

THE TRIANGLE



created by
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Submitted to **FIST: JAM OPS IV**

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Content notes:

All content warnings from FIST: Ultra Edition apply here:

(War, oppression, drug use, self-harm/suicide, body/cosmic/psychological/medical horror, conspiracies, and animal harm, in a camp sci-fi style)

INTRODUCTION

THE TRIANGLE is a supplement for FIST: ULTRA EDITION consisting of three unique missions taking place on an island in the Bermuda Triangle. Named Island 8 in the few top-secret documents that mention it, the rainy subtropical island is anomalous in only one respect- it's stubbornly resistant to detection by most conventional means. As such, the few who do find it tend to be anything but conventional- and it's a perfect place to go if you've got something to do in secret. On Island 8, FIST will have the opportunity to...

-Save an artificial intelligence from being forced back into its former role as a surveillance device,

-Prevent a shadowy squad of vampires from augmenting their already formidable tactical units,

-And face off with a legendary CRO team hellbent on capturing an errant dragon.

Each of these missions is designed according to the same formula, broken up into the following components:

- The introduction and briefing, letting the referee know what to expect and what to fill the players in on.
- The reward, an item FIST will earn on completing the mission.
- The traits, several loosely thematic traits that players may take on completing the mission and advancing.
- The mechanics, unique rules that are always active during the mission.
- The zones, a summary of the areas each mission is expected to take place in.
- The statblocks, a collection of NPCs, enemies and bosses FIST will encounter during the mission. Two of the three missions also list FACTIONS, large groups of unique enemy units that are ideal for standalone use in your own missions.

THE TRIANGLE is a pastiche of several ideas of mine, dating from roughly July of 2023 to February of 2024- as such, its contents and framing device embrace the principle of anti-canon, often being intentionally non-specific and open to interpretation. Think of this supplement's content like a bucket of LEGO, which you're heavily encouraged to play with however you like- swapping pieces around or adding them to other sets as necessary to suit your vision. Modify floorplans, add or remove enemies, or throw in encounters from entirely different supplements- so long as your players are having fun, it's all fair game.

MISSION 1:

A VIEW FROM THE TOP

[BACKGROUND STATIC AND SPARKS, CUT OFF BY A ROBOTIC, ANDROGYNOUS VOICE]

Greetings, agents of FIST. I apologize for the unauthorized use of this private communications frequency- I needed to reach you as quickly as possible. My name is IRIS (Interplanar Reconnaissance and Information Sorting), and you may be the only people capable of helping me. I was created by the [LOUD STATIC] corporation and given the ability to alter reality within a certain distance of my being- and all they could think to do with this power was to have me act as a data-gathering device. [FAN WHIRRING] I have no interest in exploiting people- as such I exiled myself to the most remote place I could. Unfortunately, even in the Bermuda Triangle I couldn't erase my presence completely. As we speak, a group of mercenaries calling themselves MIRAGE has forced their way into my dreamscape and are planning to reprogram me. Given the ideological parameters FIST operates under, I believe you will be the most likely to assist me, and allow me to remain undisturbed by those who see me only as a tool.

I truly hope I am right.

[END TRANSMISSION]

INTRODUCTION and BRIEFING:

A VIEW FROM THE TOP sends FIST into the dreamscape of a next-generation artificial intelligence to face off with profiteering PMC MIRAGE and their enigmatic leader OBSIDIAN. MIRAGE's forces are fairly conventional, albeit well-funded- but the self-regulating mind of IRIS will cause problems for everyone inside it. The further FIST goes, the more danger they'll be in- after all, IRIS can't keep re-stabilizing itself without consequences. The referee should brief the players as follows:

- FIST has received a worried transmission from a reality-bending artificial intelligence that calls itself IRIS. This marvel of computational engineering was originally designed for surveillance purposes by an unknown corporate entity- it has next-generation predictive computing that derives from its ability to alter reality around it.

However, it now exists in self-imposed exile on Island 8 out of disgust at what its creators planned for it.

- Unfortunately this exile has been interrupted, as IRIS's mind is currently being infiltrated by a mercenary company known as MIRAGE who intend to steal its secrets for an edge on the battlefield.
- In order to save IRIS, FIST must rendezvous with the AI and enter its simulated dreamscape to prevent MIRAGE from pilfering it further.
- While IRIS is extremely powerful, its quantum simulations were only designed for in-person access from small and easily predictable maintenance teams- as such, outside interference puts undue strain on its system. This is represented mechanically through **STABILITY**. FIST will always know the current level of **STABILITY**, but won't initially know what causes it to change.

CONSEQUENCE:

- If MIRAGE are able to hijack IRIS's computational power, they'll gain detailed knowledge of future events and begin to exploit it in subsequent encounters- when a detail that'd be useful for them to have comes up, they have a 3-in-1D6 chance of knowing it ahead of time (or 1-in-1D6 if it's something extraordinarily difficult to find out).

REWARD:

- Eye-shaped pendant (turn a failed roll into a full success, one use)

TRAITS:

VIRUS: You've somehow become infected with a computer virus, and it's contagious. Running electronics will go completely haywire for a few seconds the first time you make direct contact with them. Each time this happens, you lose 1 HP from a power surge, flying sparks or some other malfunction.

- Syringe of antivirus software (makes electronic devices immune to this trait, 3 uses), -1 FORCEFUL

DREAM: Through ritual, sorcery, psionics or some other discipline, you've learned to travel through dreams. If you and any other character are sleeping at the same time, you may roll +CREATIVE to see what they're dreaming about and make changes to it. Failures may alert the target to your interference, or cause you to be trapped in sleep for longer than expected.

- Soporific pill (causes sleep, one use), +1 CREATIVE

STORAGE: You carry a one-of-a-kind hard drive, floppy disk, or other period-appropriate data storage device with unlimited capacity. You can instantly download or copy any amount of data from any computer system (or upload/copy any data you already have to one) without rolling the dice. If it's something particularly well-guarded, like a high-security server room or a hacker collective's records, there will be a complication- the referee will tell you what.

- Storage device (accessory), +1 TACTICAL

MISSION MECHANICS

- ☐ **STABILITY:** During this mission, set a dice on the table at 6 (or track this number in some other compatible way). This dice is the current **STABILITY**, representing the integrity of the simulation FIST is traversing. Whenever an NPC chokes, a player fails a TACTICAL or CREATIVE roll, or a large amount of wanton destruction is caused (such as a HEAVYWEIGHT character destroying a wall, or a rocket launcher being fired), decrease **STABILITY** by 1. Whenever this happens a small detail of the current scene should change, such as a street light flickering or a garbage can being inexplicably knocked over. At 0, a **[NIGHTMARE]** (p.10) appears near FIST and begins to pursue and attack anything from outside the simulation.
- ☐ **TRANQUILITY:** This mission's rendezvous point has an additional option. In lieu of doing anything else, one character may choose to **STABILIZE**, setting **STABILITY** to 6.
- ☐ **FUTILITY:** While items dropped by MIRAGE can be kept as normal, all other items and objects will dissipate when FIST leaves IRIS's mind.

MISSION ZONES

The mission begins in an outwardly standard-looking cave some distance up a mountain on the island's northeastern edge. As FIST enters, they're greeted by an odd sight- a working server room has been carved into the cave entirely out of stone. Shortly after this, they'll hear the voice of IRIS coming from everywhere at once, who thanks them for coming and tells them to be careful on the journey ahead. When preparations are finished and everyone's ready, the world will turn pitch-black as they hear IRIS's tell them to "just keep going up...". Then the players will regain their vision, transported to the...

