the Prophet's will as normal.

ALLIES & ADVERSARIES

FLARE OF HOLINESS

DIFFICULTY: Challenging D2

TARGET: All enemies within Close range

DURATION: One minute

BASE EFFECT: All hidden enemies—that is, those harbouring ill will towards the Prophet or their allies—within range are exposed by a coruscating field of arcing lights that are visible only to the Prophet. The Prophet immediately succeeds at opposed tests to spot any hidden or concealed enemies within Close range.

MOMENTUM: The Prophet may extend this to Medium range for two points of Momentum.

PROMETHEAN KNOWLEDGE

DIFFICULTY: Challenging 2

TARGET: Self

DURATION: Instant

BASE EFFECT: When using this spell, the Prophet must choose a particular date, location, or forthcoming event: the more specific the choice, the more exact the vision. The player may ask a single question about the time, place, or event chosen, and the GM must answer this question truthfully. However, the GM does not have to provide a complete or detailed answer—the more specific the question, the more specific the answer. This spell's effects are more narrative than mechanical, and the effects are defined primarily by the GM's discretion.

MOMENTUM: For one Momentum, the target of the spell may be altered to one creature within Close range, who may choose to resist the effects of this spell—an act which requires an opposed test. Additionally, for each Momentum spent, the clarity of the vision may be increased by providing one more question that must be answered.

SPECIAL NOTE: This spell always shows the real future, though it may not show the future clearly. This future is inevitable and cannot be changed, though the circumstances that lead to that future may be unknown. The GM must therefore be extremely careful when dealing with very distant events, as the details revealed must come true.

RITE OF COURAGE

DIFFICULTY: Challenging D2

TARGET: All Crescentians within Close range

DURATION: One round

BASE EFFECT: Crescentian allies within Close range gain immunity to the Dazed, Perplexed, Rattled, Staggered, and Terrified status effects for the duration of the Prophecy, which also temporarily suspends any occurrence of this status effect that is currently affecting them.

MOMENTUM: For two points of Momentum, all Crescentians within Medium range are also affected. Momentum may also be spent to increase the duration of the effect, at a cost of one Momentum for one additional round.

SIGNAL

DIFFICULTY: Average D1

TARGET: One intelligent creature within Close range

DURATION: One round

BASE EFFECT: The Prophet may speak a single sentence to any individual they can see, even if that person is out of earshot.

MOMENTUM: For one Momentum, the range of the Prophecy may be extended to Medium.

POWER OF THE BEAST

DIFFICULTY: Daunting D3

TARGET: One intelligent creature within Close range

DURATION: One minute

BASE EFFECT: The chosen target is momentarily infused with the power of the Eclipse Mammoths and Dragon Turtles that bear the Crescentian nation on their shoulders. For the duration of the Prophecy, the target swells in size and gains the Monstrous Creature, Supernatural Personality (1), and Supernatural Strength (1) special abilities.

MOMENTUM: Each point of Momentum spent allows one additional target to be affected.

THE PROPHET'S TEARS

DIFFICULTY: Challenging D2

TARGET: One creature or object within Medium range

DURATION: Instant

BASE EFFECT: The Prophet summons a caustic cloud of acidic rain over the target, which melts armour and sears flesh from bone as it begins to fall. This is regarded as a ranged attack that can target anyone within the Prophet's line of sight. The attack hits

automatically—the roll to use the Prophecy is also the attack roll—but the target may attempt a Response Action as if the Prophecy were a normal ranged attack. The rain inflicts 2+**T**4 damage with the Armour Piercing 1 and Incendiary 1 quality.

MOMENTUM: At the cost of one Momentum, The Prophet's Tears can be enlarged to affect one entire zone within Medium range—each model in the zone is entitled to a Response Action to avoid the effects. For two Momentum, both the Armour Piercing and Incendiary qualities may be increased by one.

THE PROPHET'S KISS

DIFFICULTY: Challenging D2 or Daunting D3

TARGET: One creature within Long range

DURATION: Instant

BASE EFFECT: A huge, invisible force crushes one target within Long range and line of sight of the Prophet. Target's within Close or Medium range require a successful Challenging (D2) test to be affected, whilst target's at Long range require a successful Daunting (D3) test. The target suffers 1+**T**5 damage with the Dreadful, Knockdown, and Stun qualities to a random location. Additionally, the target suffers one Fatigue for each Dark Symmetry Icon generated.

MOMENTUM: For one or more Momentum, add the Spread X or Vicious X quality to the damage, at a rating equal to the Momentum spent. For two Momentum, the Mindbreaker quality may be added to the damage.

DARK LEGION

A stain is spreading in the Alps of Dark Eden. It spreads slowly, as it has done for many years, hidden and unseen until now. This is the first Necrocity, spawn of a dark seed planted long ago.

The first of its kind on Dark Eden, the Alpine Necrocity begins self-construction at the outset of the Second Dark Legion War. Its sentry aside, there are none of the Dark Legion there as of yet, though it is easy to imagine the streets filled with massed Dark Legion troops ready to wreak havoc across the globe. The mysterious sarcophagus contained within the Dark Soul's Unholiest of Unholies is reputed to be where the Dark Soul will be reborn.

The first Necrocity appears as the Second Dark Legion War gathers pace, though others soon follow. During the climatic events of the **Dark Eden Campaign**, the Necrocities will become Dark Citadels on earth and sites of pilgrimage for Heretics looking to pledge themselves to the Dark Soul. Much to the chagrin of his peers, Valpurgius assumes command of the Alpine Necrocity near the

campaign's climax and immediately alters its capabilities to mass-produce the fearsome Nasca Razides.

Seemingly empty as they take shape, each Necrocity harbours a deadly hidden sentry that bides its time and protects its city until it can fully awaken. The powerful Black Puppeteer Sector Defence Arrays are largely inactive or in maintenance mode unless the Necrocity's alien intelligence or control nodes are threatened; at which point they will activate with a murderous fury.

DARK EDEN HERETICS

The Heretics of Dark Eden are very different to those from off-world. Many have freely worshipped the Dark Soul all their lives—in some cases, for generations. Whole families and tribes may worship the Darkness. With the Dark Soul largely unable to act on Earth and the Apostles effectively cut off, the Heretics of Dark Eden have only just begun to receive their Dark Gifts and powers as the Dark Soul stirs, and Nero gets closer.

Nonetheless, they have learnt to hide themselves among both the Tribes and Megacorporations. Although they may not yet be as powerful as those from off-world, Dark Eden Heretics have the numbers and in some cases—such as the Oberst of the Sons of Rasputin—the corruption goes right to the top. Some will be drawn to the Battle of the Seal, hiding in the ranks of the Tribes and Megacorporations.

BLACK PUPPETEER SECTOR DEFENCE ARRAYS

A Black Puppeteer prowls its Necrocity looking for intruders. They resemble a huge bio-mechanical spider, an unholy melding of metal and flesh, although where the head would be there is instead a cluster of black crystals. The crystals also appear to provide some form of power to the construct. Their bodies are a boiling mass of necrobionic tendrils that are usually hidden within a whirling Necro-Mosaic cloud, whilst their ranged blast has enough power to shoot craft from the sky.

THE PROTECTION OF THE ANCIENTS

Thanks to the actions of the Ancients and the Guardians, Dark Eden has largely been free of Dark Legion incursion. The Great Seal on Earth imprisons the Dark Soul's form and essentially blinds it to its physical and metaphysical surroundings, whilst the crystals that were hastily installed by the Guardians in later years prevent creatures of Darkness from teleporting beyond Earth's atmosphere and onto the surface. As the Dark Soul awakens and the Great Seal fractures further, this may no longer be the case.

Their Symmetry Blast attack is able to corrupt technology, but this is not the only tool in their arsenal. They also have the ability to create Twisted Marionettes in the defence of the city, backed up by the powerful Symmetry Amplifiers they carry.

BLACK PUPPETEER SECTOR DEFENCE ARRAY ☹

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
13 (+1)	15 (+3)	14 (+3)	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	7	5	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	1	3	3	1	1	–	–	1	1

WOUNDS:

- ◀ Head 9
- ◀ Legs 12
- ◀ Critical 9
- ◀ Torso 14
- ◀ Serious 13
- ◀ Mental 5

SOAK: Metallic Alien Tissue: (All 3)

ATTACKS:

- ◀ **Tendrils & Claws (melee):** 2+♣5, Armour Piercing 2, Reach, Vicious 1
- ◀ **Symmetry Blast (ranged):** Range L, 1+♣6, Munition, 1H, Corruption, Incendiary 2, Mind Breaker, Splash 4, Torrent, Vicious 2

SPECIAL ABILITIES

- ◀ **Arachnid Automaton:** The creature's spider-like appearance means that any hits on the Arms location hit a Leg Location instead.
- ◀ **Fast Healing (2)**
- ◀ **Fear (2)**
- ◀ **Grasping**
- ◀ **Machine Tyrant:** Any Twisted Marionettes created by the Black Puppeteer's abilities are connected to the Puppeteer itself, and will move with it to create a Squad.
- ◀ **Monstrous Creature**
- ◀ **Necro-Mosaic Cloud:** The swirling cloud of Necromosiatic pieces make Black Puppeteers hard to hit, as they whirl around the creature, distorting vision. All attacks, both ranged and melee have their difficulties increased by one.
- ◀ **Night Vision**
- ◀ **Scuttling Climb:** The creature can climb freely on any surface—sheer walls and ceilings included—and is able to reconfigure and alter its form to move through tight spaces easily.
- ◀ **Slave to Symmetry**
- ◀ **Supernatural Agility (3)**

- ◀ **Supernatural Physique (3)**
- ◀ **Supernatural Strength (1)**
- ◀ **Symmetry Amplifier:** Like Harbingers of the Void (see the *Dark Soul* sourcebook), Black Puppeteers have the ability to boost powers and units using their symmetry amplifiers. This makes it easier to use symmetry powers for all those standing near the Puppeteer. Whenever any creature within Close range of a Puppeteer attempts to use a Dark Gift, it may reduce the Difficulty by one without reducing the Gift's effects. Thus, a Gift could be counted as Average D1 for the purposes of using it (the Willpower test, or the number of Dark Symmetry points it costs), but as Challenging D2 for the purposes of its effects.
- ◀ **Symmetry Blast:** This is the primary ranged weapon of the Puppeteer. A ray of black radiance blasts the target from the crystals on the Puppeteer's "head". As well as the damage from this, any technology caught in the blast is immediately subjected to corruption check against its Reliability Rating using an amount of corruption equal to the number of Dark Symmetry Icons generated on the damage roll.
- ◀ **Unliving**

DARK SYMMETRY SPEND

- ◀ **Grasping Rend:** If a Black Puppeteer Grasps an individual with its tendrils, it may spend three Dark Symmetry points to try and pull the target apart. The victim suffers 2+♣5 damage with the Vile quality that ignores Soak. The target must also succeed at a Resistance test with a difficulty equal to the number of Dark Symmetry icons rolled or be torn into two pieces, which kills them instantly.
- ◀ **Puppet on a String:** The Puppeteer hurls a bundle of its necrobionic tendrils to the ground in any zone within Medium range. It can alternatively throw them at any target within Medium range—including those in the air—as a ranged attack that inflicts 1+♣4 damage with the Knockdown quality. Each bundle creates a Twisted Marionette (Trooper) for one Dark Symmetry point, or an Elite variant for two Dark Symmetry points. The Twisted Marionette appears even if the bundle has been used as a ranged attack.

NASCA RAZIDE

Valpurgius and his Tekrons constantly look for new ways to improve their troops in the service of Algeroth. The Nasca Razides are one of their success. Slightly smaller but more resilient than a normal Razide, Nasca Razides are a blue-skinned tactical support for their larger brethren.

Not prone to rage like their larger cousins, they are cunning fighters with the ability to use some of Algeroth's Dark Gifts, although the Ashnagaroth HMGs they carry are formidable enough. Nasca Razides sometimes take the field in squads of four, with one carrying a Hellblaster Heavy Mortar.

NASCA RAZIDE ★

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
15 (+2)	15 (+2)	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
12	12	12	12 (+2)

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	1	1	1	1	1	1	1	–

WOUNDS: 15

SOAK: Bio Armour: (All 3)

ATTACKS:

- ◆ **Fists and Claws (melee):** 3+⚡7, Knockback
- ◆ **Ashnagaroth Heavy Machine Gun (ranged):** Range: Range L, 1+⚡6, Automatic, 2H, Ammo (Armour Piercing 1), Spread 1
 - ◆ The Ashnagaroth uses the Heavy Weapons skill rather than the Ranged Weapons skill.
- ◆ **Hellblaster Heavy Mortar (ranged):** Range L, 3+⚡8, Munition, Mounted, Armour Piercing 3, Splash 4, Vicious 3

- ◆ The Hellblaster uses the Gunnery skill rather than the Ranged Weapons skill. Razides can carry this weapon.

SPECIAL ABILITIES

- ◆ **Fast Healing (2)**
- ◆ **Inured to Disease**
- ◆ **Inured to Poison**
- ◆ **Monstrous Creature**
- ◆ **Personal Dark Symmetry (2)**
- ◆ **Slave to Symmetry (2)**
- ◆ **Supernatural Personality (2)**
- ◆ **Supernatural Physique (2)**
- ◆ **Supernatural Strength (2)**
- ◆ **Unstoppable Onslaught:** A Razide's assault is unrelenting and undeterred by impediments. Its attacks ignore negative penalties for obscured targets

DARK SYMMETRY SPEND

- ◆ **Bounding Leap:** By spending one Dark Symmetry Point as a Restricted action, the Razide leaps into any zone within medium range, ignoring all obstacles and hindrances shorter than it is.
- ◆ **Dark Gifts:** As creatures of Algorith, Nasca Razides can use the Dark Gifts of Dark Curse, Obfuscation, and Vile Cloud.
- ◆ **Shock & Awe, Nasca-style:** By spending one or more Dark Symmetry points, the Nasca Razide orders another Razide



A Nasca Razide makes its presence felt.

ALLIES & ADVERSARIES

within Close range to immediately fire upon the same target as itself. One Razide is commanded for each point spent. The target of these attacks must make a Willpower test, with the Difficulty equal to the number of Razides attacking. Whether the Razides hit or not, failure inflicts a mental assault and the Rattled X condition, where the rating is equal to the number of Dark Symmetry points spent, to a maximum of 5.

EUROPE

LUTHERAN TRIAD

All members of the Lutheran Triad benefit from the following special ability:

ONE OF THE CLEANSED

In addition to the act of the Cleansing, the insertion of feeder inlets, air filters, and the Jehovah Box provide adult Lutherans with an increased resistance to airborne toxins. Lutherans who have undergone the Cleansing reduce the difficulty of Resistance tests by three, to a minimum of zero, when attempting to resist the effects of airborne toxic hazards, which may eliminate the need for a test.

If a Lutheran's Jehovah Box is ever damaged, the difficulty of Resistance tests is instead reduced by only one, to a minimum of one. In addition to this effect, removal of a Lutheran's Jehovah Box will inflict 2+**T**4 Wounds with the Gruesome and Vile qualities to his torso.

CAVALIER

The bravery and brutality of the Lutheran Cavaliers is known across all the new tribes. Mounted upon horseback, they drive their powerful steeds into the heart of the enemy's ranks, with no fear for their own safety.

Heavy Cavaliers are the pride of the Lutheran army. They are gifted with the largest and toughest of battle-steeds, which they use to sweep through the enemy like a plough through a wheat-field.

Riding the fastest and hardiest of Lutheran steeds, Cavalier Scouts operate behind enemy lines on deadly missions. They locate the enemy's weak points, allowing the Heavy Cavaliers to strike where it will be most effective.

CAVALIER **▲** OR **★**

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	6	8	5

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	2	2	-	-	-	-	1	-

WOUNDS: 4 (Trooper) or 7 (Elite)

SOAK: See below.

CAVALIER/HEAVY CAVALIER

◆ **Reinforced Leather Armour** (Arms 1, Torso 2, Legs 2)

SCOUT CAVALIER

◆ **Light Leather Armour** (Arms 1, Torso 1, Legs 1)

ATTACKS:

- ◆ **Helmore sword (melee):** 2+**T**6, 2H, Parry 2
- ◆ **2 x Geminilasher Shotgun (ranged):** Range C, 1+**T**5, Munition, 1H, Knockdown, Spread 2
- ◆ **Apocalyptic Gusher (ranged):** Range: Range C, 1+**T**2, Munition, 1H, Blazing 2, Close Quarters, Torrent

SCOUT CAVALIER

- ◆ **Helmore sword (melee):** 2+**T**6, 2H, Parry 2
- ◆ **Agitator Assault Rifle (ranged):** Range: Range M, 1+**T**5, Burst, 2H, Knockdown

HEAVY CAVALIER

- ◆ **Helmore sword (melee):** 2+**T**6, 2H, Parry 2
- ◆ **Geminilasher Shotgun (ranged):** Range C, 1+**T**5, Munition, 1H, Knockdown, Spread 2
- ◆ **Faith Implicitor HMG (ranged):** Range M, 2+**T**5, Automatic, Mounted, Split Fire, Spread 1

SPECIAL ABILITIES

- ◆ **Horse Lords:** The Lutheran Cavaliers train tirelessly with their mounts and treat them with respect and honour. Lutheran Cavaliers possess Animal Handling Expertise 2 and Animal Handling Focus 2. Additionally, for any Animal Handling test where they generate at least one success, they may immediately roll one additional d20 and add any success generated to their total number of successes for the test. Finally, when fighting on a mount, the Cavaliers may re-roll one d20 when making an attack with a close combat or ranged weapon.

◆ **One of the Cleansed**

CORSAIR

The Corsairs are the elite infantry force of the Lutheran Triad. They are especially trained in close combat and can drain the life of those they fight.

CORSAIR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	8	5

FIELDS OF EXPERTISE					
COMBAT		FORTITUDE		MOVEMENT	
EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1

WOUNDS: 7

SOAK: Reinforced Leather Armour (Arms 1, Torso 2, Legs 1)

ATTACKS:

- **Helmore sword (melee):** 2+⚡6, 2H, Parry 2
- **Scythe of Maiming (melee):** 2+⚡6, 2H, Knockdown, Stun, Vicious 2
- **Geminlasher Shotgun (ranged):** Range C, 1+⚡5, Munition, 1H, Knockdown, Spread 2

SPECIAL ABILITIES

- **Life Drinker:** Corsairs specialise in close quarters fighting. They may re-roll up to two ⚡ when making a close combat attack, but must accept the new results. Additionally, Corsairs are extremely lucky in melee and receive one additional ⚡ to their damage rolls.
- **One of the Cleansed**

The Lutherans make use of two other prominent special roles within their military structure, which use the Corsair statistics with the following adjustments:

FUSILIER

The Fusiliers are special troops trained to use high velocity missile weapons in close combat. Experts in infiltration, they are usually used for recon missions behind enemy lines. They usually dual wield Infernal Breath SMGs (see page 196) or combat knives.

GREYMOURN

Most of the heavy artillery employed by the Lutherans are operated by the Greymourns. They rush fearlessly towards the enemy firing shells from hand-held launchers into their enemy's ranks. They use the Greymourn Automortar (see page 196).

LUTHERAN DISCIPLE ▲ OR ★

The core of the Lutheran army. The Disciples are extremely loyal and more than willing to sacrifice themselves for the greater good of the Kin.

