

TO KILL A LIE: 2nd GIG

by
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with contributions by
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for



by



CthulhuTech Demo Scenarios
by
Luke Walker

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INTRODUCTION

“To Kill a Lie” is a scenario for CthulhuTech, an RPG by Wildfire LLC. This scenario is designed to be run in just three hours. No prior knowledge of Cthulhutech is needed to play this scenario, though knowledge of the film noir, spy thrillers and the anime series “Ghost in the Shell” is helpful. This scenario includes everything needed to play it, except some dice (ten sided dice). It uses material found in the CthulhuTech Corebook and Vade Mecum.

The scenario is divided into four parts. The next five chapters provide an overview of the scenario’s rules, setting, and antagonists. This is followed by four chapters which detail the scenario’s four Acts which form the bulk of the story. The scenario then finishes with stats for the many NPCs and PCs in the scenario.

This scenario is centred on an investigation by an Eldritch Society team of 3 Tagers and 1 Sorcerer. The team is well trained and equipped to deal with a variety of threats. It stumbles what it initially believes to be the machinations of the Church of All, a covert faction of the Esoteric Order of Dagon (**EOD**). However, all is not as it seems. An odd alliance between a human sorcerer, his lover and a Shoggoth Lord use monstrous methods to defend humanity from a variety of aberrant threats such as EOD, the Children of Chaos (**CoC**), and even the PCs. As the conspiracy comes to light, the PCs find themselves racing to resolve the situation before the CoC, the Eldritch Society’s anathema, beat them to it.

Though on its surface this scenario seems to be an elite black ops team mission, it is intended to raise some greater questions by exposing the transhumanist elements of CthulhuTech. In particular, it examines the ways that humanity changes itself to defend itself against the variety of “non-human” threats. So whilst the PCs seem to be tasked to kill monsters to defend humanity, they will be forced to decide what “human” actually means.

To emphasise this, each PC is one or more steps removed from being human. Three of the PCs are Tagers, human beings bound to an inhuman symbiote. Tana is Nazzadi, a race artificially created from human DNA by the Migou, who no longer knows who or what he is. Jemima is haunted by memories of a baby who was taken from her when he was deemed to no longer be human. Shyla regrets becoming a Tager and will discover that her missing father is a Deep One hybrid. Gervasio is an unwanted mongrel of human and Nazzadi breeding. In an attempt to rise above his genetic heritage, he has made unforgivable pacts with nameless entities.

Outside of the PCs, the boundaries between what is human and monster blur further with Noma, a mad yet strangely humane Shoggoth Lord, and Luther, a human sorcerer committing monstrous acts to protect humanity. Luther has used the love of a Deep One Hybrid, Ariel, to force her into becoming a Shoggoth-Tswaha. Despite the two having been genuinely in love, Ariel’s continued mistreatment causes her humanity to slip from her and her Deep One heritage to become dominant.

Finally, there is a vast secret army of proto-Shoggoth replicas. Clearly monsters at a genetic level, they are otherwise indistinguishable from the humans they have replaced. If the PCs are to damn them, then are the PCs any different from that which they are meant to defend humanity against?

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

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

Matthew, Mike and Wildfire LLC: For their encouragement and visual inspiration.

Mechanurgist: For finding a home for the CthulhuTech Demo Series.

www.deviantart.com: A splendid internet resource of anime and Cthulhutech style pictures.

SYSTEM

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

Tests

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

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

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

This result is then modified by any applicable modifiers, such as Attributes (these have already been added on the PC sheets), multiple action penalties and wound penalties. For example, you make a Dodge Skill roll and you have a Dodge of 3 and an Agility of 8. This will be notated on the PC sheet as 3d10+8. You roll 2, 5, and 5. You get a total of 18, being 10 (5+5) from the roll and 8 from your Attribute. If the result equals or exceeds the Difficulty (Diff) set by the GM, the action succeeds. The general guideline for setting Diffs are:

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

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

Drama Points

Each PC has 10 drama points to spend during the scenario. Each drama point may be spent after the PC has made a roll to add an extra dice, or before the GM makes a roll to subtract a dice away. In addition, if a player describes an action in a particularly cool and exciting way that builds to the scene for all involved, the GM may award them an immediate drama point to that roll.

Combat

In combat, time is broken into segments of time called turns. Each PC and NPC can take one action on their turn. Should it be required to determine who acts first in a turn, then I suggest for speed of play that the PCs and NPCs act in the following order:

1. Poe	8. Luther
2. Shyla	9. Gaunts
3. Lora	10. Deep Ones
4. Gervasio	11. Noma
5. Jemima	12. Ariel
6. Ka	13. Rami
7. Tana	14. Guards

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

If the PC is using an autofire then the PC also rolls 1d5 on a successfully hit. The result is the number of d10s the PC adds to the base damage dice. Due to ammunition limits, a PC may only use autofire twice in each Act.

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

Tagers & Dhohanoids

Three of the PCs are Tagers and are capable of shifting between their two forms at will. When shifted, their jump distances double, they may cling to sheer surfaces and they are considered sealed for the purposes of underwater operation. Tagers, whether shifted or not, may also soundlessly communicate with each other, as well as know which other Tagers are nearby and alive. Gervasio has crafted an arcane device that allows him to share this telepathic link. Tagers may also regenerate all of their Vitality at the end of each Act. Tagers may also regenerate one "box" of Vitality at the end of each combat. In combat, each Tager also has a limit weapon which can be used once per Act.

For the purposes of this scenario, Dhohanoids abilities are identical to Tagers.

Powered Armour & Remotes

In Act Four, the PCs all get the opportunity to use Powered Armour and face Deep One Powered Armour (called Merrows) and Shoggoths. For the purposes of streamlining the mechanics for this scenario, these combatants have been given the same stats as the PCs and NPCs. The only difference is that when you calculate damage, you add 1d10 for each point that the attacker beats the defender's Dodge Skill roll i.e. exceeding the Dodge roll by 3 means an extra 3d10 of damage. CthulhuTech aficionados will note that the x50 Scale between Vitality and Integrity Scales has been reduced to x5. This is done purely to make the rules for this demo as simple as possible and to promote interaction between all opponents.

Shyla Moran also has access to a remote drone which she can operate via her PCPU. For ease of use, this drone has Shyla's stats in all respects including her weapon. However, they have Armour of 10 and can only take her Vitality in damage before being knocked out of commission.

Sorcery

Gervasio knows sorcery and has access to three spells. He may cast each one only once per Act due to the extensive preparations involved. Each time Gervasio casts a spell the eldritch energies he unleashes will further cement his dark pact. To cast a spell, Gervasio's player must first agree a cost with the GM. This should be some act of inconvenience, and most commonly is releasing the Gaunt for a short period of time. However, it could also include taking an amount of Vitality damage, temporarily handing control of the PC to the GM, or losing a memory. The level of inconvenience should be greater, the more desperate the need for the spell. Once the price is agreed, Gervasio's player may make an Occult Skill roll. The Diff is listed on the PC sheet.

He may also call upon his Gaunt at any time, as he has already summoned and bound it before the scenario began. The Gaunt is prone to mischief and will interpret commands as liberally as possible.

Jemima's Baby

Jemima Jensen currently believes that she is haunted by the ghost of her dead baby, somehow invested with adult intelligence that communicates to her through her Tager. The truth behind this mystery is left to the GM and is probably beyond the bounds of this scenario. The truth can be due to her brain being unhinged by the symbiosis, it can be a ruse by her own Tager, or it can be a Mystical Unborn. The situation provides the GM with the opportunity to play the baby as an NPC, as well as being a pressure point which Luther may take advantage of in Act 3.

STORY

The central story of this scenario revolves around the Eldritch Society investigating a shadowy conspiracy in which the members of the elite Hollywood society are being mysteriously changed into something else. On the surface, the activity looks similar to the Church of All recruiting new converts into EOD. The Church's standard modus operandi is to tempt and entice key people to join its ranks. Once snared, the victims are slowly inducted into deeper secrets of the Church until they become true believers or have their own latent Deep One heritage revealed.

The Eldritch Society knows of the Church of All's activities and is more than capable of dealing with it in most cases. However, when the PCs encounter a new victim, things just don't add up. To find answers, they attend a party held by Luther Bremer, a Hollywood magnate and suspected Church member, aboard his superyacht, the "Yoharneth-Lahai".

Unfortunately, the matter is much worse than suspected. Luther is a sorcerer of some power and has allied himself with a renegade Shoggoth Lord called Noma. Noma has assumed the shape of a former Nazzadi film star turned recluse. Together, the pair root out and replace all aberrations amongst the human population, including Deep One hybrids, Dhohanoids, parapsychics and even Tagers. Once Luther identifies a target, Noma invites them to her mansion where by she replaces them with a proto-Shoggoth who replicates their human form.

Ariel, a Deep One hybrid and Luther's former lover, then imprints the replicas with their originals' former personality and memory, using her abilities that are similar to that of a Shoggoth-Tshwa. The end result is a perfect human replacement with all aberrant abilities, and memory of those abilities, excised.

The three have successfully replaced over a thousand such aberrations so far, but things are about to change. The CoC are aware of the conspiracy and have sent a team of Dhohanoids to capture Ariel to take control of the proto-Shoggoths (or failing that kill her). Luther has become aware of this and has made plans to have the Dhohanoids themselves replaced by Noma. Noma has her doubts. She knows that CoC have allied with EOD and she doubts that replacing the Dhohanoids will be enough. Also, Noma secretly knows that she is about to die due to the stress she suffered from keeping a human form for so long. When the PCs come to Noma's attention, she implores them in a last ditch attempt to save her legacy. Finally, Ariel is losing her humanity due to the intense pressure forced on her by Luther. If her Deep One heritage wins, then the proto-Shoggoths will become the puppets of CoC and EOD. If she dies, the proto-Shoggoths will go on a cannibalistic rampage.

Act One

In a dingy Hollywood back alley bar, the PCs encounter a proto-Shoggoth replacement who expires due to Ariel's fading humanity. Before expiring, he tells them of the "Yoharneth-Lahai".

Act Two

The PCs attend a high society party on the superyacht. During the party, the PCs become aware of the presence of a rival team of Dhohanoids. Just as tensions reach their peak, the yacht reaches the mansion of Noma and the PCs are invited ashore.

Act Three

Unsure of what Noma has planned, the PCs are surprised to be confronted by the Dhohanoids at dinner. Noma questions the PCs their true natures and reveals that the Dhohanoids are proto-Shoggoth replacements. She desperately tries to recruit them in interceding with Luther and Ariel before the CoC and EOD bring everything down around them.

Act Four

The PCs return to the Yoharneth-Lahai to find that the Dhohanoids have taken Luther and Ariel captive. The PCs must deal with the Dhohanoids, rescue the two captives, restore Ariel's humanity and determine what to do with the entire situation before EOD overcomes all opposition.