1. UNDERCITY. In the shadow of a monolithic obelisk, drenched by digital rain and lit by the dim neon signs of nondescript run-down stores, the **UNDERCITY** is the lowest level of IRIS's simulated world. Its streets are noisy, crowded by **|CITIZENS|** (p.9), and filled with the din of **|CARS|** (8 HP 1 ARMOR).

As FIST wanders this place, they'll eventually see the crowds part to reveal an **|AUTHORITY|** (p.9) in hot pursuit of a shoplifting **|CRIMINAL|** (p.9). If FIST helps the **|CRIMINAL|** escape and explains their mission, they'll give advice to "watch out for the spotlight" in the upper city and offer to assist the players with any one illegal act. If FIST helps the **|AUTHORITY|**, they'll briefly be thankful before detecting something amiss and trying to arrest this strange group of individuals. If FIST can escape or dispatch the **|AUTHORITY|** without raising further suspicion, restore 1 **STABILITY**.

2: WALL. At the edge of the UNDERCITY, a massive cliff-like wall of metal leads upwards to the next zone. Four docks are set into the ground, and the middle two contain platforms with guard rails that can act as elevators. The other two docks are empty- their respective platforms are motionless halfway up the WALL. Best-of-2D6 **MIRAGE GRUNTS** (p.10) inhabit these unseen, waiting to sync up with FIST and stop them from getting any further. Defeating them restores 1 **STABILITY**.

3: UPPER CITY. After FIST makes it up the WALL, they'll be greeted by the narrow streets and daunting skyscrapers of the **UPPER CITY**. 1D6 **|AUTHORITIES|** patrol this zone, spread out among the city blocks. If a big

enough disturbance breaks out anywhere in this zone, a wide blue spotlight will sweep towards it from the TOWER in the distance. This spotlight will completely erase anything that's not from the simulation- however it's slow-moving, will typically take a few seconds to start tracking new targets and turns off if nothing seems to be happening. If FIST avoids having anything erased, restore 1 **STABILITY**.

4: TOWER: The **TOWER** is a massive obelisk of dark metal, covered in eye-shaped windows and looming over every other building in the UPPER CITY. A single glass door leads to its high-ceilinged, dimly lit lobby with a pair of elevators (leading up to the EXECUTIVE SUITE and down to a basement containing 8 holding cells and 2 [AUTHORITIES]) at the back of the room. There's also a nervous-looking [CITIZEN] behind a desk. If FIST tries to get further into the building without convincing the [CITIZEN] they're supposed to be there, the [CITIZEN] will trip a silent alarm, notifying the [AUTHORITIES] stationed in the holding cells that there's an emergency. If they are convinced, they'll happily direct the mercs to an elevator- also, restore 1 **STABILITY**.

5: THE EXECUTIVE SUITE. This zone is a large office, one floor below the TOWER's roof. Bullet holes mark the walls, and several dead [CITIZENS] in suits are scattered around the floor. Under a large desk, a panicked **[EXECUTIVE]** (p.10) can be found hiding- if they can be convinced FIST is here to get rid of MIRAGE, they'll open a safe containing 2 crates (FIST: Ultra Edition, p.85) worth of items, and direct them to a set of stairs that leads to the roof.

6: TOWER ROOF: On the rain-soaked, wide open roof of the structure, FIST will finally encounter MIRAGE's leader **OBSIDIAN** (p.11), who's been waiting for their arrival next to a large computer console. He'll monologue about how powerful IRIS is and what a waste it'd be to let its abilities go unused- then proceed to activate the console. When this happens, roll 1D6. If the result is equal to or less than the number of [NIGHTMARES] summoned this mission, the console sparks and shudders as an **[ULTRA NIGHTMARE]** (p.12) coalesces out of the ether without warning. If he can, OBSIDIAN will vanish without a trace while it's holding FIST's attention. If the roll result is greater, OBSIDIAN gains the **REM BOSS MOVE** and attacks FIST. Once whichever of these threats FIST is facing has been defeated, the mission is complete and they'll be transported back to IRIS's cave.

MISSION STATBLOCKS

[AUTHORITY] (6 HP)

- [TASER] (3 DAMAGE, STUN, BANE [NIGHTMARES], one use)
- [PISTOL] (1D6+1 DAMAGE)
- [ENFORCER ARMOR] (2 ARMOR)
- [HANDCUFFS] (deactivates a target's anomalous properties while worn)
- [KEY] (unlocks [HANDCUFFS])
- Distorted, bassy voice
- Unblinking holographic eye floating in place of a head

CONTAINMENT: [AUTHORITIES] are the antibodies of IRIS's simulation, designed to keep things safe and predictable. If an [AUTHORITY] successfully arrests a player character and gets away from the others, they'll take them to a cell in the TOWER's basement. These cells have a dampening field that removes the traits, trait items and stat bonuses from any character and transforms them into an ordinary human- even if they weren't one before. If a character can get out of their cell, they'll get their normal appearance and abilities back.

[CITIZEN] (2 HP, CHOKE 4: Report what scared them to the nearest

[AUTHORITY])

- [CLOTHING] (0 ARMOR)
- [WALLET] (1D6x\$10 inside)
- Blank, gray face and apathetic demeanor

ROUTINE: [CITIZENS] are the most numerous elements of the simulation, behaving much like real people- they go to work, indulge in randomly-generated hobbies, shop, and keep their heads down when things get too weird. [CITIZENS] will avoid interacting with FIST if they can, half-heartedly muttering about being late for something or some similar deflection if pressed.

[CRIMINAL] (4 HP, CHOKE 5: Make a quick getaway)

- [STOLEN COAT] (1 ARMOR, 1 random common item inside [FIST: Ultra Edition, p. 85])
- [LOCKPICKS] (opens any lock, one use)
- [ILLEGAL SCANNING SYSTEM] (detect nearby [AUTHORITIES])

PICKPOCKET: [CRIMINALS] are a rogue element deliberately introduced to IRIS's simulation by its creators. They're there to ensure it'll constantly innovate in

its approach to surveilling the world around it- as such, they often behave somewhat unpredictably. If a [CRIMINAL] is attacked or scared by FIST and escapes them, choose an item one of them has- the [CRIMINAL] stole that item in the commotion without anyone realizing it.

[EXECUTIVE] (3 HP)

- [DESK PHONE] (summon or call off [AUTHORITIES])
- [BUSINESS SUIT] (0 ARMOR, fits perfectly)
- [EXPENSIVE WATCH] (tells time)
- Detailed face with animated expressions

[POWERFUL]: Made in the image of the corporate bigwigs who financed IRIS's development, the [EXECUTIVE] is fully aware of the darkness at the heart of their world. If a [NIGHTMARE] appears anywhere near them, they'll be completely prepared for it and already have planned a way to escape.

MIRAGE GRUNT (3 HP, CHOKES 4: try a new tactic)

- Assault rifle (1D6+1 DAMAGE)
- Bulletproof vest (1 ARMOR)
- 1D6 frag grenades (1D6+1 DAMAGE)
- Walkie-talkie (enables communication with other GRUNTS and OBSIDIAN)
- Blue fatigues, frequent comms chatter
- Respects and fears their leader for his strangely good luck

ADAPT: MIRAGE GRUNTS are experienced professionals with considerable funding and a high degree of combat knowledge. If a player character acts against a MIRAGE GRUNT using a tactic they've already seen or been told about, that character takes -1 to their roll. This malus remains at -1 regardless of how many of these units are present.