LUTHERAN DISCIPLE ▲ OR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	8	5

FIELDS OF EXPERTISE					
COMBAT		FORTITUDE		MOVEMENT	
EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1

WOUNDS: 4 (Trooper) or 7 (Elite)

SOAK: Reinforced Leather Armour: (Arms 1, Torso 2, Legs 2)

ATTACKS:

- **Helmore sword (melee):** 2+⚡6, 2H, Parry 2
 - **Agitator Assault Rifle (ranged):** Range: Range M, 1+⚡5, Burst, 2H, Knockdown
- Sergeants are armed with the following:

- **Helmore sword (melee):** 2+⚡4, 2H, Parry 2
- **Sickle of Sorrows (melee):** 1+⚡3, 1H, Stun, Vicious 1
- **Geminlasher Shotgun (ranged):** Range C, 1+⚡5, Munition, 1H, Knockdown, Spread 2

SPECIAL ABILITIES

- **One of the Cleansed**

PATRIARCH

The Patriarchs are some of the most important and respected leaders in Lutheran society. Their presence on a battlefield can inspire Lutheran forces and strengthen them through the use of Lutheran Rituals.

PATRIARCH ▲ OR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	10	7	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	10	11	10

FIELDS OF EXPERTISE					
COMBAT		FORTITUDE		MOVEMENT	
EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1

WOUNDS: 4 (Trooper) or 6 (Elite)

ALLIES & ADVERSARIES

SOAK: Reinforced Leather Armour: (Head 0, Arms 1, Torso 2, Legs 2)

ATTACKS:

- ◄ **Helmore sword (melee):** 2+**T**5, 2H, Parry 2
- ◄ **Sickle of Sorrows (melee):** 1+**T**5, 1H, Stun, Vicious 1
- ◄ **Geminilasher Shotgun (ranged):** Range C, 1+**T**5, Munition, 1H, Knockdown, Spread 2

SPECIAL ABILITIES

- ◄ **One of the Cleansed**
- ◄ **Lutheran Ritualist:** A Patriarch can perform Rituals. Patriarchs learn the ways of Lutheran Rituals (see page 175).

THE POWER OF THE TRIAD

In addition to their near blank facial features, each of the three tribes has become renowned for the unique abilities that they display. The following abilities are intended to provide some depth to the NPCs that the characters may meet, but they could easily be adapted to provide optional rules for native player characters.

LUTHERAN TELEPATHY

PREREQUISITE: Lutheran descent, Willpower Expertise 1

Lutheran Telepathy is a talent that any Lutheran character may learn. The ability to communicate by thought alone usually develops during a person's teenage years, but earlier or later manifestations are not unheard of. Though they know it not, the manifestation of this ability has gathered pace in the younger generations and is actually a sign that the Genetic Pilgrimage of the Guardians is taking hold (refer to the *Mutants & Heretics sourcebook* for information regarding the Genetic Pilgrimage).

When unhurried and in a calm situation, two Lutheran telepaths may freely converse as if through speech without difficulty, provided they can see one another. The conversation can continue indefinitely so long as the Lutherans maintain Concentration, which remains the case even should the telepaths enter into combat or a similar stressful situation once the link has been established.

When under physical or emotional duress, unable to see the recipient of their telepathic sending, or attempting to mentally communicate with a non-telepath, the telepath must make an Average (D1) Willpower test. Success allows the sending of a short message—up to five words on the part of the player (the number of words the character would speak is irrelevant—this is a psychic message beyond the confines of spoken or signed language). The message may be lengthened by two words for each Momentum spent.

ASH KIN

Members of the Ash Kin tribe can break out in Stigmata at a

moment's notice, often for no apparent reason. Ash Kin gain access to the following talent:

STIGMATA

PREREQUISITE: Ash Kin Lutheran, Willpower Expertise 1

The character is prone to sudden Stigmata; open tears that constantly weep blood and most often appear on the character's palms, forehead or back. As a Restricted Action, the character can attempt a Challenging (D2) Willpower test in order to manifest Stigmata. He suffers no ill effect if this test is failed. If successful, the character enters a trance and must roll 1d3 to determine where the Stigmata manifest: 1 Head, 2-4 Palms, 5-6 Torso. For each round that he remains in the trance, the character suffers one Light Wound to the location that bears the Stigmata (which may of course increase in severity to Serious or Critical Wounds). Additionally, the character gains the Braindead and Inured to Pain special abilities whilst afflicted by Stigmata—although he is overwhelmed by pure exultation rather than driven by the Dark Symmetry. The character may attempt to end their Stigmata by succeeding at another Challenging (D2) Willpower test as a Standard Action. Any time the character is under duress, the GM may pay an amount of Dark Symmetry points equal to twice the character's Willpower Focus score in an attempt to spontaneously inflict Stigmata upon them. The character must succeed at a Challenging (D2) Willpower test in order to resist the manifestation. On failure, the character is afflicted as above. The GM may pay further Dark Symmetry points in order to increase the difficulty of the Willpower test, at a cost of two DSP for one difficulty step.

KAIN KIN

Much like the Celts from whom they claim descent, the Kain Kin adorn their bodies with potent tattoos that appear to harness and focus the internal energies that abound within all of the Lutheran folk. Kain Kin gain access to the following tattoos, each of which carries an XP purchase cost equal to a first tier talent, which represents the drain upon the character's internal vitality:

MARK OF KAIN

PREREQUISITE: Kain Kin Lutheran, Command Expertise 1

A stylised, warped cross with four dots at each right angle, the Mark of Kain speaks of leadership and power. The character that possesses this tattoo may reduce the difficulty of Command tests by one step, which may eliminate the need for a test.

THE BRAIDED KNOT

PREREQUISITE: Kain Kin Lutheran, Insight Expertise 1

A classic tattoo of a Celtic knot. Melee attacks made against a character that bears this tattoo have their Repercussion range increased by two.

THE HAVOC MAKER

PREREQUISITE: Kain Kin Lutheran, Willpower Expertise 1

A spiked hollow circle that contains three curved arms within its centre. A character adorned with this tattoo gains one additional Chronicle Point at the start of each session, although it may only be used to purchase a success for a single attack that he makes. The Chronicle Point is lost at the end of each session.

THE CROSS

PREREQUISITE: Kain Kin Lutheran, Willpower Expertise 1

A classic cross surrounded by a thorny halo that intercepts all four of its branches. Once per scene, the character may pay one Dark Symmetry point in order to take a special Response Action that transfers all of the damage from an attack being made against a chosen target onto their own person. The character must succeed at an opposed test against the skill being used to make the attack. If successful, the attack instead inflicts its damage upon the character invoking the tattoo. If unsuccessful, the attack strikes its original target as normal. Following a successful use of the tattoo, Momentum from the test may be used to reduce the damage inflicted by the attack at a cost of one Momentum for one point of damage.

THE BLACK HEART

PREREQUISITE: Kain Kin Lutheran, Resistance Expertise 1

A warped and skewed heart that is wrapped in a thorny branch from top to bottom. Immediately following a successful attack, but before damage is rolled against them, the character that sports this tattoo may attempt a Challenging (D2) Resistance test. If successful, reduce the damage inflicted by the attack by two points. If this would reduce the damage of the attack to zero, all status effects imposed by the attack are also negated. Momentum from the test may be used to reduce the damage further at a cost of two Momentum for one point of damage. This effect is useable once per scene, although the character may pay Chronicle Points to gain additional uses, at a cost of one point per extra use.

WROUGHT KIN

The Wrought Kin have become renowned their extreme antipathy towards the supernatural. The irony of an extremely superstitious tribe working alongside the supernatural powers wielded by the Patriarchs is entirely lost on the Lutherans, as they deem the rituals that they perform to be God-given blessings.

FEAR THE WITCH

PREREQUISITE: Wrought Kin Lutheran, Willpower Expertise 1

The Wrought Kin have become extremely resistant to any kind of supernatural power employed against them, which they believe to

be a side-effect of their superstitious prejudice. Increase the difficulty step of supernatural powers that target one of the Wrought kin by two steps, to a maximum increase of Epic D5. Any surplus increase in difficulty that would take the required difficulty beyond Epic D5 is instead translated into a number of additional Momentum that must be generated on the caster's test in order for the power to affect the target. In the case of spells that target a zone containing one or more of the Wrought Kin, the roll to cast the spell or manifest the power must be compared against both the spell or power's standard difficulty and the adjusted difficulty due to the Fear the Witch ability. In this way, it is possible to still affect all non-Wrought Kin targets within a zone even though the Wrought Kin themselves remain unaffected.

LUTHERAN RITUALS

Lutheran Patriarchs are able to learn the use of powerful rituals and gain access to the Lutheran Ritualist talent. This talent, and all of the rituals that are attached to this talent, are regarded as Mysticism talents.

LUTHERAN RITUALIST

PREREQUISITE: Lutheran Religious Indoctrination

The Lutheran has undertaken a period of devout religious study and indoctrination that has resulted in them becoming accepted as a Patriarch. The character gains access to all the rituals listed below, all of which are considered to be first tier talents.


The following rituals are used in exactly the same way as a spell of the Art would be, including the requirement for a Mysticism test in order to successfully use them. Despite the fact that they are called rituals, utilising one of these powers merely requires a Standard Action and the focussing of the Patriarch's will as normal—although some Patriarchs do indeed feel the need to gesticulate and prance for further effect.

FUNERAL PYRE

DIFFICULTY: Challenging D2 or Dire D4

TARGET: One creature within range (see Effect)

DURATION: Instant

BASE EFFECT: The Patriarch immolates an enemy of the Lutheran religion in the cleansing flames of their faith. The intended target, who must be within Close range if the ritual is used at D2 or Medium range if used at D4, must succeed at a Willpower test with a difficulty equal to the ritual's difficulty. The searing flames inflict 1+4 damage with the Incendiary 1 and Vile qualities and ignores mundane armour to a random hit location (supernatural sources of armour provide full protection).

ALLIES & ADVERSARIES

MOMENTUM: Add the Spread quality to the damage with a rating equal to the Momentum spent. One point of Momentum can also be used to increase the damage inflicted, to a maximum of three Momentum and three ⬆. As a one-off spend, two points of Momentum can be spent to choose a secondary target. In this case, both targets can attempt to resist the effects or suffer 1+⬆2 damage with the qualities listed above. Additional Momentum may still be spent in order to provide the Spread quality.

HAND OF GOD

DIFFICULTY: Challenging D2

DURATION: Instant

TARGET: One friendly creature within Medium range

BASE EFFECT: The Patriarch infuses a chosen target with the righteous might of the Lutheran religion. A lightning blast strikes a friendly target, who must be willing to accept this gift. This attack hits automatically—the skill test to cast the ritual is also the attack roll—but the target may attempt Response Actions as if the blast of lightning was a normal ranged attack. The chosen victim suffers 1+⬆4 damage with the Armour Piercing 2 and Vile qualities. Should the target be slain by this power, all members of the Lutheran tribe within Close range of the corpse are driven into a fervour by the raw display of the power of their religion and the willing sacrifice of the chosen will generate one additional Momentum for all members on all of their Command, Close Combat, and Ranged Weapons tests until the end of the scene. If the target survives the lightning strike, only he personally benefits from the additional Momentum.

MOMENTUM: Add the Vicious quality to the damage with a rating equal to the Momentum spent. One point of Momentum can be used to increase the damage inflicted, to a maximum of three Momentum and three ⬆.

IMMEDIATE REINCARNATION

DIFFICULTY: Dire D4

DURATION: Instant

TARGET: One creature within Close range

BASE EFFECT: The Patriarch is brought closer to his God during his final moments, which provides him with an infusion of power and the belief that his time has not yet come. As a Response Action that can only be taken when his last Wound is suffered, the Patriarch may attempt to transfer his consciousness into a new body in an act that completely obliterates the mind of the target. The target may attempt to resist this power by making a Willpower test with a difficulty equal to the ritual's difficulty level. If the target fails to resist, the Patriarch's mind transfers completely to its new host;

the mental attributes of the Patriarch—Agility, Intelligence, Mental Strength, and Personality—and all of their associated skills and talents displace those of the host target, as do the Patriarch's memories and personality. The physical attributes of the host body remain the same, as do the associated skills and talents; the only exceptions to this are Close Combat, Ranged Weapons, and Unarmed Combat, all of which retain the Expertise rating and talents of the Patriarch, but lose any Focus rating due to the need to learn the limitations of their new host body.

MOMENTUM: Each point of Momentum spent can be used to retain the Focus rating of either Close Combat, Ranged Weapons, or Unarmed Combat.

KISS OF DEATH

DIFFICULTY: Daunting D3

DURATION: Instant

TARGET: One creature within Close range

BASE EFFECT: The Patriarch attempts to transfer some of his own injuries onto an enemy, cleansing himself whilst condemning his foe. If successful, the Patriarch restores two Wounds (Critical first, then Serious, then Light) and his target suffers 1+⬆4 damage with the Vile quality. The damage inflicted to the target ignores armour Soak. Note that the Patriarch must be suffering from at least two Wounds in order for this spell to function.

MOMENTUM: For each point of Momentum spent, increase both the number of Wounds healed by the Patriarch by one and the amount of damage dealt to the target by one ⬆.

STAIN

DIFFICULTY: Average D1

TARGET: Self, plus one creature within Close range

DURATION: Instant

BASE EFFECT: The Patriarch performing this ritual is able to recall some of the pain and suffering that they have endured through the tenets of their religion and use this to induce the effects in a chosen non-believer. The Patriarch's flesh erupts with psionically induced ritualistic wounds that are then replicated on the flesh of their intended target. A Patriarch who successfully invokes the ritual suffers 1+⬆4 damage with the Gruesome quality in a random hit location and then attempts to inflict the Wounds on the chosen target through an opposed test. If the Patriarch succeeds, the Light Wounds and any Bleeding status are replicated in exactly the same location on the intended target. If the target succeeds, no Wounds or effects are received (although the Patriarch's remain).

MOMENTUM: One point of Momentum can be used to increase the damage inflicted to both the Patriarch and the target by one \uparrow , to a maximum of three Momentum and three \uparrow . As a one-off spend, two points of Momentum can be spent to choose a secondary target. In this case, the damage transferred by the Patriarch is halved (rounding fractions up) and split between the two targets, who both then receive an opposed roll to resist the effects. Dependent upon the result of their opposed tests, any Bleeding status will also transfer to both targets.

RASPUTIN

Spread amongst five Obersts so that no single commander could control the might of the Imperial military, the five subdivisions of the Tsar's mighty forces supposedly work in concert to achieve the goals of the Sons of Rasputin. In practice, however, Machiavellian politics are more often the cause of the Sons losing ground than anything else.

THE IMPERIAL ARMY

The Sons of Rasputin are able to field a respectable standing army thanks to their policy of conscription irrespective of status and privilege. Itself split into several branches, the Imperial Army prides itself on covering almost every eventuality.

SOLDAT TROOPER

Fast-moving light infantry, these are the most common foot soldiers of the Rasputin military. Each Soldat squad is led by an Elite Kommandant, who may have been elevated to command due to veteran status, ability, or having an influential parent. Almost every unit is supported by a pair of troopers trained in the use of the tripod-mounted Schwerwaffe HMG. There are several more speciality roles to fulfil however:

- Shock Soldat are the close assault specialists that are armed with deadly chemical weapons.
- Standard bearers in battle, Soldat Fahnenträger are junior members of the officer corps who are usually being groomed for greater things
- Feared almost as much by their allies as their enemies, Soldat Flammen troopers carry Vulcan flamethrowers into battle, with tanks of highly explosive fuel strapped to their backs.

SOLDAT TROOPER \blacktriangle OR \star

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	8	5

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1	-	-	-	-	1	-

WOUNDS: 4 (Trooper) or 7 (Elite)

SOAK: Heavy Soldat Armour: (Head 2, Arms 3, Torso 3, Legs 2)

ATTACKS:

SOLDAT TROOPER

- Fritz S89 (ranged):** Range C, 1+ \uparrow 4, Semi-Automatic, 1H, Close Quarters
- Machinenkrieger (ranged):** Range M, 1+ \uparrow 4, Burst, 2H, Armour Piercing 1

SOLDAT SCHWERAFFE

- Fritz S89 (ranged):** Range C, 1+ \uparrow 4, Semi-Automatic, 1H, Close Quarters
- Schwerwaffe (ranged):** Range M, 2+ \uparrow 4, Automatic, Mounted, Armour Piercing 2, Spread 2

SHOCK SOLDAT

- Fritz S89 (ranged):** Range C, 1+ \uparrow 4, Semi-Automatic, 1H, Close Quarters
- CSS 100 (ranged):** Range C, 1+ \uparrow 4, Munition, 1H, Infective, Torrent, Toxic, Vile

SOLDAT FAHNENTRÄGER

- Fritz S89 (ranged):** Range C, 1+ \uparrow 4, Semi-Automatic, 1H, Close Quarters
- Machinenkrieger (ranged):** Range M, 1+ \uparrow 4, Burst, 2H, Armour Piercing 1

SOLDAT FLAMMEN

- Fritz S89 (ranged):** Range C, 1+ \uparrow 4, Semi-Automatic, 1H, Close Quarters
- Vulcan (ranged):** Range C, 2+ \uparrow 6, Munition, 2H, Incendiary 3, Torrent

THE TSAR'S CAVALRY

Countless foes have been ground into a pulp beneath the charge of the cavalry's Rivetbulls.

COSSACK

The Backbone of the Rasputin cavalry, the Cossacks ride Rivetbulls into battle and skewer their enemies with their sabres. They are led by a Cossack Kommandant, a highly experienced warrior with the charisma necessary to keep the unruly Cossack troops pointed in the right direction.

Cossack Scouts ride the fastest Rivetbulls, sweeping across the countryside to find the enemy and report their strength and location.

ALLIES & ADVERSARIES

Armed with sniper rifles, they are also sent on assassination missions to eliminate key personnel and sow chaos.

COSSACK ⚠ OR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	9	9	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	6	7	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1	1	–	–	–	1	–

WOUNDS: 4 (Trooper) or 6 (Elite)

SOAK: **Cossack Armour:** (Head 1, Arms 1, Torso 2, Legs 1)

ATTACKS:

- ◆ **Sabre of the Sons (melee):** 1+⚡6, 1H, Parry 1, Vicious 1
- ◆ **Fritz S89 (ranged):** Range C, 1+⚡4, Semi-Automatic, 1H, Close Quarters

COSSACK SCOUT

- ◆ **Sabre of the Sons (melee):** 1+⚡6, 1H, Parry 1, Vicious 1
- ◆ **SIG-21 (ranged):** Range L, 2+⚡4, Semi-Automatic, 2H, Unforgiving 1

SPECIAL ABILITIES

- ◆ **Rivetbull Empathy:** The Cossacks train tirelessly with their mounts in order to push both themselves and their beasts further. Cossacks possess Animal Handling Expertise 2 and Animal Handling Focus 2. Additionally, for any Animal Handling test where they generate at least one success, they may immediately roll one additional d20 and add any success generated to their total number of successes for the test. Finally, when fighting on a mount, the Cavaliers may re-roll one d20 when making an attack with a close combat or ranged weapon.



The Sons of Rasputin charge into combat, led by Kommandant Hert.

THE SPECIAL OPERATIONS AUXILIARY

JAEGER COMMANDO

Short-range air support, Jaeger Commandos wear specialised glider packs that allow them to soar above the battlefield. At ground level, they are elite close combat fighters.

JAEGER COMMANDO ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	10	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	7	9	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1	-	-	-	-	1	-

WOUNDS: 6

SOAK: Light Soldat Armour: (Head 1, Arms 1, Torso 2, Legs 1)

ATTACKS:

- ◆ **Fritz S89 (ranged):** Range C, 1+↑4, Semi-Automatic, 1H, Close Quarters
- ◆ **Anti-Personnel Grenades (ranged):** Range C, 2+↑4, 1H, Blast (Close)
- ◆ **Veslot (ranged):** Range M, 1+↑4, Burst, Unbalanced

SPECIAL ABILITIES

- ◆ **Falling with Style:** Jaeger Commandos are equipped with a Jaeger Glider and are perfectly at home in the skies. They may re-roll one d20 when making a Pilot test, up to two ↑ when making a ranged attack while airborne, or up to two ↑ when making a Close Combat attack, but must accept the new results. Additionally, they reduce the penalty for firing at a range other than a ranged weapon's optimal range by one, to a minimum of zero. Finally, they do not need to spend a Dark Symmetry point in order to take the Parry Response Action in a combat turn.