SHOGGOTHS

Shoggoths are perhaps the most iconic monster of the Cthulhu Mythos. They also form a central part of this scenario in their many forms, including inspiring the scenario's title by their chilling mimicking call of "Tekeli-li". Shoggoths actually have a number of sub-races and all of them are used in this scenario. This variety combined with an inside view on them will be a challenge for the GM. Players will assume that the Shoggoths are just monsters as this is how they are traditionally presented. This fact is true even in this scenario. However, the GM must also convey to the players that the matter is much more complex than that simple fact, and the title of monster may not mean very much in the end. All PCs are aware of Shoggoths, though only Gervasio knows of Shoggoth Lords. He has heard of proto-Shoggoths only in rumours. Noma, Luther and the Dhohanoids are aware of all of this information.

Shoggoths

Shoggoths are protoplasmic entities believed to be created by the Elder Race to perform a variety of mundane tasks. There is no better description of them physically than the words of H.P. Lovecraft himself in "At the Mountains of Madness":

"It was a terrible, indescribable thing vaster than any subway train – a shapeless congerie of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evilly free of all litter."

Shoggoths are now commonly used by EOD following a pact made between the children of Cthulhu and the Shoggoth Lords, after the Shoggoths rebelled against their Elder Race. Shoggoths are not intelligent but possess a predator-like cunning. They often mimic the sound of other beings in order to snare their prey.

Shoggoth Lords

Shoggoth Lords evolved from Shoggoths. They have a human level of intelligence and were the ones who led their race to freedom. Since that time, they have taken delight in mimicking humans and ensnaring them into their machinations. No succour is as sweet as absorbing a human. Though capable of appearing human, it is a great strain on them to appear anything other than bloated and hairless.

Noma's love for humanity led her to recklessly replace the first Nazzadi superstar actress and sex icon. However, the immense pleasure this gave her and the constant strain to maintain Noma's appearance wore down on her, driving her from the limelight and into isolation.

Proto-Shoggoths

Proto-Shoggoths look like human flesh and body parts. They are capable of maintaining a human shape and under the right arcane conditions they can also be imprinted with a human's personality and memories.

Shoggoth-Tshwa

Shoggoth-Tshwas are Deep One priests who utilise small orbs made from Shoggoths to control Shoggoths. The psychic stress of being a Shoggoth-Tshwa is immense. If they die, they face cannibalisation from the orbs causing the Shoggoths under their control to break free in an insane frenzy.

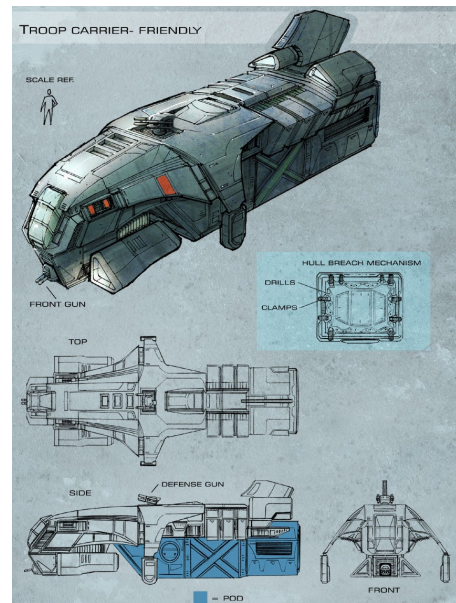
It is possible for non-Deep Ones to become Shoggoth-Tshwas, though it is rare and even more stressful. Ariel is a Deep One hybrid. Whilst still exhibiting only human traits, the role thrust on her by Luther accelerated the emergence of her Deep One heritage, essentially driving her humanity from her.

TECHNOLOGY

At the heart of this story is a spy thriller. Though not central to its themes, there is much fun to be had in this scenario by getting to play with the technological tools of 2085.

The Jammer

The Jammer is a UCH-70 Werewolf. This Universal Combat Hovercraft fills the battlefield role of multipurpose helicopters of the previous age and has proven to be the most reliable workhorse. Port and starboard A-Pod lifters mounted on swivel actuators allow the Werewolf to hover and turn on a dime, while a single central A-Pod lifter keeps the craft airborne. The Werewolf comes with enough internal cargo capacity to carry twelve combat troops, six powered armour units, or a fully equipped medical evac unit. A pair of linked RMG-10M rail guns, twin rocket pods, and a grav bomb rack allows the Werewolf to provide infantry ground support and harass enemy mech units. Given its considerable firepower, the Jammer will see no direct action in this scenario, though it will transport the PCs and their Powered Armour to the Yoharneth-Lahai in Act Four.



Powered Armour

The Makhaira is the latest in light armour weapons platforms, environmental sealed and structurally reinforced against underwater pressure with modified Jump Pods combined with an impeller drive as a primarily mode of underwater propulsion. The Braxami is the Makhaira's Nazzadi counterpart, primarily designed for aquatic covert operations. It is a nimble and dangerous piece of machinery.



Remote Drones

These drones are armed with an AR-25 Light Assault Rifle and are propelled through the air by a miniature A-Pod. They have limited artificial intelligence, though they are only combat-capable if operated remotely by way of a PCPU. Though useful in the field to reduce the risks to the operator, they are relatively fragile and expensive and so are often deployed conservatively.

Firearms

These modern firearms differ from their earlier ancestors in that resilient new forms of composite polymer materials have replaced steel components.



THE YOHARNETH-LAHAI

The Yoharneth-Lahai is the central setting of this scenario and it is described in detail in this section. It features in both Acts Two and Four. It is recommended that the GM use Act Two to let the PCs become familiar with the physical locations and dimensions of the ship, so that this is already known in Act Four when the yacht becomes the final battleground.

The Yoharneth-Lahai is a 250ft luxury yacht with submersible capability. It is owned by Luther Bremer, a well connected Hollywood socialite and part time producer. He is also a sorcerer of considerable ability. The Yoharneth-Lahai provides Luther with a mobile base of operations for holding parties as well as providing him with sufficient space for his arcane pursuits. It is most often moored at various fashionable spots along the Pacific Coast from San Francisco to San Diego. He also has a special berth at Noma's mansion, which is located on a cliff overlooking the ocean.

The Yoharneth-Lahai is constructed from hyper-strengthened polymers created in Earth's orbit before the advent of the second Arcanotech War. It is capable of incredible depths comparable to those of military vessels. It has life support sufficient for 60 days with a full complement of crew and passengers. The vessel may be operated from either the Flying Bridge on the Upper Decks or the Forward Control Room in the Lower Decks.

The Yoharneth-Lahai is comprised of two main areas – the Upper Decks and the Lower Decks. Each is again split into two sub-decks. There is also a bottom deck that is the D-Engine compartment and bilge. A narrow manway allows access through the compartment for D-Engine maintenance.

The Upper Decks

The Upper Decks are an extravagant display of style and opulence. Luther uses this public face of the yacht to hold parties. There are multiple areas for groups to gather both inside and out of the deck. From the Upper Decks, the main bulk of the vessel lies under the water and unseen. It has been known for people to attend parties on the yacht and not even be aware of its submersible capability, except from the amazing sight of the central stair well.

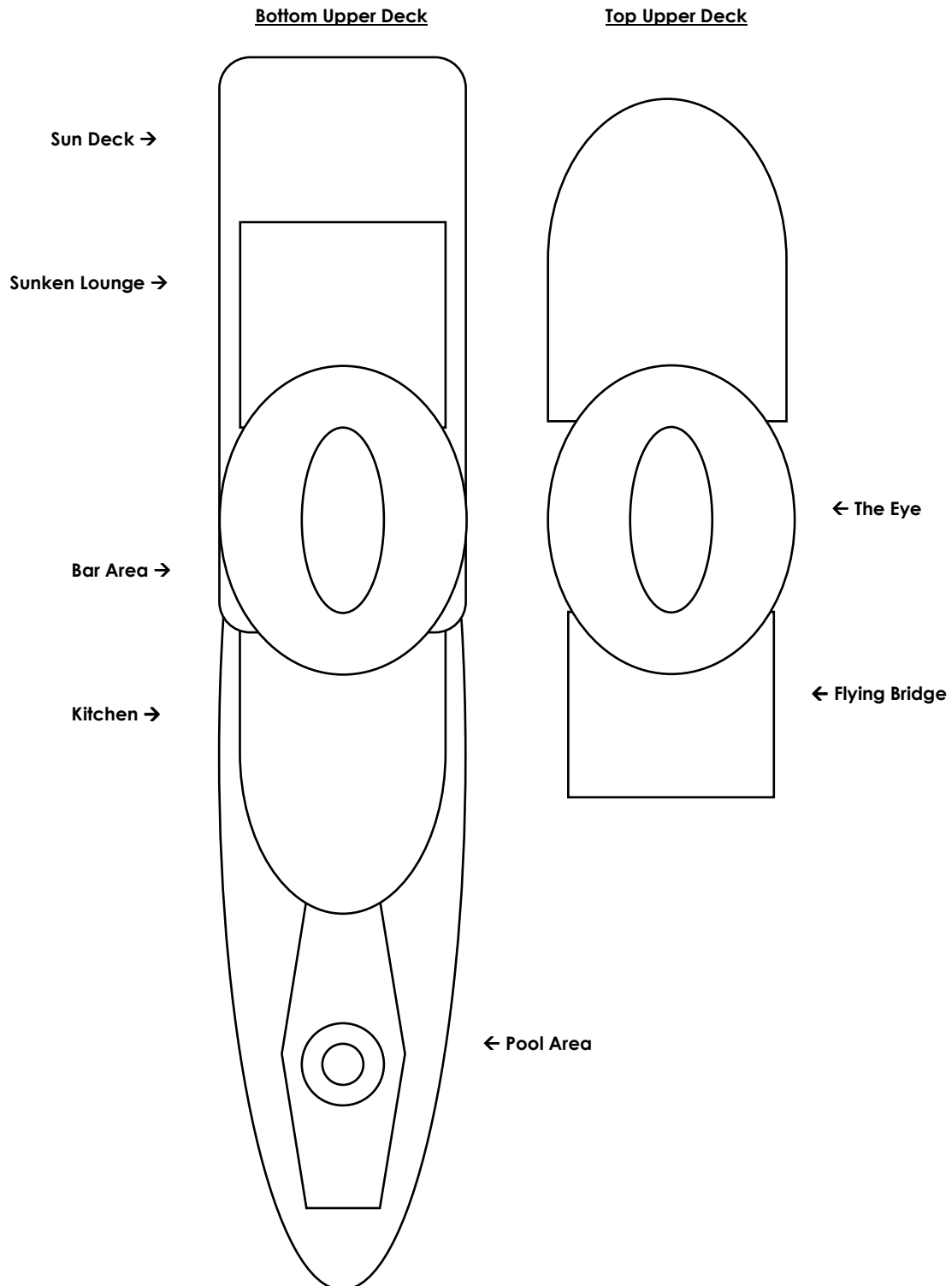
The top upper deck is wide and spacious, designed to capture sun and outdoor living. From this deck you can look right through the centre of the ship by way of the enormous central staircase that runs through all four sub-decks. At the front of the top upper deck is the Flying Bridge from which the vessel may be piloted. However, many of the vessel's other functions are not accessible from here.