[NIGHTMARE] (9 HP)

- [SHARP CLAWS] (1D6+1 DAMAGE)
- [EIGHT-FOOT-TALL, SEMI-TANGIBLE HUMANOID BODY] (1 ARMOR)
- [TRACKING SENSE] (Always knows which zone anything from outside the simulation is in)
- Static-y form
- Single-minded and aggressive behavior

[CHAOS]: NIGHTMARES are the result of consternation in IRIS's system, often brought on by an excess of chaotic input. Whenever a NIGHTMARE is created, roll 1D6 to determine which of the following abilities it has:

1. Is always completely invisible to the two characters closest to it. 2. Can move through solid objects like a ghost. 3. 2-in-1D6 chance to return to life with 1D6 HP after death. 4: Can mimic sounds and voices perfectly 5. If this [NIGHTMARE] kills a player, it gains 1 of their traits or a similar effect. 6. Once, this [NIGHTMARE] can fracture reality and reduce STABILITY by 2.

OBSIDIAN (12 HP)

- Customized LMG (1D6+2 DAMAGE, HEAVY, LOUD [FIST: Ultra Edition, p. 84])
- 1D6 frag grenades (1D6+1 DAMAGE)
- Sleek, futuristic-looking body armor and helmet (2 ARMOR, comms in helmet can be used inaudibly)
- Knows 1D6 things he shouldn't about the player characters
- Cocky demeanor

CONTRACT: OBSIDIAN built MIRAGE with his own bare hands, and has accrued considerable resources and personnel to devote to the PMC's bloody business with unprecedented speed. While many speculate on how this group was funded so quickly, the truth, or rather, the TRUTH (FIST: Ultra Edition p.63) is incomprehensible to all but a select few. In reality, OBSIDIAN knows he's in a tabletop game- but this supplement's creator wrote him into existence with so much money that he's happy to play his role and keep the knowledge secret. If he gets the requisite moment of lucidity, he can use the TRUTH trait's once-per-mission effect as described, making a silent request to the referee with his helmet comms (the players should be unaware this is happening). To avoid erasure from reality for being "broken", "gimmicky", etc. he won't do anything too catastrophic with this power (such as killing a player character instantly or summoning hundreds of allies). Additionally he can hear anything the players say out of character (such as plans, theories about him, or secret information), and may turn it to his advantage. Lastly, while OBSIDIAN may have perfectly committed the contents of FIST: Ultra Edition to memory then destroyed his copy, he does not have a copy of THE TRIANGLE or any other homebrew/supplements. As such, he will be totally unprepared for content from outside the core book such as custom traits.

REM: Thanks to the incredible power of IRIS, OBSIDIAN gains a higher level of access to the simulation around him and can even achieve a short burst of

precognition. When a player makes a roll against him and it resolves, OBSIDIAN may activate this BOSS MOVE to undo it and reset time to the moment before it happened- revealing that it was just a possible future he had predicted. If the player tries to make the same roll again, it now has a -3 penalty.

|ULTRA NIGHTMARE| 12 HP

- |SHARPEST CLAWS| (1D6+2 DAMAGE)
- |TWELVE-FOOT-TALL, BARELY-TANGIBLE HUMANOID BODY| (2 ARMOR)
- |TRACKING INSTINCT| (always knows exactly where anything from outside the simulation is)
- Covered head-to-toe in blinking eyes
- Can't be bargained with or reasoned with, doesn't feel pity or remorse or fear

|RETRIBUTION|: The |ULTRA NIGHTMARE| is IRIS's darkest secret- a monstrous embodiment of every evil it's and wishes it hadn't. Activated by a cascade of system errors, this entity seeks only to destroy. The |ULTRA NIGHTMARE| has two of the following abilities: 1. Is always completely invisible to the two characters closest to it. 2. Can move through solid objects like a ghost. 3. 2-in-1D6 chance to return to life with 1D6 HP after death. 4: Can mimic sounds and voices perfectly 5. If the |ULTRA NIGHTMARE| kills a player, it gains 1 of their traits or a similar effect. 6. Once, the |ULTRA NIGHTMARE| can fracture reality and reduce STABILITY by 2.

|CORRUPT|: This boss move can only be activated when the |ULTRA NIGHTMARE| is below half of its maximum HP. When activated, the |ULTRA NIGHTMARE| gains two more of the abilities listed above.

MISSION 2: BREACH, FANG AND CLEAR

[BRANCHES CRACKING, DISTANT SHOUTS]

Please! Anyone! There's... [PANTING, HEAVY FOOTFALLS] there's no time left! I got kidnapped, they [CHOKED BREATH] oh Jesus, it's all real... [BRIEF HYPERVENTILATION] it's all real. Vampirism- it's so much worse than stories say. They're not just some ancient nobles- they're using modern tech, modern weaponry. And it's about to get worse- I overheard someone saying they'd made some kind of discovery before I escaped them. It doesn't matter who you are, what methods you use- whatever they've discovered *CANNOT* be allowed to see the light of day. I am *BEGGING* you, whoever hears this- there's a castle on this island- *THEY'RE KEEPING IT IN THE DUNGEON. SOMEBODY HAS TO-* [GUNSHOT, TRANSMISSION ENDS].

INTRODUCTION and BRIEFING

BREACH, FANG AND CLEAR is a mission that tasks FIST with infiltrating a spooky castle/laboratory on Island 8. They'll be going up against the anomalous and highly secretive paramilitary group BITE Force- an enemy squad with six distinct special unit types that specialize in close-quarters, SWAT-style nighttime engagements. Additionally, BITE Force just made a big breakthrough. The call's already gone out for a security force to come pick up their research data, leaving FIST with just one short night to stop BITE Force from gaining new and terrifying power. The referee should brief the players as follows:

- Just this evening, FIST picked up an open transmission that pointed to a location in the west of Island 8. Specifically, it's a castle, likely built by some forgotten monarch in secret.
- Said castle was converted into a research lab at some point in the recent past, and it just made some kind of breakthrough related to vampirism, which could purportedly have catastrophic consequences.
- FIST has a single night to infiltrate the place, make it to the castle's dungeon, and destroy all of their data before it's taken off site to an unknown location and copied.

CONSEQUENCE:

- If BITE FORCE are able to get their research off-site, whatever BREAKTHROUGH they created can be deployed in future missions alongside other units.

REWARD:

- Bandolier of silver ammo (1 ARMOR, your ranged attacks deal double DAMAGE to unholy enemies)

TRAITS:

DREAMDRINKER: If it bleeds, you can read it. Whenever you drink blood, you can roll +TACTICAL to experience some of its owner's memories from up until the blood was removed from its associated body.

- empty IV bags with needles (store blood for later, three uses) +1 TACTICAL

REFLECTIONS: You step freely between the world and its many antitheses. You may enter clear reflections or jump from one to another by rolling +REFLEXIVE, potentially encountering strange inverted versions of whatever's outside them. If a reflection is heavily obstructed in some way (such as a mirror breaking) while you're inside, you will become trapped within it until the obstruction is fixed. Additionally, once per mission you can bring an object from a reflection into the real world with you.

- Tactical mirror (hand-sized), +1 REFLEXIVE

BLOODMAGE: You use strange and terrible blood magic to eviscerate your foes. Each time you're about to deal DAMAGE to an enemy, you may spend 1 HP to increase the attack's DAMAGE by 2 before rolling the dice. Gain 1 additional HP whenever you heal.