NORTHERN SONS

An elite unit whose members hail from a Stronghold hidden in the Wastes that gave them their name, the Northern Sons specialise in lightning raids to sow disruption and spread panic. They are experts in maximum carnage, minimum exposure tactics.



NORTHERN SONS ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	9	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	7	8	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1	-	-	-	-	1	-

WOUNDS: 7

SOAK: Light Soldat Armour: (Head 1, Arms 1, Torso 2, Legs 1)

ATTACKS:

- ◆ **Combat Knife (melee):** 1+↑5, 1H, Armour Piercing 1, Hidden 1
- ◆ **Fritz S89 (ranged):** Range C, 1+↑5, Semi-Automatic, 1H, Close Quarters
- ◆ **Anti-Personnel Grenades (ranged):** Range C, 2+↑5, 1H, Blast (Close)

SPECIAL ABILITIES

- ◆ **Strike Hard, Strike Fast:** These fast moving and deadly killers are employed where they can cause maximum havoc. They may re-roll one d20 when making an Acrobatics, Athletics, or Stealth test, or up to two ↑ when making a Ranged Weapons test, but must accept the new results. Additionally, they may ignore all effects of moving through difficult terrain, although this does not include hazardous terrain. Further, they reduce the penalty for firing at a range other than a ranged weapon's optimal range by one, to a minimum of zero. Finally, when successful at a Ranged Weapons test and spending Momentum to perform the Swift Strike Momentum spend, there is no increase in difficulty rating for the attack taken with Swift Strike.

HAUPTMANN VICAR

Hailing from all branches of the military, the kommandants have been recognised both for their achievements in battle and strategic acumen. Every Vicar tries to outdo his peers in the hope of one day rising to the rank of Oberst.

HAUPTMANN VICAR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	10	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	9	10

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FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	1	1	-	-	1	-	1	-

WOUNDS: 6

SOAK: Heavy Soldat Armour: (Head 2, Arms 3, Torso 3, Legs 2)

ATTACKS:

- ◀ **2 x Heisspurger (ranged):** Range C, 1+**T**5, Semi-Automatic, 1H, Close Quarters, Knockdown
- ◀ **2 x Heisspurger Flamethrower (ranged):** Range C, 1+**T**3, Munition, 1H, Blazing 2, Close Quarters, Incendiary 1, Torrent

SPECIAL ABILITIES

- ◀ **Tactical Acumen:** Each Kommandant has been recognised for their personal victories and success when commanding troops. They may re-roll one d20 when making a Command test, or up to two **T** when making a Ranged Weapons test, but must accept

the new results. Additionally, they reduce the difficulty of any Command test by one, which may eliminate the need for a test. Finally, they reduce the penalty for firing at a range other than a ranged weapon's optimal range by one, to a minimum of zero.

TEMPLARS

All Templars benefit from the following special ability:

TEMPLAR PHYSIOLOGY

Templars have become almost completely adapted to the toxins and poisons that permeate Dark Eden through a genetic twist that also boosts their senses and allows them to filter out the scents of the chemicals permeating the environment. Templars reduce the difficulty of all Resistance tests made to avoid the effects of the toxic environment, gases, radiation, and other chemical hazards that pervade Earth's atmosphere by four, which may eliminate the need for a test. Additionally, Templars generate one additional point of Momentum on successful Observation tests and Survival tests made to track and follow a target.

KOMMANDANT HERT

The Hero of the Siege of Strutzig and the Styrian Offensive. Aged just 17, Hert was only a Soldat Fahnenträger when the city of Strutzig was attacked. After all the senior officers were slain, Hert took charge and inspired the city's defenders to fight to the last. To this day he is a hero to the Sons of Rasputin. But he has a dark secret: it was he who opened the city gates.

KOMMANDANT HERT

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
10		12		10		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
10		11		10		9	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	1	1	2	1	1	-	1	-

WOUNDS:

- ◀ Head 4
- ◀ Arms 5
- ◀ Serious 7
- ◀ Mental 10
- ◀ Torso 9
- ◀ Legs 7
- ◀ Critical 4

SOAK: Heavy Soldat Armour: (Head 2, Arms 3, Torso 3, Legs 2)

ATTACKS:

- ◀ **Fritz S89 (ranged):** Range C, 1+**T**5, Semi-Automatic, 1H, Close Quarters
- ◀ **Machinenkrieger (ranged):** Range M, 2+**T**5, Burst, 2H, Armour Piercing 1

SPECIAL ABILITIES

- ◀ **Veteran Commander:** As Hero of the Siege of Strutzig, Hert has years of experience commanding men both in and out of battle, and knows how to get the best from his troops. He may re-roll one d20 when making a Command test, but must accept the new result. Further, whenever he's involved in a teamwork test, all characters involved may re-roll any die that does not generate a success. Finally, any time forces under his direct command must make a Willpower test, they reduce the difficulty by two steps. If this would reduce the difficulty to 0, then the test is no longer necessary.
- ◀ **Vigilant:** As a result of his past treachery, Hert has learned to watch his back. He is particularly wary and cunning, and he may re-roll one d20 on any Insight or Observation tests he attempts



HORDE TROOPER/TEMPLAR LEGIONNAIRE OR CENTUR

The foot soldiers of the Templar Horde make up with zeal what they lack in training and equipment. Each squad is led by a Centur—the ground-level commanders of the Horde. Any time you encounter a Horde patrol or squad, a Centur will be in charge.

These troopers are supported by the Templar Legionnaires—outcasts from other tribes that form the Templar Legion. These misfits are used for the most dangerous and unpleasant missions, and are frequently deployed as human shields for Templar soldiers.

HORDE TROOPER ▲/TEMPLAR LEGIONNAIRE OR CENTUR ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	8	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	2	1	1	2	1	1	–	1	1

WOUNDS: 3 (Trooper) or 6 (Elite)

SOAK: Body Armour: (Torso 2)

ATTACKS: TROOPER

- **Horde machete (melee):** 1+♣5, Unwieldy, Gruesome, Parry 1
- **Impaler dart rifle (ranged):** Range M, 1+♣4, Burst, 2H, Armour Piercing 1
- **Marker dart pistol (ranged):** Range C, 1+♣3, Semi-Automatic, 1H, Close Quarters, Armour Piercing 1

CENTUR

- **Horde machete (melee):** 1+♣5, Unwieldy, Gruesome, Parry 1
- **Marker dart pistol (ranged):** Range C, 1+♣3, Semi-Automatic, 1H, Close Quarters, Armour Piercing 1

SPECIAL ABILITIES

- **Templar Physiology**



GENDARME

The Templars' elite combat troops. Gendarmes are assigned missions directly by high command and operate in the field without a leader, either singly or in self-selecting teams.

GENDARME ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	9	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	1	1	1	2	–	1	–	1	–

WOUNDS: 7

SOAK: Templar Combat Armour: (Torso 2, Arms 2, Legs 2)

ATTACKS:

- **Horde Sword (melee):** 2+♣6, 2H, Parry 2, Vicious 1
- **Impaler dart rifle (ranged):** Range M, 1+♣5, Burst, 2H, Armour Piercing 1

OR

- **Tainter (ranged):** Range L, 2+♣7, Burst, Unwieldy, Armour Piercing 1, Vicious 1

SPECIAL ABILITIES

- **Templar Physiology**

GENDARME BESTAL

A special service of the Gendarmeri, Bestals train and command Purger Beasts; vicious great cats bred for battle. Each Bestal rears and trains a pair of Purger Beasts, building a strong relationship with them over the course of many years.

GENDARME BESTAL ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	8	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	7	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	–	2	–	1	1	1	1	2	–	1	–

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WOUNDS: 7

SOAK: Templar Combat Armour: (Torso 2, Arms 2, Legs 2)

ATTACKS:

◀ **Witherer (ranged):** Range C, 1+**T**4, Burst, 1H, Armour Piercing 1, Close Quarters

SPECIAL ABILITIES

◀ **Beastly Sacred Bond:** Bestals nurture and train their assigned pair of Sacred Purger Cleanser beasts from birth, which creates a special bond. The Bestals possess an Animal Handling Expertise of 2 and an Animal Handling Focus of 2. Additionally, for any Animal Handling test where they generate at least one success, they may immediately roll one additional d20 and add any success generated to their total number of successes for the test. Finally, any time the Bestal directs a Sacred Purger beast to take an action that goes against its instincts or training, any Dark Symmetry points spent to add extra dice to the pool add two d20s, instead of one.

◀ **Templar Physiology**

TEMPLAR CAVALRY

Drawn from the ranks of the grandest Templar families, Templar Cavalry either ride massive tiger-like beasts called Lautus Cats or huge Scyther Beasts.

TEMPLAR CAVALRY ★

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	8	9

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	2	1	1	-	2	-	1	-

WOUNDS: 6

SOAK: Templar Combat Armour: (Torso 2, Arms 2, Legs 2)



Templars ride huge creatures called Scyther Beasts, not known for their pleasant nature.

ATTACKS:

- ◆ **Horde Sword (melee):** 2+**T**5, 2H, Parry 2, Vicious 1
- ◆ **Impaler dart rifle (ranged):** Range M, 1+**T**4, Burst, 2H, Armour Piercing 1
- ◆ **Marker dart pistol (ranged):** Range C, 1+**T**3, Semi-Automatic, 1H, Close Quarters, Armour Piercing 1

SPECIAL ABILITIES

- ◆ **Bestial Empathy:** The cavalry train tirelessly with their mounts in order to push both themselves and their beasts further. Templar Cavalry possess Animal Handling Expertise 2 and Animal Handling Focus 2. Additionally, for any Animal Handling test where they generate at least one success, they may immediately roll one additional d20 and add any success generated to their total number of successes for the test.
- ◆ **Templar Physiology**



NORTH AMERICA

ALASKA AND CANADA

GELID SALAMANDER

The enormous gelid salamander is a hardy, mutated descendant of the northwestern salamanders that inhabited the waters of the northwestern coast of North America. The mutations induced by toxins, radiation, and terraforming agents have altered their skin colouring and internal bodily functions to ensure that they are perfectly adapted to the sub-zero temperatures of the frozen wastelands. The largest concentration of these creatures can be found on Vancouver Island, although some species have spread as far as Hudson Bay or beyond. Gelid salamanders can hustle effortlessly through snow and will even burrow through ice when on the scent of prey.

Gelid Salamanders have developed a rudimentary understanding of the food chain which means that they do not deplete a region of their chosen delicacy—frozen meat—but instead settle in to stalk and cull at their whim, which ensures that they do not harvest their meat source to the point of extinction. Glands around their eyes and along

VERAGÉ

One of the highest-ranking fighters in the Templar military, Veragé first made a name for himself in the 6th Templar Crusade, in the thick of the fighting as they crossed the land bridge to the Triad Isles. A year ago, Veragé was selected by the Ascended Templar Gignac to join a commando squad fighting on behalf of Mishima in the jungles of Venus. Mishima tried to prevent Veragé and his comrades from leaving when the fighting was done. Veragé escaped with a handful of warriors in a stolen spacecraft and returned to Earth. His experiences have turned him utterly against the corporations and convinced him that the Templars are indeed superior to humans, on any planet.

VERAGÉ ☠

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
12		10		10		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
10		9		11		9	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
5	3	2	1	2	1	3	1	1	—	1	—

WOUNDS:

- ◆ **Head 4**
- ◆ **Arms 5**
- ◆ **Serious 7**
- ◆ **Mental 11**
- ◆ **Torso 9**
- ◆ **Legs 7**
- ◆ **Critical 4**

SOAK: Imperial Mark II Medium Combat Armour: (Head 3, Torso 4, Arms 3, Legs 3)

ATTACKS:

- ◆ **Horde Sword (melee):** 2+**T**7, 2H, Parry 2, Vicious 1
- ◆ **Impaler dart rifle (ranged):** Range M, 5+**T**4, Burst, 2H, Armour Piercing 1
- ◆ **Marker dart pistol (ranged):** Range C, 4+**T**3, Burst, 1H, Close Quarters, Armour Piercing 1

SPECIAL ABILITIES

- ◆ **Ambush Predator:** Adept in the art of concealment, Veragé may re-roll one d20 on any Stealth tests he attempts, but must accept the new result.
- ◆ **Contempt for Corporations:** Veragé has utter contempt for the Corporation due to Mishiman treachery. When engaging any of the Corporation troops in battle, Veragé may re-roll one d20 when making a Close Combat or Ranged Weapon attack, but must accept the new result.

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their tail constantly secrete a poison that hardens and lengthens into spiky growths that can be fired at or slammed into a victim. It is this poison that freezes the blood of their chosen meal.

GELID SALAMANDER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14 (+2)	12 (+1)	8	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	4	8	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	2	1	2	2	–	–	–	–

WOUNDS: 11

SOAK: Ice-coated Hide: (All 2)

ATTACKS:

- ◀ **Crunching Maw (melee):** 3+**T**5, Vicious 2
- ◀ **Tail Slap (melee):** 3+**T**6, Knockdown, Stun
- ◀ **Blood-freezing Dart (ranged):** 3+**T**4, C, Munition, Armour Piercing 1, Blood-freeze, Close Quarters
- ◀ **Blood-freeze:** If one or more Dark Symmetry Icons are rolled, the target must attempt a Resistance test at the start of each turn, with a difficulty equal to the number of Dark Symmetry Icons generated. If this test is failed, then the target immediately suffers one Serious Wound plus an amount of Fatigue equal to the number of Dark Symmetry Icons generated. This damage ignores Soak. Three successful Resistance tests will end this effect. A victim that dies from this effect has frozen to death.

SPECIAL ABILITIES

- ◀ **Dark Eden Genealogy**
- ◀ **Fast Healing (1)**
- ◀ **Fear (1)**
- ◀ **Monstrous Creature**
- ◀ **Night Vision**
- ◀ **Snow Stalker:** A gelid salamander is as comfortable below ice or snow as it is above. It may travel beneath the snow using any of the actions available to it aboveground. Further, it may use the Adjust Stance Fee Action as a Restricted Action and the Movement Restricted Action as a Standard Action when burrowing through ice, although it may not use the Sprint action when doing so. A salamander gains one Soak in all locations when within Close range of the surface and being attacked by another creature on or above the surface. Salamanders that have burrowed beyond Close May not be attacked from the surface.

◀ **Supernatural Physique (1)**

◀ **Supernatural Strength (2)**

DARK SYMMETRY SPEND

- ◀ **Frigid Tail:** A gelid salamander will attempt to impale a victim on its poisonous tail spikes. For two Dark Symmetry points, the gelid salamanders Tail Slap attack gains the Blood-freeze ability.

KUEKUATCHA

Smaller cousins of the pre-Exodus wolverine, the feral kuekuatcha resemble large rats that possess bear-like features. The wolverine's numbers dwindled rapidly as the harvesting of the Earth increased, until only the smallest and most wily of specimens survived. Having altered their habits by learning to roam in packs, their numbers where once again culled by the arctic conditions that hold Alaska and Canada in a permanent grip. Evolution laced with a terraforming cocktail ensured that the hardest and most vicious specimens survived.

By the time of the Second Dark Legion War, kuekuatcha have become a real problem for the scattered communities that eke an existence around the frozen waters of Hudson Bay, as their clan-like raiding parties frequently sweep through the frozen streets and carry away any warm-blooded prey they happen upon. Their muscular frames allow them to make short leaps across intervening terrain and close rapidly with prey.

KUEKUATCHA ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12 (+1)	14 (+1)	9	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	4	6	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	2	1	1	2	1	–	–	–	–

WOUNDS: 7

SOAK: Steely Flesh: (All 1)

ATTACKS:

- ◀ **Teeth and Claws (melee):** 2+**T**5, Armour Piercing 1, Dreadful, Spread 1, Vicious 1

SPECIAL ABILITIES

- ◀ **Dark Eden Genealogy**
- ◀ **Grasping**
- ◀ **Infectious Vermin:** Kuekuatcha are host bodies for numerous

infectious diseases. If one or more Dark Symmetry Icons are generated for damage, the creature wounded by the swarm suffers Infected Wounds (*Mutant Chronicles* rulebook pg 312).

- ◆ **Night Vision**
- ◆ **Supernatural Physique (1)**
- ◆ **Supernatural Strength (1)**
- ◆ **Swarming Horde:** The statistics provided represent a typical swarm of ten kuekuatcha. Increase the Supernatural Physique and Supernatural Strength ratings of the swarm by one for every ten kuekuatcha present in the swarm beyond this number, to a maximum rating of five in both and fifty kuekuatcha. Also increase the swarm's Wound total respectively. The swarm will seek to envelop a single opponent within Close Range; roll two d20 to attack, plus one d20 for each additional ten kuekuatcha in the swarm, to a maximum of six d20 at fifty kuekuatcha. A kuekuatcha swarm rolls one d20 for all other tests, reflective of its Trooper status and swarm mentality; if one kuekuatcha fails, they are all likely to fail. Melee attacks, ranged attacks, and effects that attack a single target (such as some spells) deal only their fixed value in damage (ignore the +↑ in the damage rating), plus one point for each dice of relevant bonus damage the character possesses, as picking off one or two kuekuatcha will have little overall effect to the swarm. A swarm is immune to the Called Shot, Devastating Blow, Disarm, and Knockout Combat Momentum options. The Secondary Target Combat Momentum option inflicts half the attack's damage to the swarm's Wound total for a second time. The Bonus Damage option is unaffected. Torrent weapons however, or a similar effect that targets an area, deal their full normal damage to a swarm. Reduce the swarm's Supernatural Strength, Supernatural Physique, and d20 attack pool by one for every two points of damage dealt to it, but do not adjust the Wound total because of this—only automatic successes and damage rating are affected. A kuekuatcha swarm may not take Response Actions.

DARK SYMMETRY SPEND

- ◆ **Blood Scent:** The scent of fresh blood will drive a hunting pack of kuekuatcha into a frenzy. By spending one or more Dark Symmetry points following a successful attack, the pack gains two additional Momentum on each subsequent attack. The effect lasts for a number of rounds equal to the number of Dark Symmetry points spent.
- ◆ **Bounding Leap:** By spending one Dark Symmetry point as a Restricted Action, the swarm can leap into any zone within Close Range ignoring all obstacles and hindrances shorter than two metres.

FORMER CAPITOL HOMELANDS

The top brass will quickly deny it, and most public records have been expunged, but the undeniable truth is that Capitol were ruthless in their bombardment of their former homelands. Tactical priority

was given to maximum loss of life, which created huge tracts of uninhabited or uninhabitable land as part of a plan to ensure that the stockpiles of resources left behind would remain untouched. The Americana gangs eke an existence along the shores of the Great Lakes and other areas, but little else survives in a land that is constantly blanketed in volcanic ash and toxic rains.

AMERICANA GANGER

The Americana gangs of the Great Lakes and certain other areas strive to cling to memories of the glories of the past. They pick over the ruins that have survived the devastation of the Exodus and its aftereffects in a desperate attempt to unearth artefacts and relics that will allow them to barter with other gangs for critical resources. Aside from one or two major blood feuds, the Americana gangs are generally amicable to each other as they understand that a lack of cooperation would mean the death of them all.

Time and the task of just merely surviving erased the stains of their space-bound ancestors for the Americana gangs, which is why the relics of the world have essentially become their new coin. They venerate the legendary figures of pre-Exodus Capitol as icons and are likely to hero worship anyone that they recognise as a member of the corporation. Their prejudice for the other corporations has been taken to the extreme however, as their lore blames them fully for the fate that befell those who were left behind.