The lower upper deck contains an extensive lounge and bar area which is split into several areas to provide a more private atmosphere. At its centre there is a large circular sunken area which is often the focal point for parties. At the back, this deck opens out into a lower sun deck from which passengers swim the sea. At the front, there is a kitchen and bar area. Beyond that is a covered heated pool area.

During the party, Luther and Ariel will be found either in the sunken lounge area or in the forward pool area.

When submerged the Upper Decks are sealed with a canopy that is extended from all four directions. This process takes up to half an hour to do safely and ensure that the seal is secure. Even despite this safety procedure, the Upper Decks are often deserted and unused whilst underwater as the canopy has less strength than the rest of the hull. A secondary hydraulically operated hatch is placed in the central stairwell between the Upper Decks and Lower Decks. This seal is incredibly strong and can withstand all but military ordnance.



The Lower Decks

Below the Upper Decks lie the Lower Decks, of which the bottom lower deck is twice their length. The Lower Decks can be accessed from two places. The first is the central staircase that runs throughout the entire vessel. The second is a hatch to the aft portion of the superstructure leading to the docking mini-sub. There is actually a third entrance, which the PCs will discover in Act Four. Both the top and bottom Lower Decks have a central hallway which has security hatches on either end. These can be locked down from the forward control room if required.

The top lower deck is intended to provide space for an engineering workstation, a switch and contactor room, crew cabins and mess as well as the galley. The forward portion is where invitees are brought to meet Noma. This is the second largest room of the vessel and most of Luther's meetings are held here.

The bottom lower deck is situated such that the forward portion contains Luther's inner sanctum, private living and dining areas. The section aft of the beam houses Luther's ritual chamber and guest cabins including Ariel's room which is full of mementos of their former romance. Despite all he has done to her, Luther can't bear to let Ariel leave his side. He tries to ignore the past they had and the changes she is going through. However, even now he cannot help but mimic their previous life by attending parties with her.



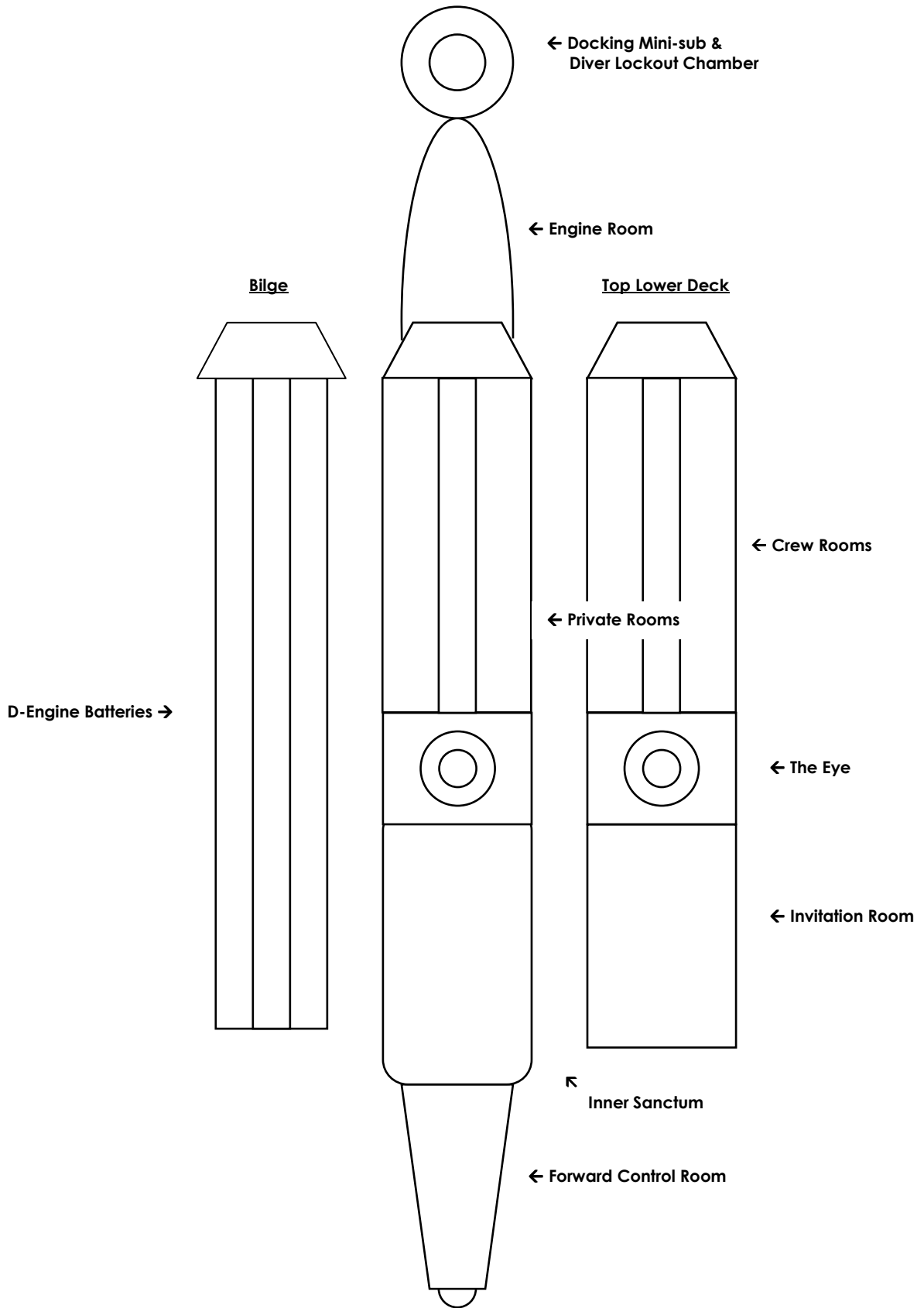
The forward control room is entered from the inner sanctum through a water-tight, pressure proof door. The control room has an eight foot diameter hemispherical sector acrylic viewport, and three 6' diameter viewports on either side with the foremost pair angled slightly forward. The control room contains all of the control and navigation equipment necessary to operate the vessel while submerged. The 26' x 13' area contains sufficient space to fit comfortable lounge chairs for passenger observation while underway.

The engine room is accessed through doors at the aft portion of both Lower Decks. The space contains the majority of the equipment necessary for the vessel's operation, including D-Engines, A-Pods and life support systems. The upper level of the engine space provides access to the mini-sub and in the stern section, to a diver lockout chamber.

Aft of the superstructure is an area for a docking minisub. Utilizing a special docking collar this vehicle is capable of leaving the Yoharneth-Lahai while submerged. With both top and bottom hatches, the minisub could also bring passengers from the surface, to the vessel lying at depth. The minisub is designed to hold up to eight passengers. In the unlikely event of an emergency at depth, the minisub could be used to take passengers and crew to the surface.

A spherical diver lock out chamber, 15' in diameter is fitted above the shafts and attached to the aftermost section of the pressure hull. The chamber allows a diver to enter or exit the submarine from the area between the shafts at depths of up to 150 feet. The chamber can be fitted with decompression capability if required.

Bottom Lower Deck



ACT ONE: THE PROLOGUE

The Prologue is a small opening scene which allows the players to get into character, set the tone of the scenario, present the story hook and hint at the bigger questions to come. Ideally, the GM will want to complete this scene in a short timeframe (30 minutes including a rules overview and opening introduction), so that enough time is left for the other 3 Acts. To do this, it is recommended that the GM aggressively frame this scene, leading the PCs right to the door of the bar before asking what the players want to do and bringing the scene to an end straight after the proto-Shoggoth expires.

The events of the Prologue should be sequenced as follows:

1. Introduce the Eldritch Society, the PCs and the current investigation.
2. The PCs enter the Sunset Boulevard bar and meet Gregory Piper.
3. Gregory Piper tells them of his condition and the Yoharneth-Lahai before dissipating.

Gregory Piper is a Hollywood executive producer who has seen better times. He started small and made a lot of money on sordid skin flicks that have faded from memory. However, this did put him in contact with a budding young Nazzadi actress called Noma. After the First Aeon War, Nazzadi were slow to be welcomed into Hollywood, despite the race's enthusiasm for acting. This forced a number of Nazzadi actors and actresses to start far down the chain and Gregory was about as far down as you could go.

Noma was amazingly successful and this propelled Gregory ascension to become a powerful producer. His films still had a raw, sexy and dark feeling but to audiences in a world on the brink, they could not be produced fast enough. That was until 6 months ago. Gregory dropped his current project and left the film industry, amid rumours that he would become a recluse just like his diva, Noma, did before him. Against all expectations, Gregory immediately began to produce a wildlife documentary that was attempting to capture footage of several marine species that were thought to be soon extinct due to the growing environmental crisis.

The Eldritch Society has been tracking Gregory Piper even before his recent change of heart as his success was rumoured to be fuelled by occult practices. His recent activities have raised questions as to possible connections to EOD, seeing the documentary as an attempt to undermine humanity's struggle against the denizens of the deep.

On the night when the scenario opens, Gregory Piper struggles to maintain his human shape. Filled with inexplicable primal urges, he has subsumed his family. Shocked by what he has done, Gregory then drove to a local back alley bar called Sunset Boulevard. There he lost complete control and his unnaturally expanding mass ripped the patrons apart.

The PCs became aware of the situation when several biometric tags they had on Gregory and his family went dead. They have just arrived at the Sunset Boulevard to find it eerily quiet and the stench of blood fills the air. Inside, parts of the patrons remain scattered about, mysteriously severed in a way no blade would be capable of. The PCs may approach the scene in whatever manner that they see fit. Gregory remains of sound mind, showing regret and horror at his actions, though his body is a bloated mess of body parts and organs as his proto-Shoggoth nature begins to break down.

The scene should be grotesque and bizarre. It will revolve around a discussion between the PCs and Gregory, before he collapses into a mound of flesh, right in front of them. Before he does so, Gregory tries to help the PCs in whatever way he can. He recalls his recent change of heart happening after a party on the Yoharneth-Lahai where he met his old friend Noma. He doesn't recall speaking about anything of import; just regrets and the lies that they lived their lives by. He went to dinner at Noma's mansion and left late that evening. The next morning, he felt like a new man as if a huge weight had been lifted from him.

ACT TWO: THE PARTY

This Act is set at a high society party on the super yacht submersible, the Yoharneth-Lahai. It should take roughly 1 hour to play. Though the PCs will have been in character for Act One, this will be the first time that they get to spread their wings. On saying that, if time is an issue, this is the best Act to shorten as its main purpose is to merely transport the PCs into the real story in Acts Three and Four.

This Act serves a number of purposes. It allows the PCs to showcase their capabilities in doing what they do best. The GM should promote confidence in the players by allowing them to succeed at whatever they put their minds to, except when they come into conflict with the Dhohanoid team. The PCs are seasoned professionals so the GM can assume that any reasonable plan they concoct will work as they say it will from creating false identities, to having considerable resources both monetary and technological.