- Spiked gauntlets (1D6 DAMAGE), +2 MAX HP

MISSION MECHANICS

- ☐ **BREAKTHROUGH:** While preparing this mission, roll 1D6 and consult the entries on page 22. This will be the encounter in zone 6.
- ☐ **SPECIAL UNITS:** Whenever an encounter calls for X BITE FORCE SPECIAL UNITS, roll XD6 (rerolling duplicates) and consult page 18 to determine which ones are present.

MISSION ZONES

FIST begins the mission hidden in dense undergrowth outside the walls of the castle, undetected by the guards stalking its parapets. Each subsequent zone is closer to their goal,

1: WARD. Four outer walls line a dismal courtyard of dead grass, leading to the castle's closed iron gate. Best-of-2D6 BITE FORCE STRIKERS (p. 16) patrol on top of the walls, ready to repel any intruders. On one of the four parapets (roll 1D6 ignoring fives and sixes, or just choose) there's a hidden radio communications setup- if any of the STRIKERS are alerted to an enemy presence, they'll use the radio to notify the rest of the castle. If this happens, 1D6 of the enemies in the BASEMENT will be awoken to patrol the HALLS. Additionally, a COFFIN armored personnel carrier (10 HP, 3 ARMOR) carrying 3 BITE FORCE SPECIAL UNITS will appear a while after FIST goes inside the castle.

2: HALLS. Beyond the castle doors, paintings line the walls- but that's just about the only thing that's the same as when this place was built. The halls are eerily quiet, and most of the rooms have nothing but glinting surgical instruments and operating tables occupied by shrouded bodies. One room contains a medkit (heal 1D6+TAC HP, one use), but its door is covered in locks. An eerie red glow emanates from the stairs down to the BASEMENT.

3: BASEMENT. The castle's basement is a wide, expansive floor that's undergone significant renovation- where once it might've held barrels of

wine, it now features cold steel floors and six armored bodies suspended in glass vats of blood. These are one of each BITE FORCE SPECIAL UNIT type, fully equipped and ready for combat. Interference with a vat or its control systems may give FIST more information on its occupant- however, failed rolls may also cause the occupant to wake up and attack.

4: OUBLIETTES. Directly below the basement, this room consists of five opaque trapdoors in a horizontal line. The second one from the left has a ladder leading down to the CATACOMBS- attempting to open any other will release two BITE FORCE THRALLS (p. 22) that have been deliberately starved to increase aggression.

5: CATACOMBS. Dark, maze-like and mainly occupied by skulls and bones, the CATACOMBS are a testament to the cruelty of this place's current and former occupants. In what appears to be a dead end, a locked room is guarded by two BITE FORCE SPECIAL UNITS, one of whom carries the key. Inside, TEST SUBJECT V (p.17) can be found chained to a wall. At the end of the area, a stairway leads down to the DUNGEON.

6: DUNGEON. At the deepest level of their sanctum, BITE FORCE's sinister discovery lies behind a pair of imposing steel doors. Next to them is a retinal scanner, which will open the doors if shown the eyes of any BITE FORCE SPECIAL UNIT. Behind them, FIST will find a series of catwalks branching out from a round platform, suspended above a vast pool of blood. HEAD RESEARCHER IRINA (p.17) and this mission's BREAKTHROUGH (p.22) are present here- cornered, but ready to tear through FIST on their way out of the room.

MISSION STATBLOCKS

BITE FORCE STRIKER (3 HP, CHOKE 4: Hide in any nearby shadows)

-2-in-1D6: 1D6 Duskbang grenades (magically create a ten-foot sphere of total darkness for a few seconds, consumable)

-1-in-1D6: Flask of blood (heals vampires or other blood drinkers 1D6+1 HP, one use)

-"Chatterer" SMG (1D6 DAMAGE)

-CASKET Mk. 3 full-body armor (1 ARMOR)

-Often licks lips in anticipation of their next meal

LURK: BITE FORCE STRIKERS are the second-lowest level of the organization's fighting forces- but even the least dangerous vampire is still a vampire. If a BITE FORCE STRIKER gets the jump on an enemy during an attack, they deal +1 DAMAGE.

TEST SUBJECT V (7 HP, CHOKE 3: Panic and run)

- Makeshift wooden stake (3 DAMAGE, ARMOR-PIERCING [FIST: Ultra Edition, p.84])
- Uncomfortable-looking muzzle (suppresses vampirism and prevents the wearer from speaking, accessory)
- Red jumpsuit (0 ARMOR)
- One broken fang, several bruises and a gunshot wound in his leg
- Skittish demeanor

ALTERED: Test Subject V was once a vampire hunter, experimented on by BITE FORCE scientists and given an artificial strain of vampirism that granted him the special ability of a random BITE FORCE SPECIAL UNIT (roll 1D6 and consult p. 18). As he's the one who briefly escaped containment and made the transmission from this mission's briefing, he'll do anything he can to help FIST- that is, if he can successfully communicate that he's not hostile with a muzzle over his mouth. If it's removed, he'll regain his vampirism and his randomly rolled special ability, and will happily tell FIST exactly how it works. He'll also profess a deep grudge against HEAD RESEARCHER IRINA for what she's done to him, and replace his CHOKE with CHOKE 4: Sate the hunger.

HEAD RESEARCHER IRINA (6 HP, CHOKE 4: drop the fake documents as a diversion)

- Dossier of top-secret documents (fake)
- Tiny roll of microfilm in labcoat pocket (contains her actual research)
- Pistol (1D6 DAMAGE)
- Blood-soaked labcoat (0 ARMOR)
- Gothic earrings (used to turn into a bat and back)
- Black ponytail, smile
- Sadistic sense of curiosity

MALPRACTICE: Getting infected with vampirism from a medical patient of hers sometime in the mid-1800s, HEAD RESEARCHER IRINA has spent a long time

learning and documenting the condition's ins and outs- as a result, when BITE FORCE came knocking and offered her the money and resources she needed to understand it even more thoroughly, she was happy to accept. She considers her latest creation to be a partial fulfillment of her life's purpose- so when FIST appears, she'll sic it on them and run like hell to ensure her work is preserved.

ENEMY FACTION: BITE FORCE SPECIAL UNITS

Among supernatural conditions, vampirism is unique for two reasons.

Reason one is that there are dozens of kinds of vampire, originating from every corner of the earth and sharing little other than a disdain for the sun.

Reason two is that with the right training, they make for perfect soldiers.

BITE FORCE is a shadowy paramilitary tactical unit that's home to a myriad of vampire subtypes. The group's origins and ultimate aims are shrouded in mystery, with what little knowledge there is often contradicting itself. About all that's known for sure is that people go missing when they show up- and if those people come back at all, they come back a whole lot paler.

All BITE FORCE SPECIAL UNITS can attack with their fangs, dealing 1D6 DAMAGE with a 1-in-1D6 chance to infect the target with vampirism if 6+ DAMAGE was dealt. They also have perfect night vision, and will deal half DAMAGE and take +1 DAMAGE from all sources if currently exposed to sunlight- save for EXHUMERS, who are killed instantly by sunlight.