AMERICANA GANGER ▲ OR ☆

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	10	8	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	6	7	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	1	1	1	1	1	1	—	1	—

WOUNDS: 4 (Trooper) or 6 (Elite)

SOAK: Mismatched Reinforced Clothing: (Arms 1, Torso 1, Legs 1)

ATTACKS:

- ◆ **Re-forged Knife (melee):** 1+↑3, 1H, Hidden 1
- ◆ **Battered Assault Rifle (ranged):** Range M, 1+↑4, Burst, 2H, Perishable
- ◆ **Perishable:** Perishable weapons deteriorate under intense use much faster than their more resilient counterparts. Following an attack roll with this weapon, if the damage dice generate enough Dark Symmetry Icons to equal its reliability rating—which is 2 in the case of the Battered Assault Rifle—the weapon has

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degenerated in some fashion. Increase the Repercussion by one for all subsequent tests. This degenerative effect is cumulative until the increase in Repercussion is equal to the Restriction rating of the item, at which point it is no longer an effective weapon and must be repaired. Perishable weapons may be repaired out of combat by making a test with the same skill that would be used to make an attack, with a difficulty equivalent to the current amount of Repercussion adjustment caused by the weapon.

- ◀ **Worn Pistol:** Range C, 1+↑3, Semi-Automatic, 1H, Close Quarters

SPECIAL ABILITIES

- ◀ **Barter, Forage, and Scavenge:** Americana gangers are experts at foraging and scavenging for both food and relics to barter. They may re-roll one d20 when making an Observation, Resistance, or Survival test, but must accept the new result. Additionally, they may reduce the Restriction value of an item by one when attempting to acquire an item, to a minimum of one.

GHOULHOG

When all of the fauna died off, the groundhog learned to solely survive on fresh meat. As fresh meat became scarce, they began to eat the rotting flesh of the dead and took to feasting on the marrow of their bones. The ghoulhog resembles an emaciated, almost skeletal version of its predecessor. Their patchy, matted fur and taut flesh further reinforce the aura of death that clings to them. Some specimens can grow as large as a pony.

GHOULHOG ▲ OR ★

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		11		8		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		3		8		3	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	3	2	1	1	2	2	–	–	–	–

WOUNDS: 4 (Trooper) or 7 (Elite)

SOAK: **Leathery Hide:** (All 1)

ATTACKS:

- ◀ **Hardened Teeth and Claws:** 2+↑5, Armour Piercing 1, Gruesome, Vicious 1

SPECIAL ABILITIES

- ◀ **Dark Eden Genealogy**
- ◀ **Fear (1)**

- ◀ **Grave Stalker:** The ghoulhog has mastered the art of appearing to be dead—even to the point that it is able to slow both its respiratory and circulatory system—yet still remaining aware of its surroundings. It gains two bonus Momentum to any opposed test that is taken to discover whether it is alive or dead. Further, if the ghoulhog wins the opposed test, it increases its Fear rating to 2.

- ◀ **Night Vision**

DARK SYMMETRY SPEND

- ◀ **Aura of Death:** Thanks to pheromones that it is able to produce as a result of mutation, an almost palpable aura of death accompanies the ghoulhog that can numb even the most courageous of hearts. Spend one Dark Symmetry point to inflict the Rattled X condition on any creature that has succumbed to the ghoulhog's Fear ability, with a rating equal to the number of Dark Symmetry Icons that were generated on the mental assault. The creature does not suffer additional Dread as a result of gaining the Rattled condition.

THISTLEBACK SEA TURTLE

Descendants of the loggerhead sea turtle, the enormous thistlebacks—who can grow to equal an armoured tank in size and mass—dominate the waters and beaches of the Eastern Seaboard. They hunt below the surface of the ocean in packs and attempt to drive prey onto the jagged spines of one of their bale mates. Once skewered, the turtle who is carrying the prey will swim to the nearest beach, where its bale mates will begin to feast.

THISTLEBACK SEA TURTLE ▲

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
12 (+2)		12 (+2)		7 (+2)		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
7		3		8		3	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	4	2	1	–	2	2	–	–	–	–

WOUNDS: 12

SOAK: **Thorny Shell and Iron Scales:** (Head 3, Arms 2, Torso 5, Legs 2)

ATTACKS:

- ◀ **Crushing Beak (melee):** 3+↑6, Armour Piercing 1, Gruesome, Unforgiving 2
- ◀ **Snaring Thorns (melee):** 3+↑8 Armour Piercing 2, Gruesome, Vicious 2

SPECIAL ABILITIES

- ◀ **Aquatic Stalker:** A thistleback sea turtle is more comfortable underwater than it is on land. When underwater, turtles possess the Supernatural Agility (2) quality—this quality is already listed in the creature's profile. Turtles also benefit from an Athletics Expertise of 4 and Focus of 3 when swimming. They may travel beneath the water using any of the actions available to it on land. A turtle gains one Soak in all locations when within Close range of the surface and being attacked by a creature that is above the water. Turtles that have submerged beyond Close may not be attacked by creatures above the surface.
- ◀ **Monstrous Creature**
- ◀ **Night Vision**
- ◀ **Supernatural Agility (2)**
- ◀ **Supernatural Physique (2)**
- ◀ **Supernatural Strength (2)**

DARK SYMMETRY SPEND

- ◀ **Dinner is Served:** A thistleback turtle that manages to impale prey on its spines will seek to make itself a dinner plate for his bale mates. Two Dark Symmetry points may be spent to provide the turtle with the Grasping special ability against a creature that has been successfully struck by the turtle's Snaring Thorns attack.

VULMIFF (WESTERN MASTIFF/TURKEY VULTURE)

The bizarre features of the Vulmiff resemble something of a cross between a western mastiff bat and a turkey vulture; a feathered body and bat-like wings are topped by a completely bald, blood-red head that sprouts enormous overhanging ears. Extended beaks are capped in white bone that reveal rows of needle-sharp teeth when opened. Mostly active at night, kettles of these carnivorous birds constantly scour the blasted lands of the Great Basin in search of their next meal.

VULMIFF ▲


ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	12	9	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	3	9	3

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	3	3	2	1	3	2	—	—	—	—

WOUNDS: 4

SOAK: None

ATTACKS:

- ◀ **Beak and Claws (melee):** 1+4, Vicious 1

SPECIAL ABILITIES

- ◀ **Dark Eden Genealogy**
- ◀ **Night Vision**
- ◀ **Unerring Senses:** Vulmiff rely on a number of senses when hunting. They may re-roll one d20 when making an Observation or Insight test, but must accept the new result. Additionally, they always treat enclosed spaces as normal terrain when flying.

DARK SYMMETRY SPEND

- ◀ **Raw Wounds:** Vulmiff eat anything and everything when it comes to meat, which has made them host to all sorts of nasty viruses. For one Dark Symmetry point, a creature injured by a Vulmiff's successful attack is exposed to Infected Wounds (*Mutant Chronicles* rulebook p. 312).

SOUTH AMERICA

Any animal that is native to the Rainforest Continent will gain the following trait (which replaces the Dark Eden Genealogy trait if possessed by the base animal):

BLESSING OF PACHAMAMA

Due to the sheltering eaves of the rainforest, which filters out almost all of the toxins that saturate the soil of the other continents, these creatures have a lesser resistance to the hazardous environments that exist in other areas of Dark Eden. They do, however, cope much more easily with the heat and humidity that is prevalent across South America. The creature reduces the difficulty by two on Resistance tests taken to avoid the effects of the toxic environments, gases, radiation, and other chemical hazards that pervade Earth's atmosphere, which may eliminate the need for a test. Further, reduce the difficulty of all Resistance tests by two for tests associated with temperatures above 35 degrees Celsius, to a minimum of one. Finally, the creature may substitute a Survival test for a Treatment test when attempting to recover Wounds.

MORTESTRYL

One of the more dangerous and certainly least comely of creatures to inhabit the Rainforest Continent, the Mortestryl resemble something of a hybrid between a pterosaur of the Triassic era and a vampire bat. A number of sub-species of this creature have evolved to match their differing environments, though they all share some common features. Normally a dull green or grey in hue due to the extremely fine fur that coats their scales from muzzle to tail-feather, the only splash of colour on the beasts is provided by the multi-coloured plumage that adorns the very tip of their whip-like tails. Their expansive wingspans can be folded into stilts that work in tandem with their stubby rear legs to provide a Mortestryl with clumsy movement on all four clawed extremities. A long, sinuous neck leads to a furred reptilian head whose elongated jawline stretches the conical muzzle and facial features of their vampiric ancestors into a nightmarish visage. In contrast with their repulsive

ALLIES & ADVERSARIES

appearance and ghoulish dietary habits, the Mortestryl are graceful and mesmerising in flight. They are able to drift effortlessly on the thermals of the understory and canopy layers, where they often drift lazily before latching onto a tree with their claws and hunting the dense foliage for prey. Echolocation combined with preternatural senses provide the Mortestryl with unerring direction and control when flitting through the trees.

Most species that live under the rainforest canopy vary in length between three and four metres from tail feather to canine and possess wingspans of similar proportions, while their mountain cousins will often grow up to twice this size.

MORTESTRYL ★

ATTRIBUTES											
STRENGTH			PHYSIQUE			AGILITY			AWARENESS		
12			10			12 (+2)			10		
COORDINATION			INTELLIGENCE			MENTAL STRENGTH			PERSONALITY		
10 (+1)			3			6			3		

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	2	3	2	2	2	–	–	–	–

WOUNDS: 7

SOAK: **Furry Scaled Hide:** (All 1)

ATTACKS:

- ◀ **Whipping Muzzle (melee):** 2+**T**6, Armour Piercing 1, Gruesome, Stun, Vicious 1

SPECIAL ABILITIES

- ◀ **Beauty in Motion:** Considered as graceless and repulsive to behold when grounded, a Mortestryl in flight invokes the raw and mesmerising beauty of nature. When in flight, Mortestryl possess the Supernatural Agility (2) and Supernatural Coordination (1) qualities—these qualities are already listed in the creature's profile. Mortestryl benefit from an Acrobatics Expertise of 4 and Focus of 3 when flying, and use the Acrobatics skill to perform movement and Response actions whilst flying, both of which they are able to perform without restriction. They must remain in continuous motion when airborne, however, which requires that they take at least an Adjust Stance Free Action each round or risk becoming unstable—a Daunting (D3) Acrobatics test is required to avoid losing one Zone of altitude if this occurs. A Mortestryl in flight may re-roll one d20 when making an Acrobatics test, but must accept the new result, and benefits from one bonus Momentum following a successful test.

- ◀ **Blessing of Pachamama**

- ◀ **Night Vision**

- ◀ **Unerring Senses:** Mortestryl rely on a number of senses to aid their flight through the rainforest. They may re-roll one d20 when making an Observation or Insight test, but must accept the new result. Additionally, they always treat the close confines of the rainforest as normal terrain, even when flying.

SCORPION WOLF

These rapacious predators resemble red wolves in form and facial attributes, although most other similarities end there; their fur consists of spiky growths similar to a porcupine's quills, while the tip of their tail ends in a vicious stinger that injects a deadly poison.

Their social habits and pack structure are also similar to the wolves of old, although the Scorpion Wolf is much more violent of temperament. These creatures are not only extremely territorial, but will also hunt relentlessly for nothing better than sport.

SCORPION WOLF ▲

ATTRIBUTES											
STRENGTH			PHYSIQUE			AGILITY			AWARENESS		
9			10			8			7		
COORDINATION			INTELLIGENCE			MENTAL STRENGTH			PERSONALITY		
7			3			6			3		

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	–	1	–	–	–	–	–	–	–	–	–

WOUNDS: 3

SOAK: **Coat of Quills:** (All 2)

ATTACKS:

- ◀ **Scorpion Sting:** 2+**T**5, Armour Piercing 2, Toxic 2
- ◀ **Vicious Bite (melee):** 2+**T**5, Armour Piercing 1, Vicious 1

SPECIAL ABILITIES

- ◀ **Blessing of Pachamama**

- ◀ **Grasping**

- ◀ **Night Vision**

- ◀ **Spiked Fury:** Attacking a Scorpion Wolf in melee combat can be a painful prospect thanks to its coat of quills. Following a successful melee attack against a Scorpion Wolf, the attacker must succeed at a Challenging (D2) Acrobatics test or suffer 1+**T**3 damage with the Armour Piercing 1 and Vicious 1 qualities. Using a melee weapon with Reach will negate this effect.

WARRIORS OF THE MUTANT TRIBES

Almost every member of the mutant tribes of South America has trained in the arts of survival and warfare; they are necessary rites of passage that are required to ensure the continuity of the tribes in the face of the intense deadliness of the rainforest and its inhabitants.

The statistics presented here represent an average warrior or the leader of a war party. Most small war parties are led by a Premeiro, who is tasked with defining both their purpose and execution. Refer to the Tribal Characteristics sidebar to further personalise the statistics according to each tribe.

WARRIORS OF THE MUTANT TRIBES ▲ OR ☆

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	10	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	7	6

FIELDS OF EXPERTISE									
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	-	1	-	1	-	-	-	-	-

WOUNDS: 4 (Trooper) or 6 (Elite)

SOAK: None

ATTACKS:

- **Dente Sword (melee):** 1+T4, Armour Piercing 1, Vicious 1
- **Recurve Bow (ranged):** Range C, 1+T3, Semi-Automatic, 2H, Armour Piercing 1, Blazing 1

SPECIAL ABILITIES

- **Blessing of Pachamama**
- **Rites of Passage:** The mutant tribes train their warriors to hunt and survive in the harsh environment of the rainforest. Mutant warriors may re-roll one d20 when making an Acrobatics or Survival test, or up to two T when making a Close Combat or Ranged Weapons test, but must accept the new results. Further, a mutant warrior travelling within the rainforest may make an Average (D1) Survival test in order to avoid all implicit dangers—even dangerous encounters—if successful; each point of Momentum generated may be spent to protect one their allies from these same risks. Additionally, they reduce the penalty for firing at a range other than a ranged weapon's optimal range by one, to a minimum of zero. Finally, when using one-handed weapons, each Dark Symmetry point spent to gain additional dice will provide two additional dice instead of one.

TRIBAL CHARACTERISTICS

Each of the mutant sub-tribes bear distinguishing features that can be used to further differentiate them from the generic stats:

MAILOTH: Less agile but more personable than their other mutant cousins, these sloth-like mutants gain a powerful claw attack that inflicts 1+T3 damage with the Toxic 1 quality. The fungus that clings to their fur aids in camouflage, while their elongated limbs and extended claws make tree-climbing an easy task.

UKUMECHUA: The bear-like Ukumechua are renowned for their strength and endurance. They gain the Night Vision special ability and a claw attack that inflicts 1+T3 damage with the Knockdown quality. Their notable resilience grants them great resistance to physical punishment and disease.

PICHIEGO: The banded, armoured hides of this tribe mark them as mutants that have absorbed armadillo characteristics. Pichiego are surprisingly agile and resilient. They gain an armour Soak of 1 in all locations and a claw attack that inflicts 1+T3 damage with the Vicious 1 quality. They can hold their breath for greatly extended periods of time and are able to avoid drowning due to their natural buoyancy.

HUACARÉS: Bearing the reptilian hides of their distant cousins, the crocodilian mutants are renowned for the immense strength and rapid bursts of speed. Their tough, knobby hide provides an armour Soak rating of 1 to all locations and they gain a bite attack that inflicts 1+T3 damage with the Toxic 1 quality. They can remain underwater for hours at a time and move as easily when submerged as able to on land.

YARAGRAN: The snake-like Yaragran pride themselves on their cold intellect and sinuous coordination. Their scales provide an armour Soak of 1 to all locations, while their sinewy strength and coordination provide them with the Grasping special ability when making unarmed attacks. The Yaragran are capable of gliding effortlessly through the trees of the rainforest and suffer virtually no pain from the rare falls that occur.

MURCIÉLVAL: The snub-nosed mutants that display characteristics of the vampire bat are dexterous and hale. They possess a membrane that provides them with limited flight (similar in effect to a Jaeger Glider, see page 191). They possess needle-like teeth that enables them to bite for 1+T2 damage with the Gruesome quality. Their strong metabolisms are easily able to cope with numerous toxins.

ALLIES & ADVERSARIES

TRIBAL TECHNOLOGY

GEAR


ANTITOXIN

RESTRICTION: 3 **COST: 7**
ENCUMBRANCE: 1 **RELIABILITY: 4**

Antitoxin is a catch all term for the antibodies that have been naturally harvested or synthetically manufactured to counteract the effects of poisons and toxins. The vials are packaged in a small, shock-absorbent case that contains an auto-injector and three doses. A dose must be administered in between a poison or toxin's Virulence and Incubation Period test or at the exact moment of each Interval test in order to be effective. A correctly administered dose will reduce the patient's Resistance test to resist the poison or toxin's effects by one step, which may eliminate the need for a test.

ARMoured REPELLENT NET

RESTRICTION: 4 **COST: 10**
ENCUMBRANCE: 3 **RELIABILITY: 2**

The Bauhaus military realised that they needed to provide some protection for their troops when resting in the jungles of Venus, as sleeping in armour to avoid the many types of critters that hunger for flesh and blood was having a severe detrimental effect on their performance. House Richthausen combined their industrial might with the chemical wizardry of the Saglielli's and unveiled this innovative weave. The entire mesh is as impenetrable as a standard mosquito net, yet as durable as chain mail, which also makes it effective against the Labrador sized insects of the jungles and rainforests. The net also produces a continuous emission of ozone that not only works as a repellent, but will also react to chitin and transmogrify into small torrents of plasma that singe any insects that hover too close. The standard design is fairly susceptible to corruption, which saw it fall out of favour during the First Dark Legion War. Richthausen have sought to rectify this during the Second Dark Legion War by attempting to broker a deal with the Imperial runesmiths. The armoured net is impervious to insects that are cat-sized or smaller and provides a Soak of 2 against the attack of any insect ranging from this size up to a Labrador. Insects coming within Reach of the net suffer 1+4 damage with the Incendiary 2 and Vicious 1 qualities. The net may provide protection against other creatures at the GMs discretion, although safeguards normally prevent them from affecting a human.



ASH SHOES

RESTRICTION: 1 **COST: 3**
ENCUMBRANCE: 1 **RELIABILITY: 3**

Made from flexible tree branches and grasses, this footwear is used for walking on the shifting ash of the Dead Lands in a similar manner to snow shoes. While moving on the shifting ashes of the Dead Lands, the difficulty of Athletics tests for crossing the them are reduced by one, which may eliminate the need for a test. Whilst wearing Ash Shoes, Adjust Stance requires a Restricted Action, the Movement Restricted Action requires a Standard Action, and the Sprint Standard Action will only enable a character to move to the first zone that establishes Long range.

AUTOMATED SUPPRESSOR SYSTEM

RESTRICTION: 2 **COST: 3**
ENCUMBRANCE: 2 **RELIABILITY: 5**

Initially designed by Bauhaus, this suit-mounted miniaturised automed has begun to see widespread use amongst all of the corporation troops operating on Dark Eden; a function at which it excels despite its unfortunate acronym. It counts as the tools necessary to perform a Treatment test, and contains two doses of Coagulant. Further, by expending a dose of Coagulant to treat a patient within Reach, it can perform its own independent Treatment test on the wearer by testing against a Target Number of 10. The patient can spend Dark Symmetry points to gain additional dice on this test as normal.

CURARE

RESTRICTION: 3 **COST: 3**
ENCUMBRANCE: 1 **RELIABILITY: 3**

Relatively easy to come by amongst the mutant tribes of South America, curare is a catch-all name for the plant-based poisons that are used to coat the sharp end of the primitive weaponry employed by the various tribes. Curare will paralyse a victim to the point of death through asphyxiation. The poison is in common use throughout the tribes and readily tradeable—provided that a rapport can be established first of course. The listing here represents a pot of curare that will provide enough substance to coat one Reload of blowpipe darts or three javelins.