The Act also shows the current state of humanity which provides a greater context to some of the underlying issues that will take prominence later in the scenario. It also introduces the major players – Luther, Ariel, Noma the Dhohanoids and the Yoharneth-Lahai.

The events of this Act should be sequenced as follows

1. The PCs conduct initial surveillance of the Yoharneth-Lahai and concoct their cover story.
2. The PCs join the party and meet the party goers including Luther and Ariel.
3. The PCs become aware of the Dhohanoid team and engage in various skirmish conflicts.
4. The PCs will either reach Noma below decks or be invited to meet her.

Behind the Scenes

Luther is a rich Hollywood socialite and is suspected to be a relatively harmless dabbler in the arcane and possible Church of All recruiter. He often holds parties in which sycophants press the flesh with the powers that be. Luther is aware that the Children of Chaos have sent a team of Dhohanoids to the party to interfere with his plans. To neutralise the threat, he has requested that Noma replace them with proto-Shoggoths.

Most guests strive to get invited below decks where the company is far more exclusive. Beneath decks resides Noma. She is a famous mature Nazzadi actress. About 5 years ago, she became a recluse quitting the silver screen. Most people believe that she did this due to her failing beauty. The real reason is that she caught the eye of a Shoggoth Lord who assimilated her. It is stressful for the Shoggoth Lord to maintain Noma's human shape but, enamoured and obsessed by humanity, she has kept up the charade for years. The stress of this has finally taken its toll and she knows her ultimate demise is close at hand. Before this happens she tries to have the PCs help her preserve her legacy.

Ariel attends the party with Luther. It is one of the few occasions he allows her to be distracted from her duties as a Shoggoth-Tshwa. The toll on her and her fading humanity are apparent to all onlookers though. She seems listless and distant, as if always listening to some far off music. Her weakness (or perhaps her suffering) seems to only fuel Luther's cruelty toward her, who tries to ignore the consequences of his mistreatment of her.

The Dhohanoids attend the party with plans to ascertain the nature and operation of the trio's plan. They observe Luther, Noma and Ariel during the party. However, when Noma turns her attentions to the PCs and mysteriously disappears, they are left free to act against Luther and Ariel. In Act Three, Luther suddenly finds himself isolated and takes desperate measures to try and trap the Dhohanoids upstairs by submerging the submersible. Unfortunately, the attempt fails and the Dhohanoids take control of the vessel, Luther and Ariel and await the arrival of the EOD forces. Only the actions of the PCs in Act Four will prevent this.

The Party

At the start of this Act, the PCs are given a moment to consider how they wish their PCs to approach to the party. Assume that whatever reasonable plan the PCs decide on will work. Shortly after the party starts, the Yorhaneth-Lahai sets sails onto the dark waters of the California coast.

The PCs will likely choose to infiltrate this party undercover or sneak aboard. The first method is easier and should be encouraged, as it will provide more opportunities for the PCs to interact with the party-goers. As a sign of the times, each guest must submit a drop of blood for genetic screening before allowed on board.

The second method is more difficult as the Yorhaneth-Lahai has limited space and is well populated. However, given the PCs' skills, stealth is an option particularly if only one PC chooses this method whilst the rest infiltrate. As there will be less chance for interaction, it is recommended that the PC using this method be more directly confronted by the Dhohanoids. Po, in particular, will be keeping an eye on any lonely Tagers sneaking about to attack.

The Party Goers

The party is the epitome of high society. The Upper Decks are teeming with those who want to be noticed and those who can get them noticed. It is a flurry of activity undercut with a sense of desperation. There is no expense spared in the catering from the best wine and food, to a legion of serving staff. The Eye at the centre of the vessel is a focus point for many. Many Hollywood luminaries go up or down the steps unimpeded. The wannabes all look at it with longing. At the top of the stairs to the Lower Decks stand two security guards. They are both very capable (though they would not be able to withstand a direct assault by the PCs). Some sample guests include:

Désiré Huggleikr – a very successful actress. She sold the rights to her physical appearance to Sunrise, an advertising megacorp, who now use it aggressively in various forms of media. They have even licensed an army of cosmetically altered look alike. She now regrets her decision and suffers from bouts of anxiety.

Esther Sanita – a Désiré Huggleikr look alike. This young girl is actually quite intelligent but has been forced to resort to being someone else to make a living in Hollywood. She is considering para-psychic augments to assist her personality being more like Désiré but is afraid what it will mean for her individuality.

Felicity Riva – she is a fan with a particular love for the fictional character of Thom Manning, the world's best spy. She has an unshakable conviction that Thom is a real person and shows an amazing knowledge of espionage techniques. She may even seem as a foil for the PCs early on.

Nina Gerda – one of LA's most popular gossip columnists. She has a reputation for being cynical but she is actually quite the optimist. However, she can suffer from deep depression over the way her comments can make or break people's careers.

Ceres Valmar – a lifestyle coach for the rich and famous. He is incredibly perceptive person; observing people's faults a mile away. Despite this, he is very insecure and vindictive, having just broken up with his partner who he had been with for six years.

Kevin Pradip – a licensed para-psychic. He works in the stunt business, using his innate abilities to assist him. However, those abilities also mean that he is shunned by his co-workers.



Andrew Carr - the personal assistant of the president of Silver Film Industries. He has attended the party in place of his boss, who was otherwise engaged. To be honest, he hates his boss deeply. However, he is treated by other party goers with often exaggerated respect and flattery due to his relationship with her.

Luther and Ariel

Luther and Ariel should be seen throughout this Act in the background seemingly enjoying the party. As host, Luther is allowed the run of the ship and many people seek to meet him. The Dhohanoids will attempt to talk to Luther during the evening, most likely just at the same time the PCs try to do so. Luther knows about the Dhohanoids and will avoid them if he can.

Ariel is rarely seen without Luther. He will dominate her presence and those who take an interest will see that she depends on him heavily. The PCs should also see Ariel's fantastic jewellery. It looks almost like living liquid as it moves around her body. It is rumoured to be made from materials that can only be manufactured in a zero-G environment. In fact, it is made from the same stuff as Shoggoths and is instrumental in the exercise of her powers.

If the PCs do wish to speak to Ariel alone, they will get a small window of opportunity as she baths in the covered heated pool at the front of the bottom Upper Deck. This will be the only time that the PCs see her at peace. She will react violently when the PCs first disturb her, but that subsides quickly. Ariel is distracted is any subsequent discussion and will be quickly summoned away by Luther.

The Dhohanoids

Once each PC has had one scene or so mingling or sneaking around, the Dhohanoids arrive. Tagers and Dhohanoids can sense each other innately on sight. The introduction of the Dhohanoids can also be used to pull attention away from Luther and Ariel if the PCs become focussed on them too early.

Ka and Lora enter the party as a couple and proceed to win over both sycophants and the powers that be with their presence and wealth. Rami will remain alone on the outer deck, whilst Poe will be providing remote surveillance as she flies high above the scene. The GM should strive to have at least one scene threatening violence during this Act. Poe will outright attack any PC that is alone and out of the spotlight. Rami will engage any PCs who approach him in clandestine combat, weakly covering it as some kind of friendly stunt. Given how outlandish this action is, it will buy him a few rounds to really hurt the PC, before Ka and Lora will intervene.

Noma

The party downstairs is much more subdued than the one upstairs. This is where people do business and most have split into small groups. There are several attractive hanger-ons around that will escort the PCs, if they look at all lonely or lost. The security is tighter in the Lower Decks and there is no access allowed to the bottom Lower Deck.

Upon entering downstairs, the PC will become aware of Noma. She watches them intently yet sedately. She will also keep a close eye on any Dhohanoids who have also entered the downstairs area. Astute PCs will notice that she doesn't appear to have aged at all since they last saw her in the media. In fact, her appearance seems to have been heightened and improved. Noma has done this as she knows this will be her last time in public view.

Noma will engage them in pleasant conversation, though she deflects questions in a polite manner. She suggests that they go somewhere to discuss matters more privately, giving indications that the Dhohanoids should not be present. She suggests that they have dinner at her mansion and without explanation the boat mysteriously arrives at that destination shortly after her suggestion. If agreed, she takes them to the docking mini-sub at the rear of the submersible and takes them ashore. Guards quickly prevent the Dhohanoids from following. The PCs see a second submersible replacing the one that they use through the darkened hatch windows.

ACT THREE: THE POOL

This Act is set at Noma's dilapidated mansion. It should take roughly 30 minutes to play. It reveals all of the back story needed to explain what is happening in Act Four. As a GM, don't hold back at this stage. Noma is willing to be honest and frank about anything, if it will convince the PCs to assist her preserve her legacy.

The events of this Act should be sequenced as follows

1. PCs arrive at Noma's mansion.
2. The Dhohanoid team are already at dinner, seemingly with Noma's acquiescence.
3. Noma questions the PCs about the lie they live, what effect it has on them and the harm it causes others.
4. The PCs discover the Dhohanoids are replicas of the Dhohanoids human traits.
5. Noma reveals the truth of her condition and the plan. She pleads with them to save Luther and Ariel from the Dhohanoids and EOD.

Behind the Scenes

Though Noma appears to be a retired Nazzadi superstar and an iconic sex symbol for her race, she is in fact a Shoggoth Lord who was attracted to the star like a moth to a flame. Noma attracted the brightest and best around her and never lacked in adoration or pleasure. Breaking all pacts with the EOD, the Shoggoth Lord dined on Noma like she was the finest cuisine.

Unfortunately, even the shape changing abilities of the Shoggoth Lord could not let her maintain the appearance for extended periods without incredible stress. This had two effects. The first is that Noma is dying. She is no longer able to hold herself together and will soon dissipate much like the proto-Shoggoths would without Ariel's guiding hand. The second is that being Noma has given her an uncharacteristic love of life and humanity. It was this that spurred on her alliance with Luther.

It was Luther that discovered the truth about her. He was prepared to kill her for being inhuman but somehow the two began to talk and the result was that Luther saw an opportunity. Noma's ability to create proto-Shoggoths allowed him to create human replicas of the aberrations in society on a mass scale. He just needed Noma's compliance, which she gave freely to help protect humanity.

Noma continues to reside in her former mansion that overlooks the ocean, whilst it crumbles around her. In the central courtyard is a pool, which taps directly into the huge proto-Shoggoth mass that exists under the mansion itself. The mass is capable of exiting any water outlet in the mansion. The pool's water turns an inky black at night as the proto-Shoggoth pushes it way upwards. At midnight, it enters the mansion to absorb mortals and replace them.

Noma knows she is soon to die. She has also seen that Luther has lost control of himself. She sees the effect it has had on Ariel and fears that if she is driven away from her humanity that her replica children will cause more damage than they were designed to avoid. Noma also knows that the CoC and EOD are aware of their efforts and seek to use it for their own nefarious ends. Noma implores the PCs to intercede. They need to rescue Ariel (which she believes will require saving and perhaps redeeming Luther) from the CoC and EOD forces.