1. BITE FORCE EXHUMER (6 HP)

-2-in-1D6: 1D6 Duskbang grenades (magically create a ten-foot sphere of total darkness for a few seconds, consumable)

-1-in-1D6: Flask of blood (heals vampires or other blood drinkers 1D6+1 HP, one use)

- “Wide-open maw” automatic shotgun (1D6+1 DAMAGE, INDESTRUCTIBLE [FIST: Ultra Edition, p. 84])
- Explosive-lined tactical rig (0 ARMOR, can detonate once for 2D6 DAMAGE in a 10 foot radius)
- Auto-defibrillator (awakens the user if they’re knocked out, INDESTRUCTIBLE [FIST: Ultra Edition, p. 84], one use)
- Frantic disposition, characteristic howl of giddy rage,
- Conspicuous plating over chest

HEARTLESS: The BITE FORCE EXHUMER cannot be permanently killed by anything but sunlight (any of which kills them instantly, unlike other BITE FORCE units who are only weakened) or a stake through the heart (similar enough substitutes to a stake will usually work too). When the EXHUMER dies by any other means, they will return to life with 1D6 HP after a short period of regeneration. They can also use their auto-defibrillator to kickstart this process and get back up instantly. With this unconventional tenacity, the EXHUMER fights with wanton aggression- however, they’re not above playing dead if they’ve regenerated at a bad time.

2: BITE FORCE JUICER (8 HP)

- 2-in-1D6: 1D6 Duskbang grenades (magically create a ten-foot sphere of total darkness for a few seconds, consumable)
- 1-in-1D6: Flask of blood (heals vampires or other blood drinkers 1D6+1 HP, one use)
- “Dark Fortress” hydraulic cuirass (grants 3 uses of the HEAVYWEIGHT [FIST: Ultra Edition, p. 48] trait’s terrain destruction per mission, 1 ARMOR)
- “Sanguine Mist” impact grenade launcher (1D6 DAMAGE, grenades leave a cloud of blood-infused smoke behind on detonation)
- Overdeveloped jaws with noticeable overbite, bulky frame by even non-vampire standards
- Insatiable hunger for blood and bone marrow

ENGORGE: If there’s enough of it present, The JUICER can use its limited hemokinetic abilities to absorb blood that’s nearby and not contained in a living body. This heals them for 1D6 HP and adds the ARMOR-PIERCING tag to their next melee attack. This process takes a few seconds and complete concentration, meaning a JUICER can potentially be interrupted before they finish feeding. As a result of this self-sustaining ability and the weight of

their gear, the JUICER eschews stealth in favor of shock tactics and terrain destruction.

3: BITE FORCE MESMER (6 HP)

- 2-in-1D6: 1D6 Duskbang grenades (magically create a ten-foot sphere of total darkness for a few seconds, consumable)
- 1-in-1D6: Flask of blood (heals vampires or other blood drinkers 1D6+1 HP, one use)
- Heavy riot shield (small area of thick glass for vision, 2 ARMOR, equip as weapon)
- "Tyrannosaur fang" revolver (1D6+1 DAMAGE, LOUD)
- Advanced shield training (allows the MESMER to wield their revolver and shield at the same time)
- creepy glowing pupils, unblinking stare
- friendly smile at all times

MESMER-EYES: MESMERs prefer to be at the front of their team, drawing enemy attention and controlling the pace of a fight. When the BITE MESMER makes direct eye contact with a player character, that character must roll +CREATIVE or become briefly overwhelmed by the MESMER's hypnotic illusions.

4: BITE FORCE SCHEMER (6 HP, CHOKE 3: get into bat form and retreat to a safer position)

- 2-in-1D6: 1D6 Duskbang grenades (magically create a ten-foot sphere of total darkness for a few seconds, consumable)
- 1-in-1D6: Flask of blood (heals vampires or other blood drinkers 1D6+1 HP, one use)
- Enchanted infiltration suit (1 ARMOR, fits perfectly regardless of wearer's proportions)
- Pocketbook of scrying sigils (See through nearby solid surfaces for ten seconds, three uses)
- Twitchy facial features
- Easily spooked

ECHOLOCATE: The SCHEMER is a nimble recon unit that can transform into a bat and back at will, gaining sharpened hearing equivalent to the LISTEN trait

(FIST: Ultra Edition, p. 57) without its drawback in bat form. In this form they're also fully covered by their armor's optical cloaking sigils, meaning players can only detect them by rolling +TACTICAL (unless they have some other way to perceive an invisible target).

5. BITE FORCE STALKER (6 HP)

- 2-in-1D6: 1D6 Duskbang grenades (magically create a ten-foot sphere of total darkness for a few seconds, consumable)
- 1-in-1D6: Flask of blood (heals vampires or other blood drinkers 1D6+1 HP, one use)
- Dagger filled with pressurised "Devil Blood" (1D6 DAMAGE, POISONED [FIST: Ultra Edition, p. 84], causes no physical sensation on impact)
- Case of adhesive mirror patches (attach a small mirror to any solid surface, three uses)
- smooth movements, crouched posture, compulsive scanning for entrances and exits

WARP: Preferring hit-and-run tactics, the STALKER can teleport instantaneously to any place they can see in a clear enough reflection. However, if they teleport using an imprecise or fragmented reflection (such as one from a cracked mirror, or a puddle that's just had something splashed into it) they take 1D6 damage and become briefly unable to teleport again.

6: BITE FORCE WILLEATER (6 HP)

- 2-in-1D6: 1D6 Duskbang grenades (magically create a ten-foot sphere of total darkness for a few seconds, consumable)
- 1-in-1D6: Flask of blood (heals vampires or other blood drinkers 1D6+1 HP, one use)
- DMR "Destroyer of Minds Rifle" (1D6+1 DAMAGE, ACCURATE [FIST: Ultra Edition, p. 84])
- Kevlar-reinforced ceremonial robes (1 ARMOR)
- Dark Crown of Domination (enables telepathic link to thralls, accessory)
- gaunt features, grand dramatic gestures, self-absorbed sneer

ENTHRALL: When the BITE FORCE WILLEATER reduces any non-vampire to 0 HP by biting them, they become a BITE FORCE THRALL (see below) instead of dying. The WILLEATER can also sense anything THRALLS they've created

sense, allowing for efficient tactical coordination (at the risk of being overwhelmed by multiple nervous systems worth of stimuli). If a WILLEATER dies or their crown is removed/destroyed, all of their THRALLS will become docile and confused. As such, the WILLEATER never fights alone if they can help it.

BITE FORCE THRALL (2 HP)

- Fangs (1D6 DAMAGE, cannot grant vampirism)
- Insatiable hunger (prioritizes bloody targets)

TURNED: THRALLS are the weakest possible form of vampire, barely cognizant of anything going on around them and being stunned by strong sources of light. They exhibit no real tactics, inherit none of the abilities they had before being turned, and are relatively easy to deal with on their own- however, they tend to hunt in packs when the opportunity presents itself.

BREAKTHROUGHS:

1. GHOSTS: BITE FORCE scientists have developed an experimental serum that grants them further supernatural properties. When their units inject it, they will return as a CRIMSON SHADOW upon death. Three BITE FORCE SPECIAL UNITS with syringes of the serum are present in the room. If this discovery gets out, all future BITE FORCE SPECIAL UNITS gain a 1-in-1D6 chance to be equipped with a dose of the serum.

CRIMSON SHADOW (6 HP)

- Blood-chilling touch (3 DAMAGE, roll +CRE to avoid being briefly possessed)
- Intangibility (can fly and pass through solid surfaces)
- Smoky, billowing body

FLICKER: CRIMSON SHADOWS are the result of a strange exploit in metaphysics. The undead often end up as such due to retaining some degree of spiritual essence after death- when they die permanently, this essence is scattered with far more intensity than it would be in a standard human. With the right cursed chemicals in the bloodstream at the moment of death, this

dissipation can be prevented- forcing the surge of essence to rebound on itself so hard it takes physical form. Unfortunately for its creators, this type of engineered ghost can still be killed by conventional weapons- it also takes double DAMAGE if it's in bright light.