◀ **VECTOR:** Injection

◀ **VIRULENCE:** 2

- ◆ **INCUBATION PERIOD:** Two rounds
- ◆ **SYMPTOMS:** Patient is paralysed for the duration of the interval and may not move any muscle in their body.
- ◆ **INTERVAL:** One hour (Acute 1). Due to the paralysis of their diaphragm, the patient begins to suffocate (*Mutant Chronicles* rulebook p. 129) after a number of rounds equal to their Physique rating divided by two, rounding fractions up. Suffocation can be prevented by providing some form of artificial respiration. Mouth-to-mouth resuscitation requires an Average (D1) Treatment test for each five minutes of continuous administration. If the test is passed, the first-aidier may continue to administer mouth-to-mouth. If the test is failed, the first-aidier suffers one point of Fatigue and must break from treatment for at least one minute in order to regather their wind.

DESERT MASK

RESTRICTION: 1 **COST: 3**
ENCUMBRANCE: 1 **RELIABILITY: 3**

Like most other tribes, the Crescentians have developed masks that filter out airborne toxins, but have additionally adapted them for the desert. The mask filters out dust and sand and works to cool the wearer's temperature via tiny moisture traps. Whilst wearing a desert mask, the character reduces the difficulty of all Resistance tests by one for tests associated with temperatures above 35 degrees Celsius, to a minimum of one. Additionally, the character may survive for forty-eight hours plus his Physique before suffering the effects of thirst. They are otherwise identical to a Respirator (see *Mutant Chronicles* Rulebook, p. 255).

DESERT ROBES

These dark, voluminous robes are designed to reduce the impact of the desert heat during the day, and insulate the wearer against the chill of the night. Whilst wearing desert robes, the character reduces the difficulty of all Resistance tests by one for tests associated with temperatures above 35 degrees Celsius, to a minimum of one. The benefits of a desert mask and robe will stack with each other.

DESERT ROBES

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Crescentia	0	1	1	1
ENCUMBRANCE	RELIABILITY	RESTRICTION		COST
5	4	1		2

EARTHWATCH IMPLANT

RESTRICTION: 1 **COST: 10**
ENCUMBRANCE: N/A **RELIABILITY: 2**

Fitted to Earthwatch Sentinels, this implant provides their handlers with real-time access to their sphere of operations on Dark Eden. They see and hear through the Sentinel's eyes and ears, which allows them to provide instant advice and feedback, amongst other things. As a result, so long as the satellite link is active, the wearer gains one additional Response Action each (Dark Symmetry points must still be spent as normal).

KAMELEON MK IV STEALTH SUIT

Less expensive and less obvious than the IAS3300 Mirrorshard Camouflage System, these reinforced skin-tight body gloves are loaded with microscopically small cameras and display crystals that continually work to flawlessly mimic their surroundings. The character gains two bonus Momentum on all Stealth tests to remain unseen.

KAMELEON MK IV STEALTH SUIT

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Cybertronic	2	2	2	2
ENCUMBRANCE	RELIABILITY	RESTRICTION		COST
5	C	5		25

KYO SUIT

The outfit of choice for the Void Walkers of Mishima, these dark grey suits consist of lightweight ceramics and ballistic nylon padding. Their colouring makes it difficult to be seen against both the void and a ship's hull. When worn in space or similar dark environments, the wearer gains one bonus Momentum on Stealth tests to remain unseen. A Kyo suit functions as a vac suit (see *Mutant Chronicles* rulebook p. 255), but only carries one Oxygen Load and does not hinder the wearer's movement or fine manipulation. Additionally, the suit's manoeuvring jets may be used in the void to perform up to two Sprint Standard Actions or three Movement Restricted Actions before running out of juice.

KAMELEON MK IV STEALTH SUIT

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Mishima	2	2	2	2
ENCUMBRANCE	RELIABILITY	RESTRICTION		COST
4	4	5		10

JAEGER GLIDER

RESTRICTION: 4 **COST: 15**
ENCUMBRANCE: 5 **RELIABILITY: 2**

A special glider used by the Jaeger Commando Soldiers to soar above the carnage of battle. A character wearing a Jaeger Glider is able to fly freely through the air. While airborne, the character uses the Pilot skill in place of all other skills that require movement,

which includes replacing the Acrobatics skill to perform Dodge Response Actions and avoid obstacles. During a combat scene, the character moves using standard movement actions (which represent controlled use of thermals), but out of combat they can manage a top speed of 120 kilometres per hour for up to five minutes—remaining at top speed beyond this will require a further Pilot test for each additional five minutes. The character can choose to hover in place as a Standard action for a single round, but must take a

THE AMERICANA DISCOMBOBULATION

A cursory glance through this section will highlight one glaring transgression: a distinct lack of equipment specific to the Americana gangs of North America. Providing a list of weaponry and vehicles that would essentially be a relatively minor variation of those already presented would be a waste of premium space that can instead be used to present plenty of other innovations, such as the Kyodaime death-ball or Seeker Iconic Career for instance.

It can be safely assumed that the Americana gangs have their own equivalents of the majority of weapons and vehicles presented here; although they may bear other names and appear slightly different, they will provide exactly the same function. GMs should also feel free to include some of the weapons and items available to Whitestar. There are obvious exceptions of course, such as the skyships of the Akash Clans and the beasts of burden of the European and South American tribes—that said, GMs can feel free to include a variation of the Akash that ride the thermals surrounding Mount Rainier and Mount Shasta or a nomadic Americana gang that tramps across the sands of the Great Basin on the backs of Rivetbulls.

Capitol left a lot of active military bases behind during the Exodus too. Whilst most of them were nuked into oblivion for fear of retaliatory strikes, there are enough hidden around to facilitate the inclusion of earlier models of everything available to a Capitol citizen during the time of the First Dark Legion War and beyond. Most Americana gangs that somehow survived realised very quickly that ammunition resupply would be a problem, so most maintain control of at least one means of creating their own.

Use discretion when deciding what equipment to place in the hands of the Americana gangs; working night vision goggles are extremely unlikely, as are automeds and antibiotics, whereas battered trail bikes and mismatched body armour are common place.

Movement or Sprint action in the subsequent round. They may move through empty zones above the battlefield that normal characters cannot reach.

NBC SUIT

RESTRICTION: 2

COST: 3

ENCUMBRANCE: 2

RELIABILITY: 3

A dangerous place on the best of days, Dark Eden is full of deadly radiation, toxic chemicals, and poisonous plant life. The NBC suit offers some measure of protection from all of these. Fitting loosely over normal clothing, it is a full-body, one-piece coverall that provides radiation shielding, air filtration, and in-built chemical analysis kit.

An NBC suit reduces the difficulty by two on Resistance tests taken to avoid the effects of toxic environments, gases, radiation, and other chemical hazards. Any damage inflicted to the wearer tears the suit, removing the benefits.

WEAPONS

SIZE

A number of weapons—often borne upon beasts of burden—share the following size trait:

MOUNTED

The weapon is always mounted on a weapon platform or vehicle, and cannot be operated without one.

WEAPON QUALITIES

The weapons of Dark Eden also introduce a number of weapon qualities:

BLAZING

Weapons with the Blazing quality deal an additional X 🔪 damage to targets within Close range, where X is the rating of this trait.

ENTANGLING

A target hit by this weapon is unable to move or take action except to attempt an Acrobatics or Athletics test to escape, with a difficulty equal to the number of Dark Symmetry Icons generated.

GRAPPLING

If one or more Dark Symmetry Icons are generated, any character or vehicle struck by the weapon is considered grappled. A grappled target may still move and take action, although any movement away from the weapon by a grappled vehicle or character risks pulling the grappling ship or person with it. As a Standard Action in subsequent rounds, one Dark Symmetry point may be spent by a crew member of the attacking vehicle or the wielder of the weapon in order to

reel in the target and close the distance by one zone. The vehicle or wielder can only move closer to the target in a straight line, and may only move to within Reach. Characters grappled by a vehicle-mounted weapon are instead pulled towards the vehicle, which could literally leave them hanging. A target hit by this weapon can attempt a Pilot (in the case of vehicles), Acrobatics or Athletics test to escape or break free, with a difficulty equal to the number of Dark Symmetry Icons generated. While it has a target grappled, the weapon cannot be used to make any attacks against other foes unless a Challenging (D2) Heavy Weapons test that requires a Standard Action is used to tie the grappling rope to a special anchor point.

INFECTIVE

A target wearing protective clothing sourced from Dark Eden, such as an NBC suit or respirator, will not gain the item's benefits against this attack. A target wearing an item of protective clothing that has been sourced from off-world will gain its benefits against the first Infective attack that is made against them, but will lose all of the benefits against subsequent attacks.

SPLIT FIRE

A character using a weapon with Split Fire can use the Secondary Target Momentum spend (a second target within Reach of the primary target is also affected by the attack and suffers half damage) for one Momentum, instead of the normal two.


AKASH CLANS

HARPOON TRIDENT

RESTRICTION: 3 **COST: 7**

The primary tool of ship-to-ship raiding for the Akash Clans. Raiders fire the harpoon into the hull of any skyship at a lower altitude, make the cable fast to their own vessel, and then slide down it to board the enemy vessel. Descending the line is a Standard Action that requires a Challenging (D2) Athletics test. Two points of Momentum may be spent to perform the descent as a Restricted Action.

HARPOON TRIDENT

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	2+  5	Munition	5	Mounted	3
QUALITIES Armour Piercing 1, Grappling, Unforgiving 1, Vicious 1					

SKYNET

RESTRICTION: 2 **COST: 4**

Mainly used to catch birds for food, these weighted nets can also be used to capture or subdue a human foe.

SKYNET

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+  2	-	5	Unwieldy	5
QUALITIES Close Quarters, Entangling, Nonlethal					

TAlAHa

RESTRICTION: 2 **COST: 4**

A bladed polearm made from wood or bone, used for combat and hunting.

TAlAHa

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+  4	-	4	2H	5
QUALITIES Armour Piercing 1, Reach					

BROTHERHOOD

GIFT OF THE CARDINAL SNIPER RIFLE

RESTRICTION: 5 **COST: 18 (BROTHERHOOD)**

This lightweight yet powerful sniper rifle is found only in the hands of Brotherhood Seekers. The long barrel, refined rifling, perfect balance, and precision-engineered ammunition are designed for maximum stopping power.

GIFT OF THE CARDINAL

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	2+  6	Semi-Automatic	9	2H	3
QUALITIES Knockdown, Pious 2, Unforgiving 2					

R-75 RETRIBUTOR CARBINE

RESTRICTION: 5 **COST: 12 (BROTHERHOOD)**

Regarded either as a larger counterpart to the Punisher, or as a smaller version of the Volcano, the R-75 is a compact, high-powered carbine designed for one-handed use. Its weight and bulk mean that it takes considerable strength to use in one hand, while the short barrel and relative lack of stability mean that it has little accuracy at longer ranges.

R-75 RETRIBUTOR CARBINE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+  6	Burst	5	Unbalanced	3
QUALITIES Knockdown, Pious 1					


CRESCENTIA

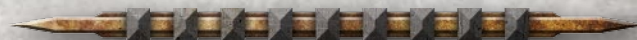
ALABASTER INFECTOR

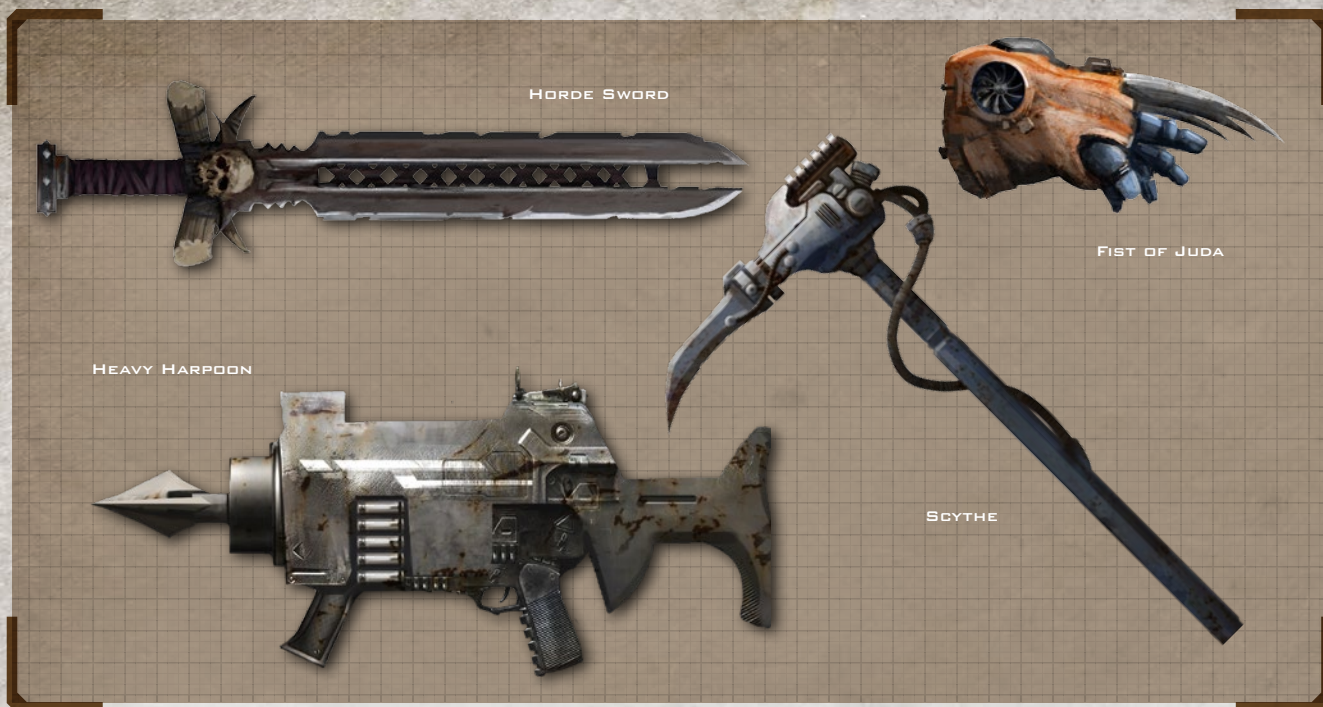
RESTRICTION: 4 **COST: 12**

Given only to highly trusted individuals, it must be used with extreme care, especially when reloading. The Alabaster Infector fires tiny glass beads loaded with a virulent contagion.

ALABASTER INFECTOR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+  4	Munition	6	2H	3
QUALITIES Spread 1, Torrent, Toxic 2					





CARCASSER LMG

RESTRICTION: 4 **COST: 6**

A fully automatic cousin of the Infuriator assault rifle.

CARCASSER LMG

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ [↑] 5	Automatic	5	2H	3
QUALITIES	Spread 1				

CREATORBLADE

RESTRICTION: 2 **COST: 3**

An ornate ceremonial dagger, used in both sacred rites and brutal combat.

CREATORBLADE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ [↑] 3	-	2	1H	4
QUALITIES	Armour Piercing 1, Hidden 1, Vicious 1				

CRESCENT DETONATOR PACK

RESTRICTION: 2 **COST: 8**

Carried by the Martyrs, these high-explosive packs are intended to annihilate even the mightiest of enemy beasts.

CRESCENT DETONATOR PACK

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	2+ [↑] 6	Munition	3	Unwieldy	2
QUALITIES	Armour Piercing 1, Backlash 3, Blast (Close), Spread 2, Vicious 1				

ECLIPSIAN MARROWPIERCER

RESTRICTION: 3 **COST: 7**

A razor-sharp scimitar capable of slicing through flesh and bone alike.

ECLIPSIAN MARROWPIERCER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ [↑] 4	-	3	1H	4
QUALITIES	Parry 2, Vicious 1				

FLARER HMG

RESTRICTION: 4 **COST: 9**

A belt-fed, man-portable heavy machine gun. Most Crescentian villages keep at least one of these guns to hand as a defence against raiders.

FLARER HMG

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+ [↑] 6	Automatic	12	Unwieldy	2
QUALITIES	Spread 1				

HOLY CARNAGER

RESTRICTION: 1 **COST: 4**

A bladed polearm similar to the naginata wielded by Mishima's *ashigaru*. Carried by Crescentian infantry and village outriders.

HOLY CARNAGER POLEARM

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ [↑] 4	-	2	Unbalanced	5
QUALITIES	Armour Piercing 1, Reach, Vicious 1				

HOLY INFURIATOR

RESTRICTION: 3 **COST: 8**

A durable, assault rifle designed to withstand the rigours of the desert.

HOLY INFURIATOR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+↑4	Burst	3	Unbalanced	3
QUALITIES	None				

SPIRIT CASTER

RESTRICTION: 2 **COST: 5**

A double-barrelled handgun. Both barrels must be fired every time and cannot be fired singly.

SPIRIT CASTER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑4	Semi-Automatic	3	Unbalanced	3
QUALITIES	Close Quarters, Vicious 1				

STAFF OF THE PROPHETS

RESTRICTION: 4 **COST: 8**

Carried by the Crescentian Prophets, this long staff is most often used as a melee weapon, but can also unleash a powerful blast that strikes foes from a distance.

STAFF OF THE PROPHETS (MELEE)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+↑4	-	4	2H	4
QUALITIES	Parry 1, Stun				

STAFF OF THE PROPHETS (RANGED)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑6	Munition	4	2H	4
QUALITIES	Incendiary 3, Torrent				

STRATAGEM HARPOON GUN

RESTRICTION: 3 **COST: 3**

The Martyrs use these to winch themselves up to the underbelly of enemy beasts before detonating the explosives they carry.

STRATAGEM HARPOON (RANGED)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑4	Munition	5	Unbalanced	3
QUALITIES	Armour Piercing 1, Grappling, Unforgiving 1				

VERACITOR PISTOL

RESTRICTION: 3 **COST: 5**

The most popular handgun in Crescentia, a large calibre automatic pistol.

VERACITOR PISTOL

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑3	Semi-Automatic	3	Unbalanced	3
QUALITIES	Close Quarters, Knockdown				

LUTHERAN TRIAD

AGITATOR

RESTRICTION: 3 **COST: 8**

A heavy, reliable, hard-hitting assault rifle.

AGITATOR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+↑5	Burst	6	2H	4
QUALITIES	Knockdown				

APOCALYPTIC GUSHER

RESTRICTION: 3 **COST: 9**

A one-handed flamethrower, useful for close-quarters urban fighting.

APOCALYPTIC GUSHER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑2	Munition	3	1H	3
QUALITIES	Blazing 2, Close Quarters, Torrent				

FAITH IMPLICITOR HMG

RESTRICTION: 4 **COST: 10**

The Heavy Cavaliers of the Triad military use these HMGs in pairs, mounted either side of their saddles. They are fed with belts of ammunition from boxes on the horse's back. Faith Implicitor's used singly lose the Split Fire capability and replace the Mounted size descriptor with Unwieldy.

FAITH IMPLICATOR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+↑5	Automatic	6	Mounted	4
QUALITIES	Split Fire, Spread 1				

FIST OF JUDAH

RESTRICTION: 4 **COST: 5**

A black-steel gauntlet with three vicious tearing blades.

FIST OF JUDAH

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+↑4	-	4	1H	4
QUALITIES	Armour Piercing 1, Vicious 1				

GEMINILASHER SHOTGUN

RESTRICTION: 2 **COST: 5**

A twin-barrelled sawn-off shotgun.

GEMINILASHER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑5	Semi-Automatic	2	1H	3
QUALITIES	Knockdown, Spread 2				

GREYMOURN AUTOMORTAR

RESTRICTION: 3 **COST: 10**

A man-portable mortar, the Greymourn is capable of firing a variety of ammunition. Equipped with a bipod—firing this thing without bracing it first is an exercise in inaccuracy.