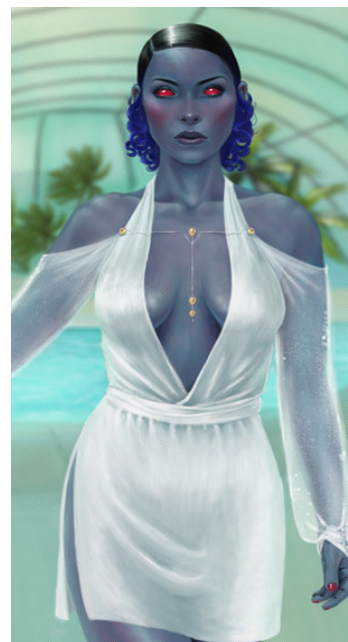
The Mansion

Noma's mansion is a large building comprised of several wings and attached buildings on a cliff overlooking the ocean. It has clearly seen better days and is now crumbling to pieces. It is a lonely place, much like Noma herself. There are water leaks and unchecked plumbing issues everywhere except the main dining area which is well lit and cared for. It overlooks

a pool. Despite the dilapidation around it, it remains remarkably clean. At night, it turns an inky black. Though this can be attributed, on first glance, to the darkness of night, the complete impenetrable nature of it is unnerving and supernatural on close investigation. Beneath the mansion, lies a vast sea cavern in which the huge proto-Shoggoth mass, still unformed, lays waiting for Noma's command.

The Dinner

The PCs are greeted by Hans, Noma's only servant and a surly proto-Shoggoth replica. He will lead them past the pool to the dining room where a sumptuous feast lays in wait. To the PCs surprise, the 4 Dhohanoids will also be present. Noma will do her best to allay any alarm and make repeated requests for the PCs to sit down and hear her out. She remains polite, calm and sympathetic at all times. In the unlikely event that Noma is attacked, she doesn't retaliate, simply taking whatever damage is done to her. Except for a vehicle scale weapon, any damage will not cause her any serious harm.



Given a little time, the PCs will notice that they don't seem to be able to detect the Dhohanoids as they normally would. The Dhohanoids are in fact, the proto-Shoggoth replicas that Luther intended to use. They replicate the Dhohanoids human traits, memories and personalities only. Essentially, they are identical to the Dhohanoids before their transformation and have no memory of their lives as Dhohanoids. They believe that they have been invited to the dinner by Noma as a way to improve their lot in life, and assume the PCs have the same goals. The GM should use the brief backgrounds for each Dhohanoid to portray them as the broken humans they were before their own transformation. The Dhohanoids all strive to show that they have overcome their own flaws in different ways. Rami tries to act like the model Nazzadi, Ka undermines those around him, Lora is equally nurturing and needy, and Po strives to be the centre of attention.

The Truth

Before Noma explains what is going on, she wants to get the PCs into the right frame of mind. In order to do this, she will ask the PCs about their true nature and the lives that they now live. She knows most of the doubts and secrets that the PCs have and will be gentle but relentless in bringing these to the fore. Noma knows of Jemima's loss as a mother and the joy of being reunited with her son in whatever form it takes. She sympathises greatly with Tana as she too craves "belonging" rather than "fighting". She sees Gervasio as a perfect example of the consequences of unjustified bigotry and hatred, and pities him for the scars he bears. She respects Shyla's caution. To heal the hurt that caused it, she reveals the fact that her father wasn't taken from her but was a Deep One hybrid, who protected her by leaving her. At various points, the Dhohanoid replicas may also ask the PCs questions.

Once this discussion has occurred, Noma will reveal the truth. She will reveal her true nature. She will disclose the nature of her plan with Luther and Ariel. She will reveal the Dhohanoids as replicas that are the same as Gregory Piper. She will explain that she has been protecting humanity by replacing aberrations with near human replicas, and that they now number in the thousands. She will explain the full potential of the process and how the replicas are indistinguishable from the original. She will even hint at the potential that an aberrant could be remade without the aberration or that an incorporeal entity could be given shape.

She will end the discussion revealing the rift between Luther and Ariel and how Ariel is losing her humanity as Luther sees her more and more as a tool for the greater good. If Ariel were to lose her humanity, then her control over the replicas could be exploited. If she were to die then the replicas would become cannibalistic alien entities. Finally, Noma will also reveal that all of which the PCs now know, the Dhohanoids and EOD know as well. That is why the Dhohanoids were aboard the ship. Time runs short, if the PCs are to salvage the situation.

ACT FOUR: THE PUPPET SHOW

This Act sees the PCs return to the Yoharneth-Lahai. It should take roughly 1 hour to play but the more time you have the better.

This Act confronts the PCs with a number of issues to overcome. The most straightforward of which is defeating the Dhohanoids and their EOD allies. This is simply a matter of brute strength, combat tactics and resources. The PCs might be able to neutralise the Dhohanoids by using the insights that they have been revealed to them in Act Three.

More complicated is the matter of Luther and Ariel. Luther will not give up his work to date easily. His obsession should reflect the PCs own original mission statement i.e. to defend humanity from any alien or aberration threat, no matter the cost. Ideally, the PCs confrontation with Luther should include a highly spirited debate amongst the PCs.

Ariel is going to be the focus for much of the Act as she holds the key to the proto-Shoggoth replicas. Her rapidly fading humanity provides additional pressure on the PCs to make their decision whilst under fire. She also refuses to hurt them, acting as a reminder that proto-Shoggoths are of all intents and purposes human and shouldn't be treated with any less respect. The key to Ariel is Luther. The PCs will need to seek some form of resolution between them if they are to salvage the situation.

The events of this Act should be sequenced as follows

1. The PCs board the Yoharneth-Lahai
2. The PCs find the Dhohanoids have taken Luther and Ariel hostage.
3. The Deep Ones attack the vessel.
4. The PCs must take Luther and Ariel into custody and overcome the forces arrayed against them.

Behind the Scenes

After the PCs left the Yoharneth-Lahai, the Dhohanoids proceeded with their plan. They quickly seized the vessel. Luther proved tougher than they expected and he managed to escape below decks with Ariel. There he raced to close off the Upper Decks from the Lower Decks and submerged the submersible. Those partygoers that did not make it below decks have been abandoned to the mercy of the dark ocean.

Unfortunately, the Dhohanoids proved the quicker and now have both Ariel and Luther hostage in the inner sanctum on the bottom Lower Deck. They wait for the arrival of their Deep One allies.

Luther is furious at the situation. He sees Noma as having betrayed him and suspects that the PCs are behind it as they went with her offshore. However, he is not foolish enough to reject the PCs' aid to get free of the Dhohanoids. However, that is as far as he will cooperate with them without being reasoned with further.

Ariel is rapidly diminishing. The stress of the attack, the Dhohanoids cruel treatment, Luther's ruthless actions and the approach of EOD forces, all work to rapidly bring her Deep One nature to the fore. She seems in an almost catatonic state, though she is capable of moving and speaking, if prompted by the PCs.

Once the PCs have freed Luther and Ariel from the Dhohanoids, EOD will attack. EOD's goals are simple. Though they are unafraid of the dark waters, they wish to take Ariel alive, so sinking the vessel is not possible. However, the strategic use of Shoggoths do allow them to flood one compartment after another in the search for her.

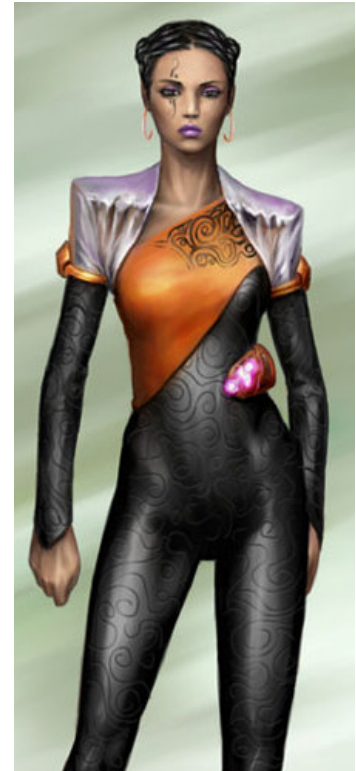
Yoharneth-Lahai

By now the PCs should have a decent handle on the vessel's location and space from Act Two and this should assist them in making tactical decisions.

The PCs are able to track down the submerged vessel with ease using advanced scanning techniques. The first sign the PCs see of the Yoharneth-Lahai is a long string of partygoers and other detritus scattered across the dark surface of the ocean. The PCs may wish to call in aid to help these people, but they should not waste their own efforts as time is precious.

Once the PCs find the Yoharneth-Lahai, their first task is get on board. There are several options. The main one is the spherical diving lock, through which the PCs left the vessel with Noma earlier in the night. Entry through this dock allows the PCs to enter unnoticed in Powered Armour.

The other option is burning through a hatch or the hull. The Jammer has the tools for such intrusion in a way that won't sink the submersible. The difficulty is that this method will be noticed if the PCs use Powered Armour. PCs who do not use Powered Armour may use this method and go unnoticed, provided that the entry point is toward the back half of the boat.



Once on board, the PCs must make their way to the front of the vessel. The GM may wish to have them encounter some of the partygoers from Act Two, especially if a PC has formed any sort of attachment to one of them. The partygoers can outline the events so far. The PCs may also encounter guards. Given the PCs similarities to the Dhohanoids, the guards may try and attack them. However, the guards will not confront a PC in Powered Armour.

The PCs may also wish to find Ariel's room. This is located in the private rooms in the bottom Lower decks. In the room, the PCs will discover various keepsakes that show Ariel's love for Luther and vice versa. In particular, the PCs can find a photo of the two together, with the words "Love you, forever" scrawled on the back. Also, the PCs will discover from diary entries that the jewellery that Ariel wears is what allows her to have control over the proto-Shoggoths.

The Inner Sanctum

The PCs find the Dhohanoids holding Luther and Ariel hostage in the inner sanctum on the bottom Lower Deck. This leads to the forward control room, which has its bulkhead open, and is the heart of the vessel. The inner sanctum is protected by a reinforced bulkhead which the PCs can break through given time. Even if this is done, the PCs cannot fit their Powered Armour through the bulkhead.

Upon entering the room, the PCs can see Luther's occult paraphernalia. Some of which is very sinister, including restraints and sacrificial tools. Luther remains defiant to the Dhohanoids, whilst Ariel sits quietly. Rami and Po, bored with waiting are cruelly antagonising Ariel, whilst Ka and Lora discuss matters with Luther.

Upon entering the room, the tension will rise rapidly. The Dhohanoids are not quick to attack as time is on their side. Luther sees the PCs as an opportunity to escape but ideally he wants them at each other's throats. If the PCs are not quick to act, he will make promises to concede to the Dhohanoids if they kill the traitorous PCs. In the resulting confusion, Luther will grab Ariel and either try and escape to the spherical diving lock at the back of the boat or, if desperate, to the forward control room where he can surface the vessel. Ariel will follow him, but will weakly protest if he puts the PCs in danger.