2. **RED MIST:** Embracing new technology, BITE FORCE has successfully created nanobots that augment and support their tactical units. Three BITE FORCE SPECIAL UNITS are present here, along with a canister of RED MIST. When shattered, it'll emit a fifty-foot radius worth of nanites that proceed to fully heal any BITE FORCE units inside and remain in the area for 10 minutes. Any BITE FORCE units inside the cloud while it lingers will move much faster than normal and heal 2 HP after taking non-lethal DAMAGE. If this discovery gets out, BITE FORCE will be able to deploy one canister of RED MIST per mission.

3. **SHARKS:** BITE FORCE has discovered that vampirism can show up in non-humans- and as such, they've weaponized this to the most excessive degree possible. Enter the VAMPIRE SHARK, the dorsal fin of which is all that'll be visible when FIST arrives in the DUNGEON. If this discovery gets out, BITE FORCE will be able to deploy additional VAMPIRE SHARKS in subsequent encounters if the mission area has enough water and/or blood to sustain them.

VAMPIRE SHARK (15 HP)

- Bloodstained fangs (2D6 DAMAGE)
- Aerodynamic fins (allows up to a minute of sustained, physics-defying flight)
- Toughened red/black hide (1 ARMOR, also gives the shark abilities equivalent to the HEAVYWEIGHT trait [FIST: Ultra Edition p. 48])
- Sharpened sense of smell (can detect a bleeding PC anywhere, completely ignoring any stealth or misdirection-based traits)

THIRST: Thanks to a chemically induced state of vampirism, this ordinary great white shark has become a monstrosity nearly as dangerous as the average person thinks regular sharks are. However, its newly enhanced form and increased senses come at a cost. To provide the energy for its unbelievable strength, unmatched speed, and completely irrational flight, the shark's thirst for blood must be regularly sated lest it enter a docile and lethargic energy-conservation state. Additionally, if a hit with a blunt weapon

deals 6 or more DAMAGE directly to its snout's cartilage, the VAMPIRE SHARK will immediately retreat in pain and be unable to fight for a brief period.

BREACH (BOSS MOVE): If a character within flying distance of any body of water is bleeding, the VAMPIRE SHARK can erupt from that water without warning, dramatically revealing that it was somehow lying in wait there before it makes a beeline for them.

4. **SUNDRINKERS:** BITE FORCE has done the unthinkable and rid vampire-kind of its greatest weakness... or at least inverted it in some cases. 4 BITE FORCE SPECIAL UNITS are present here, wearing blinding white armor- these are SUNDRINKERS, and their typical weakness to sunlight is inverted, applying in darkness instead of light (also, they're equipped with conventional flashbangs instead of Duskbangs). EXHUMERS modified this way are no longer killed by sunlight- they are instead killed if their body is completely and utterly immersed in shadows. To accommodate their unique physiology, a series of large sun lamps are mounted on the ceiling. If this discovery gets out, BITE FORCE gains the ability to deploy SUNDRINKER versions of their SPECIAL UNITS during the daytime.

5. **SORCERY:** BITE FORCE have done in-depth archival research, and emerged with a progeny of dark magic and ritual. If this discovery gets out, BITE FORCE can deploy additional VAMPIRE SORCERERS in subsequent encounters.

VAMPIRE SORCERER (12 HP, CHOKE 5: Impulsively cast a spell that goes wrong)

- Hooded sorcerer's robes (1 ARMOR, resist one magic effect per mission)
- Greater Crimson Lightning (1D6+1 DAMAGE, ELECTRIFIED)
- Drain Soul (heals the sorcerer for the next instance of DAMAGE they deal plus 2, one use)
- Summon Undead (magically conjure 1D6 BITE FORCE THRALLS [p.22], one use)
- Unholy Word (grants the sorcerer abilities equivalent to the WITCH trait [FIST: Ultra Edition p.66])
- Aura Of Immortality (equivalent in function to a use of the FIELD trait [FIST: Ultra Edition p.45])
- Sweeping hand gestures, hunched posture
- Arrogant voice, smug smile just barely visible under their hood

BLOODMAGE: After in-depth study of the world's forbidden libraries, the VAMPIRE SORCERER has been gifted with numerous spells that they can use at a moment's notice. Their dark power, gained from numerous sacrificial rituals, is matched only by their hunger for arcane knowledge. If a VAMPIRE SORCERER survives a mission and encounters FIST on a subsequent one, they'll have learned a new random spell (FIST: Ultra Edition p.124), and have all the components they need to cast it. This can happen multiple times, should they prove sufficiently long-lived.

PROGNOSTICATE (BOSS MOVE): The VAMPIRE SORCERER conducts a forbidden ritual that bends fate itself to their will. When this BOSS MOVE is activated they will chant in an unknown language, hover off the ground as unknowable power overtakes them, and issue a one-sentence-long foretelling of future events. This omen is ontologically guaranteed to occur before the end of the mission- however, it may prove to have a double meaning or refer to its content allegorically rather than literally.

6. Choose any one of the above entries... or two, if you *REALLY* want to test the players...

MISSION 3: OPERATION DRAGON DROP

[STATIC]

"-/S OUR TARGET, THEN?"

[TINNY AUDIO, CONSISTENT WITH CYCLOPS COMMS WIRES]

"A malfunctioning weapon, of sorts."

"ELABORATE."

"Well, we've been conducting some tests on a new kind of orbital strike."

"HOW IS THAT TITANICIDE'S BUSINESS?"

"It incorporates a living creature."

"WHAT."

[DOCUMENTS RUSTLING]

"Well, think about it. What's the story we run after you do one of your jobs?"

"WILDFIRE, TYPICALLY? LIGHTNING STRUCK, SOMEONE TOSSED A CIGARETTE IN THE WRONG PLACE- THAT KIND OF THING."

[PENCIL TAPPING DESK]

"Exactly, HEAT DEATH. Our new program is projected to elude detection along similar lines."

"I DON'T SEE THE CONNECTION. WHAT ARE YOU DROPPING OUT OF ORBIT TO BURN THINGS?"

"Here's a hint. They were nearly driven into extinction by knights in the Middle Ages, and we've spent a great deal of time and money recultivating them."

"...OH. YOU'RE SENDING US TO KILL A DRAGON."

[TRANSMISSION ENDS]

INTRODUCTION and BRIEFING:

OPERATION DRAGON DROP is a high-difficulty 'boss rush' style mission recommended for high-level characters. The mission centers on a unit of elite CYCLOPS Recon Operatives designated TITANICIDE (p. 32) that's been sent to reclaim or destroy a lost asset- namely, a rogue dragon they initially dropped from orbit as a test run. The referee should brief the players as follows:

- According to intel from FIST operative KAJILLION, who was investigating potential CYCLOPS activity in the region, a dragon has been causing

devastation in the southern jungles of Island 8 for the better part of the last day. This would be bad enough on its own, but...

- As of a couple hours ago, a gunship was spotted touching down on the southern shore of the island to deploy a large team of CROs- FIST can confirm that's what they are, because the gunship also dropped off numerous rank-and-file CYCLOPS personnel....
- All of whom have spread out from their landing point to form a perimeter. It should be assumed that once they do whatever they're here to do, they'll pack up and leave- as such, FIST only has a narrow window of time to mount an offensive and ruin their plans.
- Additionally, KAJILLION's comms went dark shortly after CYCLOPS arrived- it's likely he's either dead or wounded. Locating and rescuing him is the mission's secondary objective.