Firing the Greymourn Automortar requires the Heavy Weapons skill, rather than the Ranged Weapons skill.

GREYMOURN AUTOMORTAR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	As Grenade + 1	Munition	8	Unwieldy	3
QUALITIES	As Grenade, plus Indirect Fire				

INDIRECT FIRE: This weapon is designed to lob shells over intervening terrain. So long as there are no obstacles that would interfere with the shell's arc (roofs and ceilings, etc) attacks from the weapon can be targeted at enemies who are not in direct line of sight. These attacks have a basic difficulty of Daunting D3, which is reduced to Challenging D2 if an ally has line of sight to the user's target and some way of signalling him (such as telepathy).

HELMORE SWORD

RESTRICTION: 4 **COST: 12**

A claymore-like sword, given to young Triad members the day after they pass through the Cleansing.

HELMORE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	2+14	-	4	2H	4
QUALITIES	Parry 2				

INFERNAL BREATH SMG

RESTRICTION: 2 **COST: 6**

A highly compact sub-machine gun. The Lutheran troops known as Fusiliers carry two into battle, one in each hand.

INFERNAL BREATH SMG

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+14	Burst	2	1H	3
QUALITIES	None				

MARTYR'S NAIL SIDEARM

RESTRICTION: 3 **COST: 6**

The most common handgun in the Triad Isles. A large calibre revolver, it resembles the flintlocks of a bygone age.

MARTYR'S NAIL

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+14	Semi-Automatic	2	1H	3
QUALITIES	Close Quarters				

SCYTHE OF MAIMING

RESTRICTION: 3 **COST: 8**

A brutal close combat weapon. A narrow hose runs the length of the scythe's haft, connecting to a tank of electro-fluid carried on the wielder's back. When the scythe strikes an enemy, a jet of the electro-fluid triggers, blasting the victim with an electric shock alongside the wound they've just suffered from the scythe's wicked blade.

SCYTHE OF MAIMING

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	2+14	-	5	2H	3
QUALITIES	Knockdown, Reach, Stun, Vicious 2				

SICKLE OF SORROWS

RESTRICTION: 3 **COST: 5**

A more agile, lighter adaptation of the Scythe of Maiming.

SICKLE OF SORROWS

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+14	-	3	1H	3
QUALITIES	Stun, Vicious 1				

WRATH OF GOD

RESTRICTION: 3 **COST: 8**

A grenade that sets off a massive shockwave when it detonates. It is designed to fling people backwards, knocking them out, puncturing their ear drums, and bursting their blood vessels in the process.

WRATH OF GOD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	2+14	Munition	1	1H	2
QUALITIES	Blast (Close), Knockdown, Stun, Vicious 1				

MUTANT TRIBES OF SOUTH AMERICA

The tribes of the Rainforest Continent have had no use for the firearms or destructive weaponry that was a dominant feature of the Earth before its abandonment, not only due to their inability to manufacture replacement parts and ammunition, but also because the explosive forces that these weapons use are anathema to their reverence of the beauty surrounding them. As such, the tribes have returned to the use of more traditional weaponry, such as the javelin, bow, and blowpipe for instance, but this does not necessarily place them at a disadvantage; they have held on to advanced forging techniques and have an abundance of material at their disposal thanks to the shattered ruins that have been absorbed by the rainforest.

BLOWGUN

RESTRICTION: 2 **COST: 2**

Essentially a tube ranging in size from one to two meters, the weapon makes use of the wielders breath to propel small projectiles and darts. The weapons are more effective than primitive variants of

the past thanks to the lightweight alloys used in their construction, the continued use of rifling, and the introduction of plant chemicals that coat the interior of the tube and react to the user's breath in order to increase propulsion of the projectile. Normally only used to stalk and hunt lightly armoured animals, projectiles are often coated in curare to aid in catching prey. Expending a Reload for the blowgun will also require the reapplication of the tube's interior coating through the use of a Standard Action. The blowgun will lose the Blazing quality until the interior propellant is reapplied. Sufficient blowgun propellant for ten applications can be purchased for the same cost as a Reload for this weapon.

BLOWGUN

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+12	Semi-Automatic	1	Unwieldy	4
QUALITIES Blazing 1, Unforgiving 1					

DENTE SWORD

RESTRICTION: 3 **COST: 4**

Normally wielded as a pair, these short blades have a thick, curved hilt that is similar in shape to those of the flintlock pistols of ancient times. Most have wickedly pointed twin blades protruding from the hilt, with the cutting edge of each blade facing outward and the inward facing edge of each composed of alternating jagged teeth that are designed to rend and tear when the weapon is withdrawn from a puncture wound.

DENTE SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+13	-	1	1H	4
QUALITIES Armour Piercing 1, Vicious 1					

RECURVE BOW

RESTRICTION: 3 **COST: 5**

A powerful bow that looks odd as the limbs curve away from the user, the design of the recurve bow makes it shorter than most other bows, making it perfect for use in the close confines under the canopy. The recurve bow is more often used when hunting larger prey or when fighting from the back of a Rivetbull.

RECURVE BOW

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+13	Semi-Automatic	1	2H	4
QUALITIES Armour Piercing 1, Blazing 1					

SONS OF RASPUTIN

BLAZER 3100 HMG

RESTRICTION: 4 **COST: 18**

This huge burst-fire weapon comes stocked with three different types of ammunition—short range, long range, and explosive shells—in a huge magazine. As a Free Action, feed selection allows the user to

state which type of ammunition is being used before each shot. Each complete Reload for the weapon will supply one mini-Reload of the short and long range ammunition, or two mini-Reloads of the explosive ammunition, each of which should be tracked separately. When firing the explosive ammunition, one additional mini-Reload may be spent in order to gain one d20 for the attack roll and a bonus 1 of damage, which is in addition to the mini-Reload that must be spent to fire the weapon (thereby expending both mini-Reloads). The entire Reload is only expended once each mini-Reload has been expended. Reloads for the Blazer have a Restriction of 4, a Cost of 2, and an Encumbrance of 2.

BLAZER 3100 HMG (SHORT RANGE AMMUNITION)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+16	Automatic	12	Unwieldy	3
QUALITIES Spread 2					

BLAZER 3100 HMG (LONG RANGE AMMUNITION)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	1+16	Automatic	12	Unwieldy	3
QUALITIES Spread 1					

BLAZER 3100 HMG (EXPLOSIVE AMMUNITION)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+14	Munition	12	Unwieldy	3
QUALITIES Blast (Close), Spread 1, Vicious 1					

CSS 100

RESTRICTION: 4 **COST: 10**

A deadly gas weapon carried only by Shock Soldats. No gas mask currently produced on Dark Eden provides protection from the corrosive gas fired by the CSS 100, and even those made off-world become unusable following prolonged exposure to the gas.

CSS 100

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+14	Munition	1	1H	2
QUALITIES Infective, Torrent, Toxic, Vile					

FRIENHIET HMG

RESTRICTION: 4 **COST: 10**

A less powerful HMG than the Blazer 3100, but considerably more portable and rugged. Feed selection and Reload qualities follow the same rules as the Blazer 3100, including the Restriction, Cost, and Encumbrance ratings.

FRIENHIET HMG (SHORT RANGE AMMUNITION)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+15	Automatic	10	Unwieldy	4
QUALITIES Spread 1					

FRIENHIET HMG (LONG RANGE AMMUNITION)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	2+14	Automatic	10	Unwieldy	4
QUALITIES Spread 1					

FRIENHIET HMG (EXPLOSIVE AMMUNITION)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+↑6	Munition	14	Unwieldy	4
QUALITIES	Blast (Close), Spread 1				

FRITZ S89 SIDEARM

RESTRICTION: 3 **COST: 6**

The standard basic sidearm of the Soldat, it is also the most commonly worn sidearm in Rasputin society.

FRITZ S89

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑4	Semi-Automatic	4	1H	3
QUALITIES	Close Quarters				

HEISSPURGER PISTOL

RESTRICTION: 3 **COST: 7**

A heavy Semi-Automatic pistol with a flamethrower attachment.

PISTOL

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑4	Semi-Automatic	3	Unbalanced	3
QUALITIES	Close Quarters, Knockdown				

FLAMETHROWER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑2	Munition	3	Unbalanced	3
QUALITIES	Blazing 2, Close Quarters, Incendiary 1, Torrent				

MACHINENKRIEGER ASSAULT RIFLE

RESTRICTION: 2 **COST: 9**

Commonly carried by Soldat Troopers, this assault rifle is mass-produced on enormous scale by the Rasputin armaments factories. Many of them have made their way into the hands of other tribes on Dark Eden.

MACHINENKRIEGER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+↑4	Burst	5	2H	4
QUALITIES	Armour Piercing 1				

MAXIM HMG

RESTRICTION: 3 **COST: 7**

Mounted on the backs of only the largest Rivetbulls, these twin-linked machine guns provide heavy fire support for the Cossacks. Maxim's used singly lose the Split Fire capability and replace the Mounted size descriptor with Unwieldy.

MAXIM HMG

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+↑6	Mounted	7	2H	3
QUALITIES	Split Fire, Spread 1				

ROUTS 12 SHOTGUN

RESTRICTION: 2 **COST: 5**

A combat shotgun used by the Soldats. It can deal terrific damage, but only when up close and personal.



The cleansing fire of the Vulcan flamethrower.

ROUTES 12

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+12	Burst	5	2H	4
QUALITIES	Blazing 3, Knockdown, Spread 2				

SABRE OF THE SONS

RESTRICTION: 2 **COST: 4**

A curved, jagged sword—the traditional weapon of the Cossacks.

SABRE OF THE SONS

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+14	-	3	1H	5
QUALITIES	Parry 1, Vicious 1				

SCHWERWAFFE

RESTRICTION: 4 **COST: 12**

A tripod-mounted machine gun used to defend stationary positions. The Scherwaffe can be operated solo, moving it requires two men.

SCHWERWAFFE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+14	Automatic	26	Mounted	2
QUALITIES	Armour Piercing 2, Spread 2				

SIG-21 SNIPER RIFLE

RESTRICTION: 2 **COST: 9**

A high-powered sniper rifle, typically found in the hands of Cossack Scouts on missions to assassinate senior figures in rival tribes.

SIG-21

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	2+14	Semi-Automatic	7	2H	3
QUALITIES	Unforgiving 2				

VESLOT ASSAULT RIFLE

RESTRICTION: 3 **COST: 8**

A compact, accurate assault rifle, favoured by Rasputin Special Forces.

VESLOT

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+14	Burst	4	Unbalanced	3
QUALITIES	None				

VULCAN FLAMETHROWER

RESTRICTION: 4 **COST: 10**

The massive backpack flamethrower used by Soldat Flammens. It fires colossal jets of flame from its dual barrels.

VULCAN

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	2+16	Munition	12	2H	3
QUALITIES	Incendiary 3, Torrent				

TEMPLARS

HEAVY HARPOON

RESTRICTION: 1 **COST: 6**

Used by Templar hunters and cavalry. Standard harpoon ammo is a spear attached to a strong line allowing the wielder to reel in whatever they strike. Net harpoons immobilise struck prey. Finally, explosive harpoons foregoes the capture line in favour of a shaped explosive charge.

HEAVY HARPOON (LINE)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+14	Munition	5	2H	3
QUALITIES	Armour Piercing 2, Grappling				

HEAVY HARPOON (EXPLOSIVE)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+14	Munition	6	2H	3
QUALITIES	Armour Piercing 1, Blast (Close), Vicious 1t				

HEAVY HARPOON (NET)

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+14	Munition	6	2H	3
QUALITIES	Entangling, Nonlethal				

HORDE MACHETE

RESTRICTION: 4 **COST: 6**

A heavy hacking blade carried by Horde Troopers.

HORDE MACHETE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+15	-	4	Unwieldy	5
QUALITIES	Gruesome, Parry 1				

HORDE SWORD

RESTRICTION: 4 **COST: 8**

A sign of status within the Templars' military, this large ornate blade is the mark of a real warrior.

HORDE SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	2+14	-	3	2H	5
QUALITIES	Parry 2, Vicious 1				

IMPALER DART RIFLE

RESTRICTION: 4 **COST: 14**

A drum-fed bolt launcher that is the Horde's equivalent of an assault rifle.

IMPALER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+14	Burst	8	2H	4
QUALITIES	Armour Piercing 1				



TRIBAL TECHNOLOGY

MARKER DART PISTOL

RESTRICTION: 3 **COST:** 3

A chunky auto-loading pistol that launches vicious crossbow bolts. The standard sidearm of the Templar Horde.

MARKER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 3	Semi-Automatic	6	1H	3
QUALITIES	Close Quarters, Armour Piercing 1				

TAINTER

RESTRICTION: 5 **COST:** 20

A rare weapon even among the Templars, the Tainter is a belt-fed heavy bolt thrower, capable of launching bursts over great distances.

TAINTER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	2+ [↑] 6	Burst	28	Unwieldy	3
QUALITIES	Armour Piercing 1, Vicious 1				

WITHERER PISTOL

RESTRICTION: 3 **COST:** 5

A drum-fed burst fire pistol. Unwieldy, but powerful enough.

WITHERER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 3	Burst	4	1H	4
QUALITIES	Armour Piercing 1, Close Quarters				



VEHICLES

AKASH CLANS

JAVINA FLITTA PARAGLIDER

RESTRICTION: 1 **COST:** 5
MAINTENANCE: 1 **RELIABILITY:** 1

Paragliders are small hang gliders, usually kept in several numbers upon the decks of the Akash clan skyships. Used to transfer individual clan members from one skyship to another, they are designed to be folded away until needed.

QUALITIES	Aircraft, Exposed			
CRUISING SPEED	10 kph	COMBAT MANOEUVRABILITY		1
CREW	1 pilot	CARRYING CAPACITY	1 passenger	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	7	4	2
MOTIVE SYSTEM	1	4	3	1
IMPACT DAMAGE	1+↑2			

KANDALA CUTTER

RESTRICTION: 3 **COST:** 20
MAINTENANCE: 4 **RELIABILITY:** 4

The primary warship of the Akash clans, these are often used for escort duty or assaults on other skyships.

QUALITIES	Aircraft, Enclosed, Ponderous			
CRUISING SPEED	80 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 commander 2 Gunners 1 Pilot	CARRYING CAPACITY	10 passengers 150 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	13	9	6
MOTIVE SYSTEM	6	9	6	4
WEAPON	4	5	3	3
IMPACT DAMAGE	2+ [↑] 5			
ARMAMENTS	• 2 x Harpoon Tridents (Range M, 2+ [↑] 4, Munition, Armour Piercing 1, Grappling, Unforgiving 1, Vicious 1)			
NOTES	Four Reloads for each Harpoon gun.			

KUNDALIN GALLEY

RESTRICTION: 2 **COST:** 12
MAINTENANCE: 3 **RELIABILITY:** 4

These agile, torpedo-shaped ships are often used as fast-attack and pursuit vessels by the Akash Clans.

QUALITIES	Agile, Aircraft, Enclosed			
CRUISING SPEED	50 kph	COMBAT MANOEUVRABILITY	3	
CREW	1 commander 1 pilot 2 gunners 50 rowers	CARRYING CAPACITY	6 passengers 90 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	13	9	6
MOTIVE SYSTEM	6	9	6	4
IMPACT DAMAGE	2+ [↑] 5			
ARMAMENTS	• 2 x Harpoon Tridents (Range M, 2+ [↑] 4, Munition, Armour Piercing 1, Grappling, Unforgiving 1, Vicious 1)			
NOTES	Four Reloads for each Harpoon gun.			

MANTHARA SKYSHIP

RESTRICTION: 4 **COST:** 60
MAINTENANCE: 6 **RELIABILITY:** 4

More heavily-armoured and slower than their Nauyana-class counterparts, these military vessels often carry a troop complement.

QUALITIES	Aircraft, Enclosed, Ponderous			
CRUISING SPEED	60 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 commander 30 Gunners 1 Pilot	CARRYING CAPACITY	1000 passengers 15000 enc	

LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	12	14	10	6
MOTIVE SYSTEM	9	9	6	4
WEAPON	7	6	4	4
IMPACT DAMAGE	3+↑7			
ARMAMENTS	• 30 x Harpoon Guns (Range M, 2+↑4, Munition, Armour Piercing 1, Grappling, Unforgiving 1, Vicious 1)			
NOTES	Four Reloads for each Harpoon gun.			

NAUYANA SKYSHIP

RESTRICTION: 4 **COST: 50**

MAINTENANCE: 5 **RELIABILITY: 4**

Both home and transport to the Akash Clans, these huge ships make their ponderous way across Dark Eden's polluted skies.

QUALITIES	Aircraft, Enclosed, Ponderous			
CRUISING SPEED	90 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 commander 20 Gunners 1 Pilot	CARRYING CAPACITY	1000 passengers 15000 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	13	9	6
MOTIVE SYSTEM	6	9	6	4
WEAPON	4	5	3	3
IMPACT DAMAGE	3+↑7			
ARMAMENTS	• 20 x Harpoon Guns (Range M, 2+↑4, Munition, Armour Piercing 1, Grappling, Unforgiving 1, Vicious 1)			
NOTES	Four Reloads for each Harpoon gun.			

VATAYANA BOAT

RESTRICTION: 3 **COST: 10**

MAINTENANCE: 3 **RELIABILITY: 4**

The civilian version of the Kandala Cutter, these skyships are used for mining, as tugs for larger craft, or as cargo vessels.

QUALITIES	Aircraft, Enclosed			
CRUISING SPEED	90 kph	COMBAT MANOEUVRABILITY	2	
CREW	1 commander 1 Pilot	CARRYING CAPACITY	10 passengers 200 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	13	9	6
MOTIVE SYSTEM	6	9	6	4
IMPACT DAMAGE	1+↑5			

BOTSWANA

EZI NKOMO ROAD CRUISER

An antique, but well cared-for, road hog. It is otherwise identical to the Oz Trails Chopper.

CRESCENTIA

TECH-CHARIOT

RESTRICTION: 2 **COST: 10**

MAINTENANCE: 1 **RELIABILITY: 5**

Crescentian nobles ride into battle in Tech-Chariots. These wheeled vehicles are converted from pre-Exodus pick-up trucks, armed and armoured, and drawn by young Two-Tusk Mastodons.

QUALITIES	Exposed, Wheeled			
CRUISING SPEED	50 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 pilot	CARRYING CAPACITY	1 passenger	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	4	6	4	2
MOTIVE SYSTEM	3	4	2	1
WEAPON	3	2	1	1
IMPACT DAMAGE	1+↑3			
ARMAMENTS	• Carcasser LMG Range M, 1+↑6, Automatic, Spread 1.			
NOTES	Carcasser LMG has 1 Reload. Passengers and crew have ↑1 Cover soak.			

WAR BOAT

RESTRICTION: 2 **COST: 10**

MAINTENANCE: 1 **RELIABILITY: 5**

A fast-moving watercraft intended for boarding actions and landing raiding parties on the shoreline of enemy territory. The typical Crescentian war boat carries a pilot and four gunners, along with a complement of up to twenty infantry. The boat is propelled by sail to the rough location of its mission, or by an outboard motor if available; then oar-power takes over for speed and stealth. Hidden below the deck are two dozen rowers, usually consisting of captured slaves or Crescentian outlaws.

QUALITIES	Exposed, Ponderous, Watercraft			
CRUISING SPEED	13 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 commander 1 pilot 4 gunners	CARRYING CAPACITY	20 passengers 150 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	8	8	6	4
MOTIVE SYSTEM	7	7	5	3
WEAPON	6	6	4	2
IMPACT DAMAGE	3+↑5			
ARMAMENTS	• 4 x Harpoon Tridents: Range M, 2+↑4, Munition, Armour Piercing 1, Grappling, Unforgiving 1, Vicious 1			
NOTES	Passengers and crew have ↑1 Cover soak. Each Harpoon has 2 Reloads.			