The Deep Ones attack

Once the first foray with the Dhohanoids is resolved, the Yoharneth-Lahai is attacked en masse by EOD. The Dhohanoids will not fight to the death at this stage, knowing that help is on the way. They may well use the distraction of the arrival of EOD and Luther's escape attempt to escape themselves, perhaps to the forward control room.

The attack is first signalled by warning alarms being triggered from the forward control room. Then, reminiscent to the pool in Noma's mansion, all the viewports go unnatural and impenetrable black. A distant cry of "Tekeli-li" is followed by one much closer, as a Shoggoth that has enveloped the front of the vessel seeps through the viewports.

EOD has a number of forces available to it. There are Deep Ones, Merrow Powered Armour and Shoggoths. The PCs will have a fight on their hands to survive. The Dhohanoids will throughout this attack look to trip up the PCs at each turn, resorting to surgical strikes, especially if a PC is alone. The Dhohanoids may also attempt to attack Luther and Ariel as they know that they are the key to this situation. EOD's plan is to slowly corner Luther and Ariel by using a Shoggoth to enter and flood compartments, starting from the front and going to the back. Squads of Deep Ones will enter the ship and perform room by room searches. The Merrows are mostly there to prevent escape through the spherical diving lock at the back of the boat. The PCs will need to fight either the Shoggoth or the Merrows to escape.

The attack should be run by the GM for the best dramatic effect. The vessel is large enough and filled with enough guards and partygoers, that EOD will take some time to progress through the cramped spaces. Allow for moments of quiet, especially when the PCs are with Luther and Ariel. Allow them to formulate a plan but continue applying the pressure through the approaching Shoggoth and Ariel's fading humanity.

At one point, Luther may antagonise Jemima by revealing to her that Nathaniel is just a hallucination. He is unable to prove this at the time, but it may put doubts into her considerable strength which the PCs will need to rely upon if they are to succeed.

Ariel's Fate

Ultimately, the PCs' focus is on Ariel. First, she must not fall into the hands of EOD. Second, her humanity must be saved. This requires Luther to rediscover his feelings for her. If these are done, then Ariel will recover and the proto-Shoggoths will continue as human.

One possibility at this point is that Ariel's power could be shared or transferred. Luther is able to do this with his sorcery. However, the difficulty is finding a willing Deep One hybrid of sufficient ability. Fortunately, Shyla meets that criteria if she is willing to adopt this role. This may also be an option if Ariel dies. Finally, it may be raised if Ariel tries to use her powers to control the Shoggoth long enough to give the PCs the break they need as doing this may well kill her unless she is assisted.

As Ariel can't survive an escape underwater, she must be extracted either in the mini-sub or in the PCs' Powered Armour. Tagers can survive underwater so the second option isn't a death sentence for a PC. However, the logistics of dragging Ariel in Powered Armour should be difficult.

How well the PCs succeed will depend on three things. The first is how unified the PCs are in purpose. The second is whether the PCs manage to gain the unite Luther and Ariel by helping them recognising the value of what they had with each other. The third is overcoming the Dhohanoids. PCs who succeed at all three should manage to escape with Ariel, despite the EOD forces arrayed against them. If the PCs fail at all three they will likely be overwhelmed. If the PCs succeed at one or two of the goals, then their success will come at a cost. Perhaps Shyla will need to become a Shoggoth-Tshwa. Perhaps the Dhohanoids will escape with Ariel. The outcome is decided by the PCs' actions.

NON-PLAYER CHARACTERS

DEEP ONE

CLAWS	Attack: 2d+7	Damage: 3d10
Dodge: 2d+7	Armour: 0	Vitality: 30

MERROW

LASER CANNON	Attack: 2d+6	Damage: 10d10
HYPEREDGE CLAWS	Attack: 1d+5	Damage: 5d10
Dodge: 2d+5	Armour: 25	Vitality: 50

SHOGGOTH

PSEUDOPOD SLAM	Attack: 2d+4	Damage: 10d10+25
ASSIMILATE	Attack: 2d+4	Damage: 10d10+50*
Dodge: 1d+3	Armour: 50	Vitality: 150

Special: *Regenerate 1 Vitality for each Vitality damage done

GUARD

CS-44 ENFORCER	Attack: 2d+8	Damage: 3d10
SNAP BATON	Attack: 2d+7	Damage: 1d10
Dodge: 2d+7	Armour: 5	Vitality: 24

NOMA

UNARMED	Attack: 2d+6	Damage: 1d10
ASSIMILATE	Attack: 1d+6	Damage: 5d10*
Dodge: 2d+6	Armour: 25	Vitality: 80

Special: *Regenerate 1 Vitality for each Vitality damage done.

ARIEL

UNARMED	Attack: 1d+6	Damage: 1d10
Dodge: 2d+6	Armour: 0	Vitality: 22

LUTHER

UNARMED	Attack: 1d+7	Damage: 1d10
Dodge: 2d+7	Armour: 10	Vitality: 33

Special: Luther has a number of spells available. He can use any of the following freely (preparations have been done previously).

Eldritch Faculties: Luther may see invisible and mystically hidden things including the aura of living beings (which also lets him know the current emotional state and well being).

Ward of Solitude: Luther may not be subject to any surveillance other than by naked senses.

Ward of Corporeal Protection: Luther has armour of 10 (see above)

Summon Gaunt: Luther can call a Gaunt to perform tasks for him.

Craft Woeiful Orb: Luther has two small semi-autonomous spheres that fly and float around him.

GAUNT

HORNS	Attack: 3d+11	Damage: 4d10
Dodge: 3d+11	Armour: 5	Vitality: 28

Special: Regenerates all Vitality after each Act. Flight.

WOEFUL ORBS

ELECTRICAL BOLTS	Attack: 3d+9	Damage: Miss 1 turn*
Dodge: 3d+11	Armour: 0	Vitality: 5

Special: *Must equal or beat target's armour on a 1d10. Flight.

Dhohanoids

The four Dhohanoids are statted up almost as completely as the PCs, given their prominence in this scenario.

Each Dhohanoid is very tough and are more likely to win a straight up fight with a PC. However, they lack subtly, coordination, and technology. The PCs are expected to use all their resources to come out on top. This includes autofire, Powered Armour, Tager special attacks, numbers and drama points.

RAMI

Rami is a cross between a high school bully and a cannibal. He is an unpleasant person who delights in the pain of others, and even more in inflicting that pain. He has recently become infatuated by Lora, who hopes to use him for her confrontation of Ka.

Before his transformation, Rami was cruelly picked on by other Nazzadi for not fulfilling his race's ideal of being a perfect warrior. He chose to become a Dhohanoid out of his insecurity, to overcome his cowardice and lack of confidence. Now only Ka senses the self doubt that Rami hides behind his brutality.



Agility	Intellect	Perception	Presence	Strength	Tenacity
6	5	6	6	10	7

SKILLS

Athletics 4d+6, Computers 2d+5, Intimidate 3d+6, Misdirect 2d+6, Observation 4d+6, Occult 2d+5, Security 2d+5, Stealth 3d+6, Surveillance 2d+6, Survival 4d+7

COMBAT

UNARMED

Attack: 3d+6

Damage: 3d10

Dodge: 3d+6

Armour: 0

Vitality: 13

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

The stubborn single-minded Namarok are covered in necrotic-looking flesh. They are as comfortable on two legs as they are on all fours, and can easily run up walls and even suspend themselves from the ceiling. A wickedly mawed head ringed in jutting bone bears vaguely canine features. They have no eyes, yet somehow they see.

Rami lost what little morality he had to his unnaturally bestial nature. He is now a passionate killer and ecstatic defiler. His Nazzadi appearance, whilst attractive, barely conceals what he has become.



Agility	Intellect	Perception	Presence	Strength	Tenacity
6	5	6	6	14	11

SKILLS

Athletics 4d+6, Computers 2d+5, Intimidate 3d+6, Misdirect 2d+6, Observation 4d+6, Occult 2d+5, Security 2d+5, Stealth 3d+6, Surveillance 2d+6, Survival 4d+11

COMBAT

BITE

Attack: 3d+6

Damage: 6d10

Dodge: 3d+6

Armour: 5

Vitality: 17

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

Ka is the leader of the team. He is the very embodiment of power, command and brutality. Ka hasn't always been evil, though he has always been petty. Before his transformation, he was a bureaucrat on the bottom of the heap. He chose to become a Dhohanoid, merely to give himself more power. Unfortunately, Ka found that with power he could vent his frustrations on others. Now he fears being a victim again above all else and does whatever he can to remain on top.

Lora and Rami have recently been testing his authority. If this ever reached outright disobedience he would destroy them both.



Agility	Intellect	Perception	Presence	Strength	Tenacity
6	8	6	6	10	7

SKILLS

Athletics 3d+6, Bureaucracy 2d+8, Computers 2d+8, Criminal 3d+6, Intimidate 4d+6, Observation 3d+6, Occult 2d+8, Savoir-Faire 2d+6, Stealth 3d+6, Survival 2d+7

COMBAT

UNARMED

Attack: 3d+6

Damage: 3d10

Dodge: 3d+6

Armour: 0

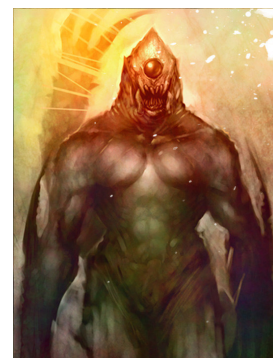
Vitality: 13

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

The fearless and extremely arrogant Zabuth are walking abattoirs. Standing at over nine feet tall, their thick barbed claws can tear chunks of flesh out of anything. Its most terrifying feature is its enormous unblinking alien eye fires blasts of arcane power.

Physically, Ka is like a glacier. His presence and poise demand attention and respect. He always leads any operation from the front. His weaknesses are his impatience and his unwillingness to rely on his team members.



Agility	Intellect	Perception	Presence	Strength	Tenacity
9	8	8	7	14	11

SKILLS

Athletics 3d+9, Bureaucracy 2d+8, Computers 2d+8, Criminal 3d+9, Intimidate 4d+7, Observation 3d+8, Occult 2d+8, Savoir-Faire 2d+7, Stealth 3d+9, Survival 2d+11

COMBAT

BARBED CLAWS

Attack: 3d+9

Damage: 7d10

OCULAR BLAST

Attack: 3d+8

Damage: 5d10

Dodge: 3d+9

Armour: 10

Vitality: 17

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

As a manipulator and schemer, Lora accompanies Ka on missions when they must deal with people and social situations. The two contrast and make quite a pair that few can withstand for long. She often tries to play Ka and Rami off each other, though Ka refuses to be embroiled in her schemes.

Before her transformation, Lora had a husband who she relied upon completely. When he left her, there was a hole that she did not know how to fill. Lora vowed never to rely on another again. Ironically, her newfound freedom relies on her Dhohanoid's strength.



