

# PROLOGUE

A cursory look around would reveal the hustle and bustle of a mundane society at work and play. Further investigation would uncover the perverse elements that make up that very society. From the murderous Kultist to the dominating Daemon, the Zone is rife with corruption and evil. This adventure is a typical look under the surface for a group of characters that are used to the normality of common society.

# SYNOPSIS

For the last two weeks the media has been ranting on and on about the decrease in homicides and general criminal activities. This only after a pack of Lost Kultists blew up Centralcore on Sector 38. For the unperceptive citizen, this may as well be the truth. To the employees of Termbase Investigations, it is an obvious facade. Lately, crime is soaring, and a particular serial killer is making up for the efforts of the local Law patrols. In an attempt to keep this information from the media, the Law is trying to discern the killer's identity. This is where the characters come in. Termbase Investigations has been contracted by the Law to find out who is committing these heinous acts. Once the perpetrator is found, the Law will step in from there.

Termbase Investigations has been swamped with recent Unity allegations of a Class Five Corporation under investigation of being Kultist sympathetic. Being understaffed, they resort to using the new detectives (the Characters).

# GAMEMASTER NOTES

This Story is a roleplaying investigative adventure set in the world of Obsidian. This Story is based on a decision branching format. The players will need to follow clues to arrive at the different sections of the Story. Most players will be able to do so, but if the Story slows down the Narrator should direct the players using tips from contacts or Notice rolls.

To Narrate this Story, the person telling the Story should have knowledge in the Obsidian corebook. This includes a working knowledge of the rules, the Kults, the Mystics and a general grasp of the setting. This includes the Zone's physical makeup and technological status. The following is for the Narrator's eyes only. Everything needed to narrate this Story is included in this module and the Obsidian corebook.

Lastly, when playing the Story, the Narrator should throw in some random encounters while the Characters are traveling from place to place, especially in sublevel 4. These encounters could be: trouble getting a cab, a man running from other men, strange growling from a dark alley, or being approached by filthy prostitutes. Normally the adventure will take about 3 hours.

# ROLLING THE DICE

Needed to play this Story are a handful of 6 sided dice. As well as:

- 2 four sided dice
- 2 eight sided dice
- 2 ten sided dice
- 2 twelve sided dice
- 1 twenty sided die

At certain points throughout the Story, the Narrator will need to roll specific dice to see if character succeeds at skills and tasks. Most of the time these rolls are nothing more than Difficulty rolls. A Difficulty roll is simple. Roll a number of six sided dice equal to the characters specified Skill and add the numbers up. The number that is needed is set by the Narrator using the Difficulty Chart. Depending upon the Difficulty stated within the Story, the player will need to roll higher than the presented number.

During combat the rest of the dice are used as an indicator of damage inflicted. If a roll requires 4D8, the Narrator will need to roll 4 eight-sided dice and add up the sum. This will normally be the damage inflicted. Next, the Narrator will need to roll a location of the 20-sided die. The number rolled will correspond with a body location on the character sheet.

# HOW TO USE THIS STORY

The Narrator will need to read through this Story in its entirety before running it for the Players. Some important plot developments will not become apparent until later within the Story, but the Narrator will need to know them all at the beginning so as to laydown the foundation of the Story.

If at some point in the Story the Characters hit an unexpected lead that is not explained in this book, it is up to the Narrator to take control of the Story. He will need to lead the Characters on the deadend lead, and attempt to direct the Characters back onto the Story plotline.

The book is divided up into multiple segments. Each Segment is like a chapter in a book. It is necessary for the Characters to explore the people and setting of each Segment. If the Characters are overanxious and head for another Segment before they have discovered important information, they should be allowed to come back to that location at a later time to reinvestigate. There are only a few instances that the Characters cannot come back to old Segment. These are stated within the Segment itself.