LUTHERAN TRIAD

DINISTRIO CRAWLER

RESTRICTION: 3 **COST: 20**

MAINTENANCE: 4 **RELIABILITY: 4**

A squat, tracked light tank with a single gun turret up front. Triad infantry ride into battle holding onto the back.

QUALITIES	Enclosed, Rugged, Tracked			
CRUISING SPEED	50 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander 1 gunner	CARRYING CAPACITY	5 passengers 100 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	10	7	3
MOTIVE SYSTEM	5	8	5	4
WEAPON	3	5	3	2
IMPACT DAMAGE	2+↑5			
ARMAMENTS	• Faith Implicator HMG: Range M, 2+↑5, Automatic, Split Fire, Spread 1			
NOTES	Faith Implicator has 6 Reloads			

RUD EAGLA BATTLESHIP

RESTRICTION: 5 **COST: 55**

MAINTENANCE: 6 **RELIABILITY: 2**

A massive man-of-war, constructed in the heavily defended shipyards of the western Isles. Only a handful of these floating fortresses exist: they are fast, armoured, and heavily armed.

QUALITIES	Enclosed, Rugged			
CRUISING SPEED	65 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander 32 Gunners 1 Pilot	CARRYING CAPACITY	50 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	12	18	15	12
MOTIVE SYSTEM	10	9	6	4
WEAPON	9	8	6	4
IMPACT DAMAGE	3+↑6			
ARMAMENTS	Each listed weapon is operated by a single gunner. • 10x Autocannon Defensive Batteries: Range C, 1+↑3, Automatic, Point Defence, Close Quarters • 10x Torpedo Launchers: Range C, Munition, 3+↑6, Slow Loading 1, Spread 2, Unforgiving 3 • 12x cupola-mounted Smiter Cannon: Range L, Munition, 2+↑7, Armour Piercing 2, Blast (Med), Spread 2			
NOTES	Autocannon Defensive Batteries have 20 reloads. Torpedo Launchers have 12 reloads. Smiter Cannon have 6 Reloads			

SCIATHÁIN GLIDER

RESTRICTION: 1 **COST: 10**

MAINTENANCE: 1 **RELIABILITY: 1**

A catapult-launched one-man glider, used by the Lutheran Triad for reconnaissance and light bombing. A small motor just under the delta wing extends the glider's range

QUALITIES	Agile, Aircraft, Exposed, Hover			
CRUISING SPEED	50 kph	COMBAT MANOEUVRABILITY		1
CREW	1 pilot	CARRYING CAPACITY	5 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	4	6	4	2
MOTIVE SYSTEM	1	3	2	1
WEAPON	1	3	2	1
IMPACT DAMAGE	1+↑3			
ARMAMENTS	• Bomb Bay: Range L, 3+↑4, Munition, Blast (Close), Stun, Vicious 1.			
NOTES	Bomb Bay has 3 Reloads. The Bomb Bay can only attack targets on the ground.			

OZ TRAILS

AG BIKE

RESTRICTION: 2 **COST: 6**

MAINTENANCE: 1 **RELIABILITY: 4**

A sturdy motorcycle with relatively low top speeds but able to keep on running come what may, off-road or on. Bandits typically fit these with twin forward-facing sub machine guns. There is room for one rider and one passenger on the pillion seat.

QUALITIES	Agile, Bike, Rugged			
CRUISING SPEED	100 kph	COMBAT MANOEUVRABILITY		0
CREW	1 pilot	CARRYING CAPACITY	1 passenger	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	2	3	2	1
MOTIVE SYSTEM	1	2	2	1
IMPACT DAMAGE	1+↑3			

CHOPPER

RESTRICTION: 2 **COST: 5**

MAINTENANCE: 2 **RELIABILITY: 3**

A customised motorbike designed for road cruising. Road bandits mount forward-facing guns. Nomads and travellers often use these to deploy caltrops and other defensive measures.

QUALITIES	Agile, Bike, Exposed, Rugged			
CRUISING SPEED	150 kph	COMBAT MANOEUVRABILITY		1
CREW	1 pilot	CARRYING CAPACITY	1 passenger	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE

HULL	4	6	4	2
MOTIVE SYSTEM	3	4	3	1
WEAPON	3	3	2	1
IMPACT DAMAGE	2+↑4			
ARMAMENTS	• Twin Carcasser LMG: Range: Range M, 1+↑6, Automatic, Spread 1.			
NOTES	Carcasser LMGs have 4 Reloads each.			

COMBAT UTE

Is identical to **Technical** on page 206.

HENRY COUPE

A little sportier and more manoeuvrable than the Hold-on, this two-door car also suffers when off-road. They are also a little less reliable over long distances, which is why nomad groups tend to just keep them on board their Road Trains as a runabout for when speed is of the essence, rather than driving them all the time.

It is otherwise identical to the **Sports Car** on p. 191 of the **Mutant Chronicles** core rulebook.

HOLD-ON SALOON

This was a standard family car before the Exodus; the **Detachable** vehicle you would use for shopping, dropping the kids off at *wushu* practice, whatever. The shell now makes a great ride for a bandit, a home for a nomad on the road, or a precious possession for a survivor settlement. Not great off-road, but dependable enough.

It is otherwise identical to the **Used Car** profile on p.190 of the **Mutant Chronicles** core rulebook.

RANDOM CAR ARMAMENT

Roll 1d6 per person in the vehicle:

1. Personal ranged weapon only
2. Pintle-mounted machine gun or bolt thrower—usually a *Schwerwaffe* or *Impaler*
3. Grenade launcher, usually a *Greymourn Automortar*.
4. Flamethrower—usually a *Vulcan flamethrower*.
5. Ramming spikes—any Ramming Speed action gains the *Armour Piercing 2* and *Vicious 2* Qualities
6. Belt-fed HMG or missile launcher—a *Frienhiet HMG* or *Pushkin Rocket launcher*

MUD-PLUGGER

RESTRICTION: 3 **COST: 20**

MAINTENANCE: 4 **RELIABILITY: 3**

Like a *Tojo* but with no armour, capable of terrifyingly fast top speeds across the outback. Bandits use these to chase down their prey, carrying several passengers and pulling alongside cars and Road Trains to let them jump across as a boarding party.



Not every fight takes place in a metropolitan area.

QUALITIES	Agile, Enclosed, Rugged, Wheeled			
CRUISING SPEED	70 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 commander 1 pilot	CARRYING CAPACITY	4 passengers 60 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	6	4	3
MOTIVE SYSTEM	5	4	3	2
IMPACT DAMAGE	2+↑5			

ROAD TRAIN

RESTRICTION: 2 **COST: 8**

MAINTENANCE: 2 **RELIABILITY: 3**

The giants of the Oz Trails. Each trailer is a rolling bunker, armoured and armed with cannon, HMGs and missile launchers in mini turrets. The tractor unit up front is an armoured, spiked wedge of destruction, unstoppable at full speed, with a heavy digging blade on the front to ram debris, vehicles, and other obstacles out of the way.

QUALITIES	Enclosed, Wheeled			
CRUISING SPEED	25 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 commander 1 pilot 8 gunners	CARRYING CAPACITY	50 passengers 1000 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	9	12	8	5
MOTIVE SYSTEM	8	9	6	3
WEAPON	6	6	4	2
IMPACT DAMAGE	2+↑4			
ARMAMENTS	Each listed weapon is operated by a single gunner. • 4 × pintle-mounted Flarer HMG (Range: Range L, 2+↑6, Automatic, Spread 1) • 4 × pintle-mounted Pushkin Rocket launchers (Range: Range L, 3+↑4, Munition, Unforgiving 1)			
NOTES	Passengers and crew have ↑3 Cover soak. Ram blade—any Ramming Speed action gains the Armour Piercing 2, Knockdown, and Vicious 2 Qualities. Flarer HMGs and Pushkin rocket launchers have 2 Reloads each.			

TOJO 4WD

RESTRICTION: 3 **COST: 12**

MAINTENANCE: 3 **RELIABILITY: 3**

An ancient Mishima off roader converted to run on Royal Jelly. Reinforced scrap panels serve as makeshift armour plating. A side mounted machine gun fires forwards in line with where the driver points the car, while a gunner operates the pintle-mounted HMG and searchlights on the top.

QUALITIES	Enclosed, Wheeled			
CRUISING SPEED	60 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 commander 1 pilot	CARRYING CAPACITY	1 passenger 20 enc	

LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	5	8	5	3
MOTIVE SYSTEM	2	5	3	2
WEAPON	2	5	3	2
IMPACT DAMAGE	2+↑4			
ARMAMENTS	• 1 × pintle-mounted Flarer HMG (Range: Range L, 2+↑6, Automatic, Spread 1) • 1 × side-mounted Carcasser LMG (Range: Range L, 1+↑5, Automatic, Spread 1)			
NOTES	Flarer HMG and Carcasser LMG both have 2 Reloads. Passengers and crew have ↑4 Cover Soak			

TOORAK SUV

RESTRICTION: 2 **COST: 12**

MAINTENANCE: 3 **RELIABILITY: 2**

Clad in makeshift armour plating, these passenger vehicles carry up to nine people each. They beetle along the Oz Trails, trusting in their armoured shells like turtles.

QUALITIES	Enclosed, Ponderous, Rugged, Wheeled			
CRUISING SPEED	25 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 commander 1 pilot 1 gunners	CARRYING CAPACITY	9 passengers 200 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	9	13	9	5
MOTIVE SYSTEM	8	8	6	4
WEAPON	6	5	3	2
IMPACT DAMAGE	3+↑4			
ARMAMENTS	• 1 × turret-mounted Flarer HMG (Range: Range L, 2+↑6, Automatic, Spread 1)			
NOTES	Flarer HMG has 2 Reloads. Passengers and crew have ↑4 Cover Soak			

TRAIL ROD

RESTRICTION: 3 **COST: 12**

MAINTENANCE: 3 **RELIABILITY: 3**

A pre-Exodus road car that has been salvaged, souped-up and modified. They come in all shapes and sizes, and usually accommodate one driver plus one or more passengers.

QUALITIES	Exposed, Wheeled			
CRUISING SPEED	75 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 commander 1 pilot	CARRYING CAPACITY	4 passengers 35 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	6	4	2
MOTIVE SYSTEM	2	5	3	2
WEAPON	2	5	3	2
IMPACT DAMAGE	2+↑4			
ARMAMENTS	• No two trail rods are alike—consult the Random Trail Rod Armament Table.			

NOTES

If any weapons are generated, they each have 2 Reloads. Passengers and crew have ↑2 Cover soak.

WAVERIDER

RESTRICTION: 1 COST: 12

MAINTENANCE: 2 RELIABILITY: 2

A Royal Jelly-fuelled jet ski as used by the inhabitants of Melbourne. It can carry one pilot plus one passenger, maybe two at a pinch.

QUALITIES	Agile, Bike, Watercraft			
CRUISING SPEED	150 kph	COMBAT MANOEUVRABILITY	2	
CREW	1 pilot	CARRYING CAPACITY	1 passenger	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	3	3	1
MOTIVE SYSTEM	1	3	2	1
IMPACT DAMAGE	1+↑3			

SONS OF RASPUTIN

BLOOD BARON TRIPLANE

RESTRICTION: 5 COST: 35

MAINTENANCE: 4 RELIABILITY: 4

A propeller-driven fighter bomber, which gives the Sons of Rasputin air superiority against most of the other tribes when they deploy it. It is no match for even the most basic of Whitestar's aircraft, however.

QUALITIES	Agile, Aircraft, Enclosed			
CRUISING SPEED	250 kph	COMBAT MANOEUVRABILITY	0	
CREW	1 pilot	CARRYING CAPACITY	10 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	5	3	1
MOTIVE SYSTEM	1	3	2	1
WEAPON	1	3	2	1
IMPACT DAMAGE	2+↑3			
ARMAMENTS	<ul style="list-style-type: none"> Twin-linked Maxim HMGs: Range M, 2+↑6, Automatic, Split Fire, Spread 1 Bomb Bay: Range L, 3+↑6, Munition, Blast (Close), Stun. 			
NOTES	Maxim HMG has 3 Reloads. Bomb Bay has 3 Reloads. The Bomb Bay can only attack ground targets.			

LEDOLOMILEC LAND CRAWLER

RESTRICTION: 5 COST: 42

MAINTENANCE: 5 RELIABILITY: 4

A fortress on wheels, this heavy battle tank mounts a quadruple cannon on its main turret, with three heavy machine guns mounted on cupolas around its sides.

QUALITIES	Enclosed, Ponderous, Rugged, Tracked		
CRUISING SPEED	20 kph	COMBAT MANOEUVRABILITY	0

CREW

1 commander
1 pilot
4 gunners

CARRYING CAPACITY

40 passengers

LOCATIONS

SOAK

SURFACE DAMAGE

SYSTEM DAMAGE

STRUCTURAL DAMAGE

HULL

9

13

8

5

MOTIVE SYSTEM

8

9

6

3

WEAPON

6

6

4

2

IMPACT DAMAGE

3+↑4

ARMAMENTS

Each listed weapon is operated by a single gunner.

- Quad Cannon: Range L, 3+↑8, Munition, Armour Piercing 3, Blast (Medium), Knockdown, Spread 2, Stun.
- 3 × cupola mounted twin-linked Maxim HMGs: Range M, 2+↑6, Automatic, Split Fire, Spread 1

NOTES

Quad Cannon has 4 reloads. Maxim HMGs have 5 reloads each.

PODMOREM SUBMARINE

RESTRICTION: 5 COST: 65

MAINTENANCE: 6 RELIABILITY: 4

A cruise missile-armed sub with a crew of around fifty, powered by dual diesel-electric engines. The Sons of Rasputin send their Podmorem subs out singly or in "packs" of up to half a dozen. They range far and wide in the murky seas of Dark Eden, preying on the ships of other tribes, particularly the Lutheran Triad, whom they hope to soften up for an invasion.

QUALITIES

Enclosed, Rugged, Watercraft

CRUISING SPEED

30 kph (surface)
60 kph (submerged)

COMBAT MANOEUVRABILITY

1

CREW

1 commander
1 pilot
4 gunners

CARRYING CAPACITY

30 enc

LOCATIONS

SOAK

SURFACE DAMAGE

SYSTEM DAMAGE

STRUCTURAL DAMAGE

HULL

9

13

8

5

MOTIVE SYSTEM

8

10

6

3

WEAPON

8

10

6

3

IMPACT DAMAGE

X+↑Y

ARMAMENTS

- 4 × Torpedo Tubes: Range L, 3+↑6, Munition, Armour Piercing 2, Blast (Close), Vicious 1.
- 24 × Cruise Missiles: Range L, 3+↑8, Munition, Blast (Med), Vicious 2.

NOTES

Torpedo tubes have 28 Reloads. Cruise Missiles do not have Reloads.

Run Silent, Run Deep: Podmorem submarines have remnants of stealth technology that make them difficult to locate. All difficulties on skill tests to find or locate them are increased by 2. A Podmorem submarine will lose this advantage once it makes an attack.

Surface Missile: A Podmorem must surface in order to launch a complement of Cruise Missiles, although they are most often protected by their pack when doing so.

SAWBLADE BATTLE TANK

RESTRICTION: 4 **COST: 40**

MAINTENANCE: 5 **RELIABILITY: 4**

Based on an ancient Bauhaus chassis, this tank is slower and less manoeuvrable than it could be due to the crude, heavy construction of its Rasputin-made superstructure. Once it gets to its final destination, the Sawblade packs a punch with its turret-mounted Multi-Cannon or slices through enemy defences with the circular saws that give the vehicle its name.

QUALITIES	Enclosed, Ponderous, Rugged, Tracked			
CRUISING SPEED	25 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander 1 pilot 1 gunners	CARRYING CAPACITY	35 passengers	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	10	12	10	6
MOTIVE SYSTEM	7	8	6	4
WEAPON	6	6	4	2
IMPACT DAMAGE	2+↑5, Vicious 3			
ARMAMENTS	<ul style="list-style-type: none"> Multi Cannon: Range L, 2+↑6, Munition, Armour Piercing 1, Blast (Close), Knockdown, Spread 1, Stun. 1 x cupola mounted twin-linked Maxim HMG: Range M, 1+↑6, Automatic, Spread 1, Split Fire 			
NOTES	Maxim HMG has 10 Reloads. Multi-Cannon has 10 Reloads. Sawblades: The blades mounted on the chassis give all Ramming Speed actions the Vicious 3 quality (included above).			

TEMPLARS

RUSGA JETWING

RESTRICTION: 3 **COST: 18**

MAINTENANCE: 3 **RELIABILITY: 2**

A batwing-shaped flying machine powered by four jet engines. The rider stands behind the helm cowl, which is usually shaped like the skull of an animal—or is one—and controls the vehicle by means of foot pedals and a pair of handlebars. The Templars use this machine for scouting during wartime and as a means of fast, if unsafe, personal transport.

QUALITIES	Agile, Bike, Hover			
CRUISING SPEED	250 kph	COMBAT MANOEUVRABILITY		3
CREW	1 pilot	CARRYING CAPACITY	1 passenger	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	4	3	1
MOTIVE SYSTEM	2	4	3	1
IMPACT DAMAGE	1+↑4			

THE BARONIAL FLEET

AL-KATHBAN BUGGY

RESTRICTION: 2 **COST: 8**

MAINTENANCE: 2 **RELIABILITY: 3**

The most common vehicles in the Oil Baronies. These light off-road cars are used for scouting, patrols and to ferry messages across the Oil Barons' domains. They are designed to be single-seaters, with the driver operating a forward-mounted machine gun. In times of war, many are fitted with a pintle-mounted HMG, which is then operated by a gunner who stands behind the driver, secured to the vehicle by chains.

QUALITIES	Agile, Exposed, Wheeled			
CRUISING SPEED	80 kph	COMBAT MANOEUVRABILITY		2
CREW	1 commander 1 pilot	CARRYING CAPACITY	10 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	6	4	2
MOTIVE SYSTEM	2	5	3	2
WEAPON	2	5	3	2
IMPACT DAMAGE	1+↑4			
ARMAMENTS	<ul style="list-style-type: none"> Forward-firing Maxim HMG: Range M, 2+↑6, Automatic, Spread 1. Pintle-mounted Maxim HMG: Range M, 1+↑6, Automatic, Spread 1. 			
NOTES	Maxim HMG has 5 Reloads. Crew have ↑2 Cover soak.			

NAQILATAN JULUD

RESTRICTION: 1 **COST: 15**

MAINTENANCE: 2 **RELIABILITY: 4**

A low, broad, boxy troop carrier that crawls along the sands on massive clanking treads. These vehicles are lightly armed, if at all. Their sole purpose is to survive long enough to disgorge a dozen warriors into the fray.

QUALITIES	Enclosed, Tracked			
CRUISING SPEED	65 kph	COMBAT MANOEUVRABILITY		1
CREW	1 commander 1 pilot	CARRYING CAPACITY	12 passengers 100 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	6	4	2
MOTIVE SYSTEM	2	5	3	2
WEAPON	2	5	3	2
IMPACT DAMAGE	3+↑4			
NOTES	Passengers and crew have ↑5 Cover soak.			

TECHNICAL

RESTRICTION: 2 **COST: 10**

MAINTENANCE: 2 **RELIABILITY: 3**

A fighting vehicle based on a pick-up truck, the true workhorses of the Oil Baronies. They carry cargo, people and, importantly, whatever

weapons can be bolted onto them. Their armour is makeshift at best but still tough enough to survive small arms and machine gun fire, if not a direct hit from a missile launcher

Basically a pick-up truck with armour added to the back, along with a tripod mounted HMG. What Technicals lack in firepower and protection, they make up for in off-road manoeuvrability and ease of maintenance.