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

SKILLS

Athletics 4d+8, Bureaucracy 2d+7, Criminal 3d+8, Intimidate 2d+6, Misdirect 2d+6, Observation 3d+8, Occult 2d+7, Savoir-Faire 2d+6, Stealth 3d+8

COMBAT

UNARMED

Attack: 3d+8

Damage: 1d10

Dodge: 3d+8

Armour: 0

Vitality: 10

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

Monstrous reptilians, Gelgore are lithe, fast, and lethal. They act with dispassionately efficiency and surgical accuracy. They are capable of spitting needles that inject paralytic venom into the target. Gelgore necks are unusually flexible, allowing them to turn their head all the way around.

Lora is just like the snake that her Gelgore shape is reminiscent of. A pursuer and perverter of pleasure, she wastes little time with subtleties, something that makes many men easy prey.



Agility	Intellect	Perception	Presence	Strength	Tenacity
10	7	12	6	5	8

SKILLS

Athletics 4d+10, Bureaucracy 2d+7, Criminal 3d+10, Intimidate 2d+6, Misdirect 2d+6, Observation 3d+12, Occult 2d+7, Savoir-Faire 2d+6, Stealth 3d+10

COMBAT

CLAWS

Attack: 3d+10

Damage: 1d10

NEEDLE PODS

Attack: 3d+12

Damage: 2d10 (auto) + miss 1 turn if damage > Tenacity

Dodge: 3d+10

Armour: 5

Vitality: 11

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

Poe is chaos incarnate; the rebellious daughter of the team. She refuses to play ball even with Ka, no matter what the consequences. Often her skills see her to success, but she doesn't plan ahead or cooperate with the team.

Before her transformation, Poe was disillusioned youth and looked for meaning in the meaningless: pop music, fashions, boyfriends. She was easily recruited into a cult as a teenager and suffered serious psychological abuse at its hands. Feeling unwanted and dead inside, she was a perfect choice to become a Vrykol.



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

SKILLS

Athletics 4d+8, Computers 2d+7, Criminal 3d+8, Observation 5d+8, Occult 2d+7, Security 2d+7, Stealth 3d+8, Surveillance 2d+8, Survival 2d+6

COMBAT

UNARMED

Attack: 2d+8

Damage: 1d10

Dodge: 3d+8

Armour: 0

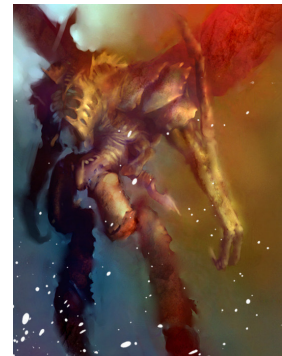
Vitality: 10

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

Watchful and frenetic, Vrykols appear to be some sort of alien insect, complete with membranous black wings, black and red chitinous frame, and double mandibles surrounding a voracious mouth. Rows of antennae combine with eight segmented eyes to give Vrykols massive sensory input.

Her human appearance reflects her personality. Outrageously dressed for any occasion, Ka tries unsuccessfully to keep Poe in the background on most missions, providing surveillance and pursuit.



Agility	Intellect	Perception	Presence	Strength	Tenacity
12	7	12	6	5	8

SKILLS

Athletics 4d+12, Computers 2d+7, Criminal 3d+12, Observation 5d+12, Occult 2d+7, Security 2d+7, Stealth 3d+12, Surveillance 2d+12, Survival 2d+8

COMBAT

FOREARM BLADES

Attack: 2d+12

Damage: 2d10

FLURRY

Attack: 2d+10 x2

Damage: 2d10 per hit

Dodge: 3d+12

Armour: 5

Vitality: 11

0	-1	-3 + slow	-6 + crawl	KO
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JEMIMA JENSEN

You joined the Eldritch Society in a desperate hope to understand the greatest tragedy that you ever suffered. Five years ago, your two year old son, Nathaniel, was taken from you by the Office of Internal Security. He was deemed to be "no longer human". Nathaniel was a strange boy capable of things no other person was. But as a mother should, you loved him unconditionally.

Bereft of an answer, you accepted an invitation to join the Eldritch Society. When you were bound to your Tager, you received a revelation. Nathaniel had somehow survived. Though his body was destroyed, he continued to exist and speaks to you through your Tager. Though this filled you with joy, it saddens you that he will not be able to live the normal life that you had wished for him.



Agility	Intellect	Perception	Presence	Strength	Tenacity
7	7	8	6	7	9

SKILLS

Communications 3d+7, Computers 3d+7, Criminal 2d+7, Culture 3d+7, Misdirect 4d+6, Observation 3d+8, Stealth 3d+7, Surveillance 3d+8

COMBAT

CS-40 DEFENDER

Attack: 3d+8

Damage: 2d10

UNARMED

Attack: 3d+7

Damage: 1d10

Dodge: 2d+7

Armour: 5

Vitality: 13

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

Your bond with your Tager is stronger than anyone else in your team. It provides you with the means to speak with your son and so you accept its presence unconditionally, fully harnessing the relationship you have with it.



DHOHANIDS

You can sense the hatred that your Tager has of Dhohanoids and the way they pervert the symbiosis with their human. The bond sacred. In your eyes, the humans that accept the bond are equally perverted.



DEEP ONES

Children of the deep oceans, angry at humanity's follies and driven by the demands of an insane God. You respect and fear them but you don't hate them for what they do.



HYBRIDS

If any reason existed to make peace with the Deep Ones, it is the Hybrids. Children of both Deep Ones and Humans, we deem them not to be human. But they show us that our differences from the Deep Ones are smaller than we fear.



NAZZADI

Motherless and unnatural creations, you have always been suspicious of the Nazzadi. The emergence of the Xenomixes confirms that if nothing else they are diluting humanity. For what purpose, you can only guess.



NIGHTMARE

Dangerous and bloodthirsty, the Nightmare bristles like a machine of death. If your feet weren't frozen in place from fear, you'd run anywhere to get away from it and its mass of uneven eyes.

The Nightmare stands more than a head taller than most other Tagers. Despite its bulk, it is just as fast as other Tagers. Its claws make it lethal up close. But it is best known for its deadly Shoulder Pods that eject crimson force balls at targets with the force of a large machinegun. The Pods can combine to condense energy into a Mystic Blast punching through walls and other solid objects.



Agility	Intellect	Perception	Presence	Strength	Tenacity
9	7	11	6	11	11

SKILLS

Communications 3d+7, Computers 3d+7, Criminal 2d+9, Culture 3d+7, Misdirect 4d+6, Observation 3d+11, Stealth 3d+9, Surveillance 3d+11

COMBAT

TALONS	Attack: 3d+9	Damage: 5d10
SHOULDER PODS	Attack: 3d+11	Damage: 4d10
MYSTIC BLAST (1 per combat)	Attack: 3d+11	Damage: 7d10*

Dodge: 2d+9 | Armour: 10 | Vitality: 16

0	-1	-3 + slow	-6 + crawl	KO
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*10d10+75 v Powered Armour and Shoggoths

AMK-5 MAKHAIRA

Designed by Armourcorp, the Makhaira is the latest in light armour weapons platforms. These units are most often deployed from submarines. Environmental sealing and structural reinforcement against underwater pressure have made this powered armour suite a bit bulkier. Modified Jump Pods combined with an impeller drive as a primarily mode of underwater propulsion. The Makhaira is equipped with a drive unit on its back that sucks water in an intake and propels it out a smaller exhaust – much like a turbine engine.



Agility	Intellect	Perception	Presence	Strength	Tenacity
6	7	8	6	20	9

SKILLS

Communications 3d+7, Computers 3d+7, Criminal 2d+6, Culture 3d+7, Misdirect 4d+6, Observation 3d+8, Stealth 3d+6, Surveillance 3d+8

COMBAT

LASER CANNON	Attack: 3d+8	Damage: 10d10
HYPEREDGE BLADE	Attack: 3d+5	Damage: 10d10

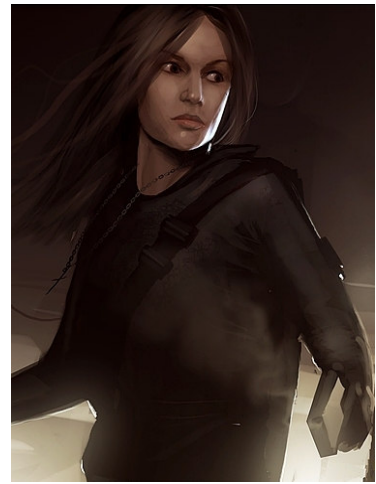
Dodge: 2d+5 | Armour: 25 | Vitality: 25

0	-1	-3 + slow	-6 + crawl	KO
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SHYLA MORAN

Born in the idyllic rural setting of Lough Neagh in Northern Ireland, your last memory of your father was when he was taken by the Deep Ones. Since he disappeared, you have lived a life of fear, never truly understanding what you should be or what you should do.

When the Eldritch Society promised to answer your questions and take your fear away, you quickly agreed. To your horror, they bound you to a demon. Its voice is constantly in your ears, just as its claws are constantly ripping into your soul. Every time you let it out, you feel less like yourself. Unable to be reversed, you continue your half existence hoping to help others from letting their fears and curiosity get the better of them.



Agility	Intellect	Perception	Presence	Strength	Tenacity
9	9	9	5	6	5

SKILLS

Communications 2d+9, Computers 5d+9, Culture 2d+9, Misdirect 2d+5, Observation 3d+9, Research 4d+9, Security 4d+9, Streetwise 3d+5, Technician 2d+9

COMBAT

AR-25 ASSAULT RIFLE	Attack: 2d+9	Damage: 2d10 (auto)			
UNARMED	Attack: 2d+9	Damage: 1d10			
Dodge: 3d+9	Armour: 5	Vitality: 10			
	0	-1	-3 + slow	-6 + crawl	KO

TAGERS

Tagers are symbiotic entities. Everything about them is alien and powerful. That power leads to temptation and with it you have done acts that you know would see your father turn in his grave.



DHOHANIDS

You do not see the difference between Dhohanoids and Tagers. Dhohanoids are just honest in their domination of their host. Maybe they have answers that the Eldritch Society and your Tager are not sharing with you.



DEEP ONES

You feel that you should hate them more for what they did to your father. Their acts have led you to where you are now. However, deep down you know you only have your own lack of foresight to blame.



HYBRIDS

Half human, half Deep One. The concept used to horrify you before you changed into something far worse. Despite it being drilled into you that they are the enemy, you can't help feel that hating something half human is wrong.



NAZZADI

You have always been enamoured by the Nazzadi. As a race, they have confronted the truth of their own creators and moved on, becoming strong as a result.



SPECTRE

Resolved and aloof, the Spectre goes places other Tagers can't. It has the mystical ability to pass through solid objects as if they were air. The Spectre can even reach into a living victim destroying internal organs. Its touch is mystically cold, leaving trails of frost.



It can exude a putrid mist that withers all living things exposed to it. This mist is called the Gravewind as it stinks of rot and decay. Spectres are often only seen as the shadowy form hiding in an ever-flowing fog.