Each Segment is further broken down. The first part of the Segment is the general summary of the setting and plot. It is meant to be read aloud or paraphrased to the players. Most of the clues are given in this grouping of text, but it is up to the players to uncover them. The Narrator should give the Players the space they need to investigate potential leads and should never force a Character into a decision.

The rest of the text is material that the Characters will only find if they prod deeper into the Segment. This section will have Non-player Character Statistics, hidden secrets, and other information generally just out of the Character's Perception. The most important rule of the Story is creativity! If the players get off track try to lead them back on target without forcing them. Try to make the direction they are heading seem pointless and futile, but let the players come up with that themselves.

# CHARACTER INTRODUCTION

*The date is Thursday 5-14-2299, it is going on 14 hundred hours. The Characters start this adventure with a memo on their computers. Each Character has a small cubicle within the corporation, their monitor is blinking "Message". It seems the message is from the characters' Neobellum (a high ranking corporate officer). The message reads as follows:*

*"You are requested to my office immediately upon arriving to work. All your normal duties are in stasis until you complete your new assignment."  
-Trevor Cole "Neobellum of Termbase Investigations"*

## TREVOR COLE

*Sitting behind an impressive desk, the Neobellum seems unaware of the character's entry. He is busy dictating to an automated digipad he is holding. He seems to be speaking in some strange code or textual nonsense. He finishes upon the arrival of the last character, at which time he places the digipad in his desk drawer and clasps his hands together. With a sigh he reads off a mental checklist of the assigned characters. He then tells the Characters the following:*

*"As you are aware, you have only been working for the company for a few weeks now and have not been properly trained with our procedures and tactical applications. The Law contracted us to hunt down a serial killer nicknamed "Silent Red". You are our only unassigned agents, and are therefore contracted to fulfill the Law's request. Any questions?"*

Trevor Cole has the following knowledge he will remember if asked. He also has addresses of the diner and two murder sites (Nytech Storage, and Kyle Burke's apartment). The adventure will run longer if the Narrator leads the Characters through the dinner and each murder scene before the Characters head to 1545 15th Street. Before the characters leave he reminds them, for the first time, that they have 24 hours to find the killer and give his identity to either the Neobellum or the Law.

- 1) The killer has taken mostly scraggs from sublevel 4.
- 2) His kill count is climbing into the forties.
- 3) A kitchen cook saw something in the alley behind his diner.
- 4) All the bodies are missing their heads.

## THE CAVA CANEM DINER

*Entering the diner on sublevel 4, the Characters will immediately notice the rank stench of rotting meat. Scum covers the floor, and the windows are nearly opaque with grime. There is only about six booths and a small bar to eat at. Two customers are smoking in the far corner of the dinner. A corpulent man is washing a red stain from the bar vigorously.*

**Abe-** When approached he asks who the characters had to kill to get the fancy clothes. He laughs and continues to scrub the stain. If asked about the killer, he will state that he told everything he knew to the Law. If further persuaded or manipulated he will recant his story. Abe hasn't seen or heard of the killer since, and is reluctant to tell any more than the following, although he will tell the characters to go look out back if the care.

*"I went out back to dump the trash, when I saw this huge thing with its back to me. He was wearing a trenchcoat and had a large brimmed hat. I would have asked what he was doing, 'cept he was carrying a body over its shoulder. Needless to say, I came back inside and called the Law. By the time they got down here the thing was long gone."*

**The back alley-** Exiting through the rear door, the fumes of the garbage have created a slight haze (All Characters must succeed a Simple Stamina roll or run for clean air). Those remaining will have to kick through trash and debris to move about the alleyway. About 50 feet in the direction the killer was walking when the cook saw him, a headless corpse is buried in the garbage (Terror Rating

5). To find the body a Strenuous Search roll must be succeeded. The body is slightly decomposed and maggots crawl under its skin. A Credbase on the victim identifies him as Mark Serbe. A successful Medical roll at a Moderate Difficulty will discern that the head was bitten off by teeth.