QUALITIES	Exposed, Rugged, Wheeled			
CRUISING SPEED	65 kph	COMBAT MANOEUVRABILITY	2	
CREW	1 commander 1 gunner	CARRYING CAPACITY	1 passenger	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	6	4	2
MOTIVE SYSTEM	2	5	3	2
WEAPON	2	5	3	2
IMPACT DAMAGE	2+↑4			
ARMAMENTS	• Tripod mounted Maxim HMG: Range M, 2+↑6, Automatic, Spread 1.			
NOTES	Maxim HMG has 5 Reloads. Passengers and crew have ↑2 Cover soak.			

WAR CRAWLER

RESTRICTION: 4 **COST: 45**

MAINTENANCE: 5 **RELIABILITY: 4**

Propelled by tank tracks that loop over its entire fuselage, the War Crawler is the largest, most heavily armed element of any Oil Baron's war fleet and is the focal point of much of its owner's prestige among his peers and people. A typical example has three independent turrets mounting cannon or missile launchers, as well as cupola-mounted HMGs on all sides.

A fortress on wheels, this heavy battle tank mounts a quadruple cannon on its main turret, with three heavy machine guns mounted on cupolas around its sides.

QUALITIES	Enclosed, Ponderous, Rugged, Tracked			
CRUISING SPEED	20 kph	COMBAT MANOEUVRABILITY	1	
CREW	1 commander 1 pilot 9 gunners	CARRYING CAPACITY	400 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	9	13	8	5
MOTIVE SYSTEM	8	9	6	3
WEAPON	6	6	4	3
IMPACT DAMAGE	3+↑4			
ARMAMENTS	• Quad Cannon: Range L, 3+↑8, Munition, Armour Piercing 3, Blast (Medium), Knockdown, Spread 2, Stun. • 8 x cupola mounted twin-linked Maxim HMG: Range M, 2+↑6, Automatic, Split Fire, Spread 1			

NOTES

Quad Cannon has 4 reloads. Maxim HMGs have 5 reloads each.

WORKING ANIMALS

ANIMAL HANDLING

Humanity was not alone when it colonised the solar system—it brought a wide range of creatures with it, often engineering them to be hardier or better suited to the new environments they would inhabit. In the centuries that passed, the influence of terraforming agents and Dark Symmetry alike have allowed that range of creatures to expand and flourish on once-alien worlds, creating a riotous degree of diversity. Dark Eden was no different and many of the creatures have evolved and adapted to the toxic environment.

Needless to say, humans have continued to interact with these creatures in a wide range of ways. Humans still keep pets and use animals for work or travel, though typically in a far lesser capacity than machines. Animals still have a role in the military forces and communities of Dark Eden.

WORKING ANIMALS

Large or dangerous animals, when domesticated and trained, can be invaluable as assistants. Communities employ large dogs and similar beasts to supplement guard forces as both sentries and combatants (or even as beasts of war) — a keen nose and a vicious set of jaws are good ways to stop intruders. Groups that need to move quickly through rough terrain may prefer to ride upon animals rather than light vehicles, harking back to the horse-mounted cavalymen of Ancient Earth; horses, however, are far from the only riding animals in use. Where fuel is in short supply, draft animals are favoured over trucks and tractors, for hauling machinery and performing heavy tasks like ploughing fields or travel. Working animals, broadly speaking, are any creatures trained—and often engineered—for a specific purpose that humans cannot do alone. They allow considerable autonomy due to a reliance on living creatures rather than thinking machines, meaning that they can be used without falling foul of corruption.

Working animals come in several varieties:

- ◀ Riding animals are favoured for some combination of strength and speed, and can still be found in both civilian and military roles.
- ◀ Military riding animals tend to be combat-trained, preventing them from panicking when surrounded by the furore of battle.
- ◀ Harness animals are employed singly or in teams to haul sleds, wheeled vehicles, or ploughs. They are favoured more for strength than speed, as it allows them to move heavier loads more effectively.

TRIBAL TECHNOLOGY

COMMON CREATURE TRAITS

The creatures that have evolved, survived, and flourished under the harsh environments that permeate Dark Eden have all adapted to the chemicals and toxins present in the atmosphere and benefit from the following special ability:

DARK EDEN GENEALOGY

These creatures have survived, and even flourished, under the harsh conditions of Dark Eden. They reduce the difficulty by four on Resistance tests taken to avoid the effects of the toxic environments, gases, radiation, and other chemical hazards that pervade Earth's atmosphere, which may eliminate the need for a test. Additionally, they may substitute a Survival test for a Treatment test when attempting to recover Wounds.

The majority of the beasts described here have also been trained as riding beasts to some degree and benefit from the following:

MOUNT

A ridden animal is considered to be part of a squad led by its rider. However, due to the animal's limited capabilities, it can only assist on tests made by the rider for movement, awareness, or when making a melee attack. The rider may attack using the mount's melee attacks. As a Restricted Action during combat, a Daunting D3 Animal Handling test may be used to direct the mount to make a melee attack using its own Standard Action, which leaves the rider free to make his own attack.

- Search and retrieval animals are invariably predators, and their training helps direct their natural hunting instincts into a range of tasks. Their keen senses allow them to notice and pursue targets more efficiently than human trackers.
- Guard and attack animals are also likely to be predators, normally territorial ones, who will react with hostility to unfamiliar presences.

HABITATS

A habitat is comfortable accommodation for an animal that allows the owner to keep it in good health for an extended period. For smaller animals, this may be a cage or tank, or the corner of a room dedicated to the animal's needs. Larger animals may require a space in a stable or paddock, or a similar dedicated space. Habitat includes the basic requirements for maintaining and caring for the animal—food, bedding, and any other useful items—and while an animal has a dedicated habitat, it is considered to be under control except in the most extreme of circumstances. Animals may take a few weeks to become accustomed to a new habitat. Habitats have a maintenance cost, which covers the varied supplies and resources used to keep the animal healthy and content.

HANDLER'S KIT

A handler's kit is designed to help a character capture and control a wild or dangerous animal. Each kit is designed for a specific type of animal—dogs, saurians, big cats, etc. — and they include a range of leads, muzzles, and protective gear sufficient for the user to restrain a wild animal, and to train the animal subsequently. Larger kits include longer-term restraints—normally a cage—to contain the animal during transit or between sessions training the creature.

ANIMAL DETAIL TABLE

	ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	MAINTENANCE
Working animal, riding	40	–	2	6	–
Working animal, harness	40	–	2	6	–
Working animal, search and retrieval	15	–	3	6	–
Working animal, guard and attack	15	–	3	6	–
Habitat (riding or harness animal)	Fixed	5	2	4	3
Habitat (search and retrieval or guard and attack animal)	15	4	2	3	2
Handler's kit	1	4	2	2	–
Handler's kit with long-term restraints	5	4	3	5	–

A handler's kit is considered to be the tools necessary to perform an Animal Handling test to restrain or train an animal. It provides 1 Soak to all locations (which increases to 4 Soak against the specific type of animal that the kit was designed for). Once an animal has been brought under control, it may require further tests to restrain it again if new stimuli cause it to panic or lash out again. Long-term restraints remove the need for these additional tests—once inside a cage, the animal cannot break free by itself.

CRESCENTIA

YOUNG ADULT ECLIPSE MAMMOTH

Throwbacks to the prehistoric era, Eclipse Mammoths are vital to the nomadic lifestyle of Crescentia. Most often found carrying entire villages on their back, they become living war machines in times of battle and instead carry dozens of warriors each into the fray. When the time comes, their flesh becomes food and their bones become tools for the humans they serve.

An Eclipse Mammoth is, like its antediluvian namesake, a thick-furred pachyderm. Dark Eden's Eclipse Mammoth is more than twice the size of its forebear, however. Young adult Eclipse Mammoths, more agile and a mere four or five metres in height, are preferred as combat mounts. Eclipse Mammoths continue to grow in stature throughout their lifetimes, though this slows as time passes. The slow but tireless elder Eclipse Mammoths that bear Crescentian villages on their backs are typically twenty metres high at the shoulder.

YOUNG ADULT ECLIPSE MAMMOTH

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
16 (+1)	16 (+1)	9	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	2	6	3

FIELDS OF EXPERTISE									
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	—	1	—	2	1	1	1	—	—

WOUNDS:

- ◀ Head 7
- ◀ Arms 9
- ◀ Serious 11
- ◀ Mental Wounds 6
- ◀ Torso 13
- ◀ Legs 11
- ◀ Critical 8

SOAK: Bone Plates: (All 7)

ATTACKS:

- ◀ **Sweeping Horns (melee):** 3+↑5, Knockdown, Reach, Spread 1, Stun

SPECIAL ABILITIES

- ◀ **Dark Eden Genealogy**
- ◀ **Monstrous Creature**
- ◀ **Mount**
- ◀ **Supernatural Physique (2)**
- ◀ **Supernatural Strength (2)**

DARK SYMMETRY SPEND

- ◀ **Battering Charge:** When rolling for damage for a close combat attack after making the Movement Restricted Action, the Eclipse Mammoth may spend one or more Dark Symmetry points to generate one Dark Symmetry Icon per point spent. These are in addition to those rolled on the damage dice.

ELDER ECLIPSE MAMMOTH

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
16 (+4)	16 (+4)	5	6
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	2	6	3

FIELDS OF EXPERTISE									
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	—	1	—	1	1	1	1	—	—

WOUNDS:

- ◀ Head 13
- ◀ Arms 15
- ◀ Serious 17
- ◀ Mental 6
- ◀ Torso 19
- ◀ Legs 17
- ◀ Critical 14

SOAK: Bone Plates: (All 8)

ATTACKS:

- ◀ **Sweeping Horns (melee):** 5+↑7, Knockdown, Reach, Spread 1, Stun
- ◀ **Stomp (melee):** 6+↑8, 1H, Knockdown, Reach, Stun
- ◀ **Clumsy:** A Stomp attack requires a Daunting (D3) Close Combat attack against any target that is not either a vehicle or Monstrous Creature.

SPECIAL ABILITIES

- ◀ **Colossal Creature:** An Eclipse Mammoth is an immense creature, many metres tall. An Eclipse Mammoth may treat any creature within Close range as being within Reach. Further, any creature making a close combat attack against an Eclipse Mammoth increases the difficulty by one step, but any creature attempting a ranged attack against the Mammoth reduces the difficulty by one step instead. The Eclipse Mammoth inflicts an automatic 1+↑3 damage with the Spread 1 and Knockdown

qualities on any creature that attempts to make a close combat attack against it and fails.

- ◀ **Cumbersome:** An Eclipse Mammoth is a slow and awkward creature, unable to move quickly due to its sheer size and bulk. It may not take the Sprint Standard Action or any Response Action.
- ◀ **Dark Eden Genealogy**
- ◀ **Mount**
- ◀ **Supernatural Physique (4)**
- ◀ **Supernatural Strength (4)**

DARK SYMMETRY SPEND

- ◀ **Bellowing Roar:** The Elder Eclipse Mammoth unleashes a terrifying, deafening roar. As a Restricted Action, it may spend two Dark Symmetry points to unleash this roar. All creatures within Medium range must attempt an Average (D1) Willpower test or suffer a mental assault.
- ◀ **Thunderous Stomp:** The Elder Eclipse Mammoth may stomp down on the ground, causing the ground to shake and knocking foes aside. The Elder Eclipse Mammoth may spend two Dark Symmetry points to automatically inflict 1+**↑**5 damage with the Dreadful, Knockdown, and Stun qualities to all creatures within Close range of the Thunderous Stomp.

TWO-TUSK MASTODON

Cousin to the huge Eclipse Mammoths that bear the villages of Crescentia upon their backs, the Two-Tusk Mastodon is an elephantine creature whose appearance recalls the rhinoceros and triceratops of aeons past. Their name comes from the two upward sweeping horns they bear on the ends of their great muzzles. Two-Tusk Mastodons are typically used as war beasts or personal steeds for one or more people, who ride high on their arched backs in a howdah.

The smaller cousin of the Eclipse Mammoth is used in Crescentia as a means of personal transport and as a beast of burden. Bartering in the bazaars is often reckoned in terms of the number of Two-Tusks an item or shipment is worth.

TWO-TUSK MASTODON ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
15 (+3)	16 (+4)	7	6
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	3	7	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	-	2	1	1	-	-	-	-	-

WOUNDS: 16

SOAK: Leathery Hide: (All 3)

ATTACKS:

- ◀ **Impaling Tusks (melee):** 5+**↑**7, Armour Piercing 1, Gruesome, Knockdown, Reach, Stun

SPECIAL ABILITIES

- ◀ **Dark Eden Genealogy**
- ◀ **Monstrous Creature**
- ◀ **Mount**
- ◀ **Supernatural Physique (4)**
- ◀ **Supernatural Strength (3)**

DARK SYMMETRY SPEND

- ◀ **Battering Charge:** When rolling for damage for a close combat attack after making the Movement Restricted Action, the Two-Tusk Mastadon may spend one or more Dark Symmetry points to generate one Dark Symmetry Icon per point spent. These are in addition to those rolled on the damage dice.

LUTHERAN TRIAD

RIDING HORSE

Though horses are amongst the oldest and most widespread riding animal, they are far from the only kind. The following profile represents a swift and sturdy breed of horse, of a kind popular amongst the tribes.

RIDING HORSE ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
12	9	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
3	4	6	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	2	1	1	1	-	-	-	-

WOUNDS: 4

SOAK: None

ATTACKS:

- ◀ **Kick (melee):** 1+**↑**5

SPECIAL ABILITIES

- ◀ **Mount**
- ◀ **Respirator:** The Lutheran Triad have trained their horses to be accustomed to wearing a respirator (see *Mutant Chronicles*)

core rulebook, page 255). The respirator reduces the difficulty by three, to a minimum of one, on all Resistance tests against airborne hazards.

MUTANT TRIBES OF SOUTH AMERICA

The Rainforest Continent has spawned many new creatures, some of which bear a common ancestry with the misshapen animals that are employed by the tribes of Europe. Aside from the Eclipse Mammoth's employed to transport the Crescentian nation, any of the working animals listed here can be found under the eaves of the South American canopy—even riding horses, although most tribes prefer to train Rivetbulls or Scyther Beasts as mounts. Any working animal that is native to the Rainforest Continent gains the Blessing of Pachamama trait (see page 187), which replaces the Dark Eden Genealogy trait if it possesses this.

SONS OF RASPUTIN

COMMON RIVETBULL

A ferocious, hulking quadruped with a head crowned in lumpen bony protrusions, each in a unique pattern, used for personal transport and as a beast of burden.

COMMON RIVETBULL ▲

ATTRIBUTES											
STRENGTH			PHYSIQUE			AGILITY			AWARENESS		
13			10			9			9		
COORDINATION			INTELLIGENCE			MENTAL STRENGTH			PERSONALITY		
3			3			5			5		

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	2	1	1	1	—	—	—	—	—

WOUNDS: 4

SOAK: Bone Plates, Scaly Hide: (Head 2, Torso 1, Arms 1, Legs 1)

ATTACKS: Bone Dome (melee): 1+**6**, Stun

SPECIAL ABILITIES

- Dark Eden Genealogy
- Mount

STALKER RIVETBULL ▲

A subspecies of the Rivetbull that walks upon its two hind legs. Its forelegs are vestigial. More agile than its four-legged cousin, the Stalker Rivetbull is the mount of choice for Cossack Scouts

ATTRIBUTES

STRENGTH			PHYSIQUE			AGILITY			AWARENESS		
12			8			11			9		
COORDINATION			INTELLIGENCE			MENTAL STRENGTH			PERSONALITY		
4			3			6			4		

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	2	2	1	1	—	—	—	—

WOUNDS: 4

SOAK: Bone Plates, Scaly Hide: (Head 2, Torso 1, Arms 1, Legs 1)

ATTACKS:

Teeth and Claws (melee): 1+**6**, Vicious 1

SPECIAL ABILITIES

- Dark Eden Genealogy
- Mount

TEMPLARS

LAUTUS CAT

While the majority of Templar cavalry ride the hulking scyther beasts into combat, high-ranking Templars also ride great cats known as lautus cats. The great cats have a powerful build, wily intelligence, savage disposition, and a treacherous nature.

LAUTUS CAT ▲

ATTRIBUTES											
STRENGTH			PHYSIQUE			AGILITY			AWARENESS		
10			10			13			9		
COORDINATION			INTELLIGENCE			MENTAL STRENGTH			PERSONALITY		
10			4			5			—		

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	—	1	1	2	2	2	2	—	—	—	—

WOUNDS: 4

SOAK: None

ATTACKS: Primal Teeth and Claws (melee) 1+**5**, Vicious

SPECIAL ABILITIES

- Dark Eden Genealogy
- Mount



The Riverbull is a living tank!

CHAPTER 09

SCYTHER BEAST

The mighty steeds of the Templar Cavalry are savage, hungry creatures—masses of muscle with gnashing teeth, crowned with ornate growths of bone on their heads and backs that serve as both protection and as bludgeoning weaponry.

SCYTHER BEAST ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14	10	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	4	7	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	1	2	2	2	1	2	1	—	—	—	—

WOUNDS: 5

SOAK: Bony Protrusions: (All 2)

ATTACKS:

◀▶ **Horns and Claws (melee):** 2+↑6, Reach, Vicious 1

SPECIAL ABILITIES

- ◀▶ **Dark Eden Genealogy**
- ◀▶ **Mount**

SACRED PURGER CLEANSER BEAST

The Sacred Purger Cleanser Beasts are as much a weapon of terror as of war. Close relatives to the Scyther Beast, although not as large or powerful, they are an effective force in combat, often working in tandem or in packs. Many of those who have encountered these creatures can attest to the dangers of the Sacred Purger Cleanser Beast that cannot be seen. Even their handlers are not stupid enough to turn their backs on these savage and cunning predators.

SACRED PURGER CLEANSER BEAST ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	12	12	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	5	6	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	2	1	2	2	—	—	—	—

WOUNDS: 4

SOAK: None

ATTACKS:

◀▶ **Teeth and Claws:** 1+↑5 Vicious 1

SPECIAL ABILITIES

- ◀▶ **Ambush Predator:** The beast's instincts give it great proficiency in terrorising prey as it hunts. If a beast is currently hiding or otherwise concealed, any action it performs against a character also forces that character to take a Challenging (D2) Willpower test or suffer a mental assault.
- ◀▶ **Dark Eden Genealogy**
- ◀▶ **Fear (1)**
- ◀▶ **Grasping**
- ◀▶ **Inured to Pain**
- ◀▶ **Night Vision**

TUSK BEAST

The larger relative of the scyther beast, tusk beasts are often used as a beast of burden by the Templars, as well as platforms for their larger weapons.

TUSK BEAST ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
14	14	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	4	7	4

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	1	2	2	2	1	2	1	—	—	—	—

WOUNDS: 9

SOAK: Bony Protrusions: (All 3)

ATTACKS:

◀▶ **Horns (melee):** 2+↑7, Stun

SPECIAL ABILITIES

- ◀▶ **Dark Eden Genealogy**
- ◀▶ **Monstrous Creature**
- ◀▶ **Mount**



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SINS OF THE PAST

The Megacorporations created their own version of hell for the remnants of humanity left behind during the Exodus. Clouds of toxins seethed through the atmosphere. Nuclear fires seared the earth. The very ground shook in torment and anger. Earth was abandoned by the best and brightest of the Megacorporations during their race across the Solar System. Humanity's cradle had been abandoned and forgotten by all but a few. For Old Earth was gone, or so the Megacorporations believed. Below the toxic clouds and amongst the ruins of civilisation, life somehow prevailed in the face of the mutagens, toxins, and terraforming agents that surged across the planet's surface. Changed. Mutated. Born of a fiery genesis. Old Earth had become Dark Eden. This source book covers Dark Eden, the world once known as Earth. Designed to be used on its own, it will also perfectly supplement the Dark Eden Campaign.

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