Agility	Intellect	Perception	Presence	Strength	Tenacity
11	9	11	5	7	7

SKILLS

Communications 2d+9, Computers 5d+9, Culture 2d+9, Misdirect 2d+5, Observation 3d+11, Research 4d+9, Security 4d+9, Streetwise 3d+5, Technician 2d+9

COMBAT

CHILL TOUCH	Attack: 2d+11	Damage: 2d10
GRAVEWIND	Attack: 2d+11	Damage: 2d10 (5ft radius + escape melee)
PHASING (1 per combat)	Attack: 2d+11	Damage: 7d10 (ignore armour)

Dodge: 3d+11	Armour: 5	Vitality: 12	0	-1	-3 + slow	-6 + crawl	KO
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AMK-5 MAKHAIRA

Designed by Armourcorp, the Makhaira is the latest in light armour weapons platforms. These units are most often deployed from submarines. Environmental sealing and structural reinforcement against underwater pressure have made this powered armour suite a bit bulkier. Modified Jump Pods combined with an impeller drive as a primarily mode of underwater propulsion. The Makhaira is equipped with a drive unit on its back that sucks water in an intake and propels it out a smaller exhaust – much like a turbine engine.



Agility	Intellect	Perception	Presence	Strength	Tenacity
8	9	9	5	20	5

SKILLS

Communications 2d+9, Computers 5d+9, Culture 2d+9, Misdirect 2d+5, Observation 3d+9, Research 4d+9, Security 4d+9, Streetwise 3d+5, Technician 2d+9

COMBAT

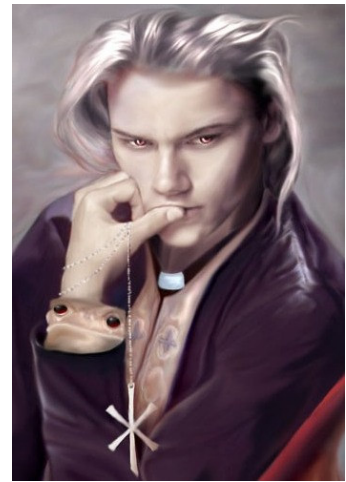
LASER CANNON	Attack: 2d+9	Damage: 10d10
HYPEREDGE BLADE	Attack: 2d+7	Damage: 10d10

Dodge: 3d+7	Armour: 25	Vitality: 25	0	-1	-3 + slow	-6 + crawl	KO
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GERVASIO BRUNO

Born to a human and a Nazzadi, you have never been truly accepted by anyone. Your parents brought you up as a human, making you the target of hatred by your Nazzadi family. But even your human family mistrusted you, unable to look past the accident of your birth.

You withdrew from society as you searched for an answer; a way to transcend the disaster of genetic heritage and redefine yourself. You found tantalising answers in sorcery. Through its power you hope to find a way to change yourself into something more powerful. Initially, you were concerned about losing yourself in the process but now you see that there is nothing about your old self worth saving.



Agility	Intellect	Perception	Presence	Strength	Tenacity
7	9	8	7	5	9

SKILLS

Bureaucracy 2d+9, Communications 2d+9, Computers 2d+9, Observation 3d+8, Occult 5d+9, Research 3d+9

COMBAT

CS-40 DEFENDER	Attack: 2d+8	Damage: 2d10
UNARMED	Attack: 2d+7	Damage: 1d10
Dodge: 2d+7	Armour: 0	Vitality: 12
		0
		-1
		-3 + slow
		-6 + crawl
		KO

TAGERS

The Tager is the answer you seek: the ultimate expression of power from mixed breeding. Only the Society's refusal stands between you and your dream.



DHOHANIDS

Power uncontrolled, Dhohanoids remind you of your fears of losing yourself. If you have no other option, you fear that you would consider becoming a Dhohanoid.



DEEP ONES

As a race they are strong due to their understanding of where they come from. You also share their view that power is not just the means to an end but the end itself.



HYBRIDS

You sympathise with Hybrids due to the uncertainty that their mixed heritage brings. However, at least their Deep One parents respect their uses and embrace them.



NAZZADI

Hypocrites. The way they spurn Xenomixes not brought up in the Nazzadi way, when they just created that way a few decades ago is ludicrous.



SORCERY

Perceive Etheric Resonance Diff: 12 You perceive the 5 th dimension of thought and emotion. This allows you to see the "emotion" associated with anything including objects.	Craft Woeful Orb Diff: 16 You may activate a small spherical semi-autonomous weapon that can fire electrical bolts at people who threaten you.	Craft Yog-Sothoth's Guard Diff: 22 Covering your with cracks to another dimension, you are invulnerable to any physical harm, though not suffocation, hunger, thirst etc.
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GAUNT

Creatures of blackest night, Gaunts are deadly and mysterious. While not necessarily intelligent, they are very, very clever. Some scholars liken them to the most dangerous of dogs though the comparison hardly does this demonic creature justice. Though their face is a smooth, expressionless mask, Gaunts are far from blind. They see and hear better than most and seem to communicate through body language alone. Though they may not be capable of speaking, they understand everything said to them. Gaunts are uncomfortable if forced to spend too much time in enclosed spaces.



Agility	Intellect	Perception	Presence	Strength	Tenacity
11	3	7	5	8	10

SKILLS

Athletics 4d+11, Observation 3d+7, Stealth 4d+11, Survival 4d+10

COMBAT

BARBED TAIL

Attack: 3d+11

Damage: 4d10

Dodge: 3d+11

Armour: 5

Vitality: 14

0

-1

-3 + slow

-6 + crawl

KO

Special: Regenerates all Vitality after each Act. Flight.

BRAXAMI

The Braxami was primarily designed as a Special Forces suit of powered armour, used for aquatic covert operations. Unfortunately, the limitations inherent with mounting A-Pod related hardware on mecha as small as Powered Armour means that the Braxami is not as blazing fast as most of its brethren. It fills a necessary slot for versatility in the Nazzadi mecha scheme, capable of deftly finding its way where other war machines cannot reach. It is still a nimble and dangerous piece of machinery.



Agility	Intellect	Perception	Presence	Strength	Tenacity
6	9	8	7	20	9

SKILLS

Bureaucracy 2d+9, Communications 2d+9, Computers 2d+9, Observation 3d+8, Occult 5d+9, Research 3d+9

COMBAT

LASER CANNON

Attack: 2d+8

Damage: 10d10

HYPEREDGE CLAWS

Attack: 2d+5

Damage: 10d10

Dodge: 2d+5

Armour: 25

Vitality: 25

0

-1

-3 + slow

-6 + crawl

KO

WOEFUL ORBS

ELECTRICAL BOLTS

Attack: 3d+9

Damage: Miss 1 turn*

Dodge: 3d+11

Vitality: 5

Special: *Must equal or exceed target's armour on a 1d10. Flight.

TANA

You have been a soldier for all your life, fighting all manner of threats. As a young Nazzadi male, you fought against humanity. Then you fought along side humanity against the Nazzadi. Now you fight against threats that you don't truly understand for the Eldritch Society.

Confronted with your Tager, you had an epiphany. There is no enemy; just those who oppose your survival. This conflict is never ending and there is no way to win.

You are now left somewhat adrift in a blur of violence. You lead your team into many dangerous situations finding it ironic that if they saw the world as you did, then you would be their greatest enemy and that they should by rights try and kill you. Truth be told, if it came to that, you are not sure if you would stop them.



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

SKILLS

Athletics 3d+7, Bureaucracy 2d+6, Communications 3d+6, Demolitions 2d+6, Observation 3d+9, Stealth 2d+7, Survival 4d+9

COMBAT

AR-25 ASSAULT RIFLE	Attack: 5d10+9	Damage: 2d10 (auto)
COMBAT KNIFE	Attack: 3d+7	Damage: 2d10

Dodge: 3d+7	Armour: 5	Vitality: 12	0	-1	-3 + slow	-6 + crawl	KO
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TAGERS

Your Tager makes you a living weapon. However, its very existence also endangers you. The idea of life before the symbiosis is almost unbearable to you, but you can't help but feel that you would have been better off without it.



DHOHANIDS

Your very existence is anathema to them. Despite that, you respect their mindless pursuit of their goals without hesitation. You find yourself wondering if you made the right choice. At least, as a Dhohanoid, you would not be plagued with doubt.



DEEP ONES

Deep Ones are natural predators: united, cunning, and deadly. Humanity must become more like them to survive. But if they did, would there be anything left worth saving?



HYBRIDS

Victims of war. You feel pain and disgrace with every victim that your war makes. You know that no Hybrid chooses its fate and this is one more reason to bring this whole mess to an end.



NAZZADI

The Nazzadi are a race that has crafted itself from war. They are an ambitious race, freed from the past yet capable of immense compassion and tenacity. In the world as it now stands, they may well surpass both humanity and Deep Ones.



SHADOW

Deadly and careful, the Shadow is the thing that moves in the corner of one's eye. The Shadow has the mystical ability to disappear at will from sight and sound in an instant.

Its tools as an assassin are manifold. The needles growing on its chin can be fired as poisoned darts. This organic poison is a powerful, short-term paralytic. Once up close, thorns sprout out of almost every striking surface, making it capable of tearing chunks out of vulnerable flesh and seemingly striking from up to six different sides simultaneously.



Agility	Intellect	Perception	Presence	Strength	Tenacity
9	6	11	6	8	11

SKILLS

Athletics 3d+9, Bureaucracy 2d+6, Communications 3d+6, Demolitions 2d+6, Observation 3d+11, Stealth 2d+9, Survival 4d+11

COMBAT

THORNS	Attack: 3d+9	Damage: 3d10					
NEEDLE PODS	Attack: 5d+11	Damage: 2d10 (auto) + miss 1 turn if damage > Tenacity					
MULTIPOINT (1 per combat)	Attack: 3d+9 x5	Damage: 3d10 per hit					
Dodge: 3d+9	Armour: 5	Vitality: 14	0	-1	-3 + slow	-6 + crawl	KO

BRAXAMI

The Braxami was primarily designed as a Special Forces suit of powered armour, used for aquatic covert operations. Unfortunately, the limitations inherent with mounting A-Pod related hardware on mecha as small as Powered Armour means that the Braxami is not as blazing fast as most of its brethren. It fills a necessary slot for versatility in the Nazzadi mecha scheme, capable of deftly finding its way where other war machines cannot reach. It is a still a nimble and dangerous piece of machinery.



Agility	Intellect	Perception	Presence	Strength	Tenacity
6	6	9	6	20	9

SKILLS

Athletics 3d+6, Bureaucracy 2d+6, Communications 3d+6, Demolitions 2d+6, Observation 3d+9, Stealth 2d+6, Survival 4d+9

COMBAT

LASER CANNON	Attack: 5d+9	Damage: 10d10					
HYPEREDGE CLAWS	Attack: 2d+5	Damage: 10d10					
Dodge: 3d+5	Armour: 25	Vitality: 25	0	-1	-3 + slow	-6 + crawl	KO