## KYLE BURKE'S APARTMENT

*The first murder scene is located on sublevel 4 in the Gallery of Hope (an apartment complex rented to low income workers of a nearby sewage treatment center). There is no security on the building, and no one to stop the characters from entering complex building. Once inside the characters immediately find Burke's apartment, #105. The door is taped off with Law red tape. It seems that the tape has been cut. A few neighbors watch the group, peeking out from behind half open doors.*

**Good Jacob-** Watching the group is "Good Jacob" a friendly psychotic that will instantly set off any characters Sensitivity of 4D or higher. Jacob will become the investigator's primary suspect. If approached he slams his door after smiling to the group. If the group forces their way in, they will see that Jacob has all of Burke's furniture and clothes. Amongst the stuff, the characters may find a small note crumpled up in a shirt pocket. The Narrator may wish to incur a Search roll. The note has the following information scrawled on it:

*The man in black 1st appearance. 1545 15th Avenue. 10am.*

**Burke's Apartment-** All the apartments in this complex are small one room economy quarters. Burkes is void of any sort of furniture and living items. A patch of dry blood marks the concrete floor, next to a set of scratch marks. It is obvious that the door was broken inward, and the attack occurred within the room.

## NYTECH STORAGE FACILITY

*The second murder scene is located on sublevel 4 in the warehouse district. The address of the building is 1424 15th Avenue. The exterior of the building is nondescript with the exception to a massive stenciled 1424. A single door stands next to a larger cargo door. Standing in front of the door signals a perimeter defense system to alert the guard within. The only indication of this is a blinking red light on the door's frame next to the card access slit.*

A guard will come to the door in a minute's time from the activation of the security measure. The guard that answers has his ordnance drawn. He asks what the characters need, as he seems to be relaying the information over a transcom to another guard in the command room. The guard will answer any questions he has knowledge of, but will not let the Characters enter the premise for any reason. Those characters that find a way inside the building will get lost in the maze of boxes and crates. They will never find the murder scene, and alert the shocktrooper squad on duty.

**Security Guard-** The guard's name is Remalder Stern. Being on duty at the time of the attack he has the following information:

*"I was on my regular rounds when the front proximity sensors were activated. As I walked the length of the hallway to the front door I could hear someone pounding hard on the door. At one point the pounding stopped, and I opened the door with caution. It was then that I saw a figure in a black trenchcoat hunched over a body and a pool of blood. I asked for the figure to turn and face me, when his head turned. All I saw was a gapping mouth with rows and rows of teeth. I froze due to fright as the thing bound of down the sidewalk. By time I*

could move, I only got a few shots fired off. I know they hit though.. that much I am sure of. I alerted my boss and followed the guy down the block. He finally entered an alley next to building 1545 15th avenue. I lost him after that. The Law said they checked out the buildings on the block but found nothing.

## 1545 15th Avenue

The Characters can get here by either using the address on the scrawled note, or through the information given by the security guard at Nytech Storage. Approaching the building, the detectives will realize that the building is a gigantic warehouse. No one is on the street and no cars are parked in the area. An eerie silence blankets the whole block. The building can be accessed through the alleyway door or the main front door; neither of which has a lock or security device. Both doors lead to the same massive storage room.

**Inside 1545-** Once inside the Investigators will feel a sense of evil and the smell of rotting flesh. Boxes and crates block the line of site within the two-story space. The lighting system in the building seems to be on a backup generator as the lights emergency lights flicker and fade. Shadows will cause the characters to think that people are moving around in the warehouse. While inside the building all Characters are afflicted with a Terror Rating of 10. Most of the crates are open, and empty. Searching any of the boxes reveals that they are all empty. The Narrator should prolong the search to include a back office, and a rear loading dock. Eventually the Narrator should read the following:

*"Everyone suddenly begins to hear a slight crunching sound coming from the front left corner of the building. The crunch is followed by a discernible slurping sound."*