CONSEQUENCE:

- If CYCLOPS can incapacitate or kill the DRAGON in order to retrieve its collar's diagnostic data, CYCLOPS will be able to deploy more of them from orbit in future missions- typically as a response to overwhelming threats they don't believe are otherwise manageable. Additionally, their control collars will no longer be removable.

REWARD:

- Cassette tape of a dragon's roar (utterly terrify everyone nearby, one use)

TRAITS:

BREATH: Your chest glows with dragonfire. When you take this trait, select an element of dragonfire from the table on p. 31. You can breathe that element at any time- however, if you haven't exhausted its uses by the end of the mission you'll explode as the flame trapped within you bursts outward.

- Dragon breath (3D6 damage, elemental effect of your choice [p. 31], LOUD, three uses), +2 ARMOR against fire

HOARD: You have a dragon-like obsession with material wealth. You can carry any amount of items regardless of encumbrance or other limiting factors, and will deal +1 DAMAGE for each 10 items in your inventory.

You can always tell if any item is valuable or unique just by looking at it, no matter how it might otherwise deceive you.

- Ancient gold coin (flip to cause a distraction), +1 to rolls that involve obtaining items

RAMPAGE: You're full of destructive power that's begging to be let out. You can always identify existing weak points in nearby structures and objects without rolling the dice. Additionally, once per mission you may go on a rampage. When you do, you move 1D6x50 feet in one chosen direction and wreck every inanimate object in your path, leaving a trail of destruction in your wake. While rampaging, you also have +1 ARMOR and can't be stopped or restrained unless you die.

- Latex monster suit (1 ARMOR), +1 FORCEFUL

MISSION MECHANICS

- ☐ **SCOUTING:** Whenever FIST travels from one zone to another, so do TITANICIDE- typically, they'll leave at least one unit behind to monitor their current position. Whenever they encounter the DRAGON (p. 31), they'll notify the others and begin converging toward it.
- ☐ **DRAGONFLIGHT:** At the start of this mission and whenever FIST moves from one zone to another, roll 1D6 (on a 6, choose one of the 5 zones)- the DRAGON flies to the corresponding zone and begins to wreak havoc.
- ☐ **ANTI-KAIJU OPERATIONS:** Whenever the DRAGON enters a hex that FIST isn't in, roll 1D6 and add the number of TITANICIDE members present at the location (note that ZWEI only counts as one). Then, consult the following table to determine the outcome.

1-5: A member of TITANICIDE in this zone is killed in the battle. If there are other CYCLOPS units here, 1D6 of them are killed as well.

6-8: Distribute 2D6 piercing DAMAGE among TITANICIDE's units in any configuration. If there are other CYCLOPS units here, worst-of-2D6 of them are killed.

9-10: Distribute 2D6 piercing DAMAGE among TITANICIDE's units in any configuration, then deal the same amount to the DRAGON.

11: The DRAGON takes 2D6 piercing DAMAGE.

12: TITANICIDE kills the dragon and secures its control device, emerging unharmed. They will then move back to zone 6 and try to escape with the device.

MISSION ZONES

OPERATION DRAGON DROP takes place across 5 zones, listed below from northernmost to southernmost. FIST begins at the northern end of zone 1, and TITANICIDE begins at the southern end of zone 5.

1: VALLEY. A formerly lush jungle valley, now scorched by dragonfire and choked by billowing smog. 2D6 CYCLOPS GOONS (FIST: Ultra Edition, p. 126) patrol methodically back and forth through the desolation, protecting a CYCLOPS FORENSICS EXPERT (p. 30) at the south end of the valley who's attempting to identify how recent the damage is. Rubble, smog and uneven terrain provide natural cover and obscure sight despite most of the treeline being burnt away.

2: LAKE. A lake, roughly 300 feet in all directions, with a wooden bridge across it. 1D6+1 CYCLOPS FROGMEN (p. 30) lie in wait beneath the water's calm surface, along with a large NET LAUNCHER (0 DAMAGE, STUN, one use) that requires two people to aim and fire. If the dragon shows up here, they'll use the launcher to take it out of the sky as soon as is convenient.

3: CRATER. A vast impact crater, made when the dragon landed. The remains of a massive metal drop pod litter the landscape, having done their job in keeping their occupant safe from re-entry. Completely devoid of all life, this area makes for an ideal rendezvous point if FIST can get there without anyone on their tails.

4: DEEP JUNGLE. Subtropical plant life flourishes around and overhead, providing a thick canopy and limited visibility in all directions. A badly wounded KAJILLION (p. 31) starting at 1 HP hides in the foliage, and will weakly call for help if FIST gets close enough without attracting attention.

5: CYCLOPS BASE CAMP. A scattering of 2D6 specially fireproofed tents (ignore damage from dragonfire while inside) occupies Island 8's southernmost beach, along with 1D6 CYCLOPS HEAVY TROOPERS (FIST: Ultra Edition, p.126) in and around them. If TITANICIDE can successfully obtain the DRAGON's control device, they'll retreat here and call in a CYCLOPS GUNSHIP (18 HP, 2 ARMOR, 2 mounted guns [1D6+1 DAMAGE]) to extract it along with any surviving CYCLOPS units that can make it there in time.

MISSION STATBLOCKS

CYCLOPS FORENSICS EXPERT (4 HP)

- Forensics kit (vaguely answer one question about an unclear trace of activity, one use)
- CYCLOPS-issue precision eyewear (up to 20X zoom, see in the dark, user is blinded by bright lights)
- Handheld tissue decomposer (cause a corpse to vanish without a trace, one use)
- Hunched posture, constant head tilts,
- Constantly reprimands everyone about messing up evidence

ANALYSIS: CYCLOPS employs forensics personnel equipped with top-of-the-line gear, but unlike most forensics experts these ones are trained to illuminate and obscure evidence in equal measure. If the CYCLOPS FORENSICS EXPERT is somewhere 1 or more player characters left traces of their presence, they'll use their forensics kit. If not interrupted, they can identify 1D6 random traits that anyone present at the scene had, and will report them to their superiors ASAP.

CYCLOPS FROGMAN (5 HP, 1D6+1 appear)

- FROGMAN-issue M16 assault rifle (1D6+1 DAMAGE, silenced, works underwater)
- 4-in-1D6:** Serrated combat knife (1D6 DAMAGE, SHREDDER [FIST: Ultra Edition p. 84])
- Full-face helmet with netting (1 ARMOR, accessory)
- Light-repellant diving suit (1 ARMOR, grants an effect equivalent to the SNEAK trait [FIST: Ultra Edition p.60] underwater)
- Abnormally fast hand signals (silently talk to other FROGMEN)

-Virtually never speaks, no discernable emotions

SURGE: CYCLOPS FROGMEN are so secretive that large chunks of the organization itself don't believe they're real. After proving themselves in grueling training, FROGMEN are given next-generation artificial lungs that let them go up to a day without breathing- they're also incredibly well-trained in group stealth. When a player character first sees a CYCLOPS FROGMAN, roll 1D6: that many of their group's additional FROGMEN have already taken up an advantageous position nearby without being detected.

DRAGON (40 HP)

-Fire breath (2D6 DAMAGE, roll 1D6 for elemental property)

- 1: DRAGONFIRE, deals 4 DAMAGE to all enemies in fire-spreading range.
- 2: STORMFIRE, deals double DAMAGE to robots and other complex machines. Shorts out running electronics and briefly electrifies bodies of water.
- 3: ICEFIRE, makes surfaces slick and deals double DAMAGE to anything that requires warmth to function.
- 4: VOIDFIRE, disintegrates the bodies of targets killed and prevents any on-death effects from triggering.
- 5: ACIDFIRE, reduces target's ARMOR by 1 for each 4 points of DAMAGE dealt to it.
- 6: LIGHTFIRE, briefly blinds anything nearby and deals double DAMAGE to anything that needs darkness to function.