At this point the characters will investigate the sounds. Behind a pile of crates is the killer's den. It is small and hidden, but is accessible through a small tunnel of stacked boxes. After the first character crawls through the small tunnel read the following:

*"Piles of broken human skulls litter the ground around a pile of cloth and sheets. It looks as if this pile of fabric is nestled together to form a large nest or bed. In the corner of the small den is a hunched figure in a black trenchcoat and large brimmed hat. His face is covered in blood and a clear syrup. He licks his lips and forks his tongue through a row of sharpened teeth to clear out a piece of human brain. The Daemon howls as he lunges at his intruders"*

## Battling the Beast

Before anything, those character witnessing the Daemon must roll their Restraint versus the Daemon's Terror Rating of 14. Failure to meet this Difficulty incurs a penalty to the Character's actions as noted on Pg. 81 of the Obsidian book. The Daemon will fight to the death, his or the Characters.

## RESOLUTION

If the Daemon is defeated, the Characters can call their Corporation and relay their success. Upon returning to the Corp, the characters each receive 2 Corporate experience points and a minor commendation downloadable at Centralcore. The company seems happy with the efforts made and tells the characters that they are now all full time detectives. This is not a promotion, as much as a status symbol within the company.

## CHARACTER NOTES

The Characters for this game must buy their way into a Level 3 Corporation as Acolytes. This costs 12 Starting Points or 12 Corporate Points, or a combination of them. They must also choose the *Investigator* as their Primary or Secondary Social. Other than that, it is pertinent that the Characters remain either Mystical in nature or neutral. Kultist characters can only be played if they take the Social *Heathen*. All characters will start as employees in the Termbase Investigations Corporation.

## N.P.C.'s

<b>GUARD</b> -Essence-	5D6	Endurance-	5D6	Spirit-	4
Dexterity-	3D	Strength-	2D	Mechanical-	3D
Knowledge-	2D	Perception-	4D	Mind-	2D

Armor Rating- 5 Soft Armor (Hybrid Weave uniform)

Ordinance- Revco Fu-Q (burst) +1 Difficulty Level, 3D8 Penance

<b>ABE-</b>	Essence-	5D6	Endurance-	5D6	Spirit-	3
	Dexterity-	2D	Strength-	2D	Mechanical-	2D
	Knowledge-	2D	Perception-	3D	Mind-	2D

Armor Rating- None

Rituals- Inferences 3D, Visject 2D

## BIURGE Palingenesite

The serial killer known as "Silent Red" is actually a Carnivorian Daemon known as the Biurge. These Daemons are rare in the zone, but once they are summoned they are hard to find. The only evidence of their existence is a trail of headless bodies. The Biurge appears as a stocky human with a huge mouth for a face. They have four arms, two of which are kept hidden under a trenchcoat or jacket. They attempt to stalk their victims for a brief duration, depleting the victim's strength and Dexterity Skills. When they feel they can easily overcome their victim they attempt to tear their head off. Most Biurge's have a den; one with a large freezer. The Daemon keeps the heads in the freezer until it needs to satiate its Sustenance Please, at which time it cracks open the skull and slurps out the brain, throwing the broken bones into a pile next to its bed.

Diadem-	12	Obscurity-	6	Aversion-	20
Essence-	5D6 + 20	Endurance-	5D6 + 20	Body Size-	Human
Dexterity-	3D	Strength-	7D	Mechanical-	2D
Knowledge-	2D	Perception-	4D	Mind-	2D

Armor Rating- 10 Soft Armor (5 Natural + Trenchcoat)

Rituals- Visject 6D

Convocations- Regeneration & Stalking the Prey

Natural Weapons- Razored Mouth (1D4 + 12 Essence penance), Additional Appendages (arms), Claws (3D6 + 7 Essence)

Daemonic Abilities- Unearthly Will (x2), Suicidal Aura (10ft), Telepathic communication, Blasphemy

Sustenance Pleasure- Must kill and eat the brains of a human.

Terror Rating- 14