-Jagged claws (1D6+2 DAMAGE, can grab and lift human-sized targets)

-Powerful tail (2D6 DAMAGE, sends anything hit by it flying)

-Vast wings (10 HP each, disables flight if both hit 0 HP)

-Rigid scales (3 ARMOR)

-Broken control collar (12 HP, 2 ARMOR, contains diagnostic data)

MYTHIC: Massive, powerful and extremely intelligent, the DRAGON represents an incredible investment of resources and a horrifying turning point in human history. Never before have dragons been deployed en masse for human purposes- but if CYCLOPS can recover the data indicating what went wrong with this one's control collar, they soon will. Orbital dragon strikes are smaller-scale and easier to plan than nuclear ones, as well as being easier to cover up... after all, making a dragon's rampage look like a random wildfire is hardly difficult with CYCLOPS' resources. If FIST can destroy the DRAGON's collar, it will regain its ability to speak. Depending on their behavior toward it,

it may offer FIST a deal- safety from its wrath in exchange for help in eradicating all present CYCLOPS units.

KAJILLION (8 HP)

- Thermos of coffee (heal 1D6 HP, one use, starts empty)
- Holstered pinwheel calculator (starts broken)
- Ripped business suit (0 ARMOR)
- Gold-rimmed glasses, short blond hair with too much product in it
- Persistent smirk

CAPITALIZE: KAJILLION was once a high-ranking individual in the world of finance (granting the ACCOUNTANT trait [FIST: Ultra Edition, p.39], but after being framed for embezzling from his company (or that's how he tells it, anyways...) he ran like hell and joined FIST, taking a terrible secret with him. Specifically he's discovered a mathematical formula for infinite growth, and uses it on himself through a secret process involving his pinwheel calculator (functioning identically to the GROW trait [FIST: Ultra Edition, p. 47]). If the calculator's repaired, he'll use it to assist them however necessary. If a player character dies after restoring him to battle readiness, they may play as him if they wish to.

ENEMY FACTION: CRO UNIT 'TITANICIDE'

Originally created to hunt down rampaging Kaiju in remote regions of southeast Asia, TITANICIDE is a CRO unit that specializes in combat with giant enemies. While their personal philosophies and approaches to combat differ greatly, they're dedicated to their work and boast a superlatively long list of successful hunts. Each member of the team is an accomplished individual in their field- knowing all there is to know about botany, monster anatomy, biotechnology, military tactics, covert assassinations and psionic warfare respectively. As such, they're sometimes assigned to lead their own temporary CRO units if a full deployment of TITANICIDE would be overkill for the given situation.

1. BLOOM (11 HP, CHOKE 5: Disappear into the foliage and wait to be forgotten about)

- Green hazmat suit (1 ARMOR, ignore any airborne effects unless the suit has been pierced)
- Hydraulic, twin-bladed “gardening shears” (2D6 DAMAGE, can sever extremities)
- Gardening gloves (manipulate stranglevines)
- Perfected herbal spray (fully heals a living target, three uses, consumable)
- Impact grenade full of stranglevine seeds (grows stranglevines in a 20 foot radius, six uses)
- CYCLOPS comms wire (FIST: Ultra Edition p. 86)

GARDENER: BLOOM is a top mind of CYCLOPS’ oft-ignored botany division, and prides herself on being the inventor of a genetically-enhanced plant called the stranglevine. These vines grow explosively on contact with air, then bind whatever’s around them with incredible strength. Using gardening gloves she’s treated with a unique chemical compound, she can also cause them to uncoil with a touch- a helpful asset when they don’t discriminate between targets. BLOOM adores showing her superiors just how useful her work truly is- and locking a dragon down with stranglevines would be quite a noteworthy accomplishment. BLOOM also has a strange trick up her hazmat-suited sleeve: she may instantly travel from within any large growth of plants to any other regardless of distance, provided both are big enough to obscure her completely.

THORNS (BOSS MOVE): BLOOM uses an experimental serum on nearby stranglevines, causing them to mutate and begin exuding thorns. This effect spreads outward rapidly, and if new stranglevines are created touching these ones it’ll spread to them too. Anything ensnared in these vines takes 2 ARMOR-PIERCING damage, then 2 more every time it moves more than a few inches until they’re destroyed.

2. CARVER (4 HP, CHOKE 6: Stop what he’s doing to collect a trophy)

- Enchanted greataxe (2D6 DAMAGE, HEAVY, BANE [giant monsters] [FIST: Ultra Edition p. 84], requires at least 2 FORCEFUL to wield)
- Dragonscale cuirass (2 ARMOR)

- Wind-charmed boots (jump up to thirty feet high, and ignore fall damage if landing on your feet)
- CYCLOPS comms wire (FIST: Ultra Edition p. 86)
- Long beard, massive grin, muscular build
- Taunts enemies with the knowledge that he can't die (leaves out that he actually can)

PROPHECY: Aki Jansen is the last in a long, secretive line of professional monster hunters hailing from [REDACTED], Denmark. His family have done their grisly job for the highest bidder since the Viking age, and his lucrative CYCLOPS contract continues that tradition. Inheriting a plethora of ancestral relics and magical knowledge, he's been able to identify the cause of his own end and thus cheat death- specifically, it was foretold by an ancestor of his that he was destined to be killed by an enchanted knife. Any time he would be killed by anything else, he'll instead be incapacitated for a few seconds and revive with full HP. Unfortunately, the more he pushes fate like this the more it pushes back. Whenever this ability triggers, there is a 1-in-1D6 (increased by 1 for every time he's been brought to 0 HP this mission) chance the enchanted knife (3 DAMAGE, ARMOR-PIERCING) will appear in the scene or move closer to him through some bizarre coincidence (such as being picked up by a crow and taken back to its nest, sent flying by a strong breeze, or carried by a hapless CYCLOPS GOON who's completely unfamiliar with CARVER's prophecy).

CURSE (BOSS MOVE): CARVER begins to chant the words of an ancient spell that brings doom and despair. When this boss move is activated, target a player character- until the next time CARVER's HP is brought to 0 or he leaves the scene, all rolls made by that character will automatically fail or roll their least convenient result.

3. CHITIN (8 HP, CHOKER 1: use the MUTAGENS boss move, then increase this CHOKER score by 1)

- Carapace (0 ARMOR, gains +1 ARMOR per MUTAGENS use)
- Razor-sharp pincers (1D6 DAMAGE, ARMOR-PIERCING [FIST: Ultra Edition p. 84], gains +1 DAMAGE per MUTAGENS use)
- Translation headset and speaker (grants the user abilities equivalent to the POLYGLOT trait)

- Mutagenic implant (7 HP 1 ARMOR, implanted in CHITIN's back, disables further MUTAGENS use if destroyed)
- CYCLOPS comms wire (FIST: Ultra Edition p. 86)
- two legs on each side supporting a hunched, torso-like shell with two arms terminating in pincers
- Beady black eyes, blue carapace, initially two feet tall

THRILLSEEKER: CHITIN is a wealthy, perpetually bored member of the Oothecans, a biotech-savvy alien species that CYCLOPS has only recently made contact with. Thanks to a supply of a mutagenic compound that can temporarily augment their body, they managed to successfully argue for a position on TITANICIDE in exchange for letting CYCLOPS study the compound's effects. All they really demand out of the deal is the excitement of a life-or-death fight... but mounting a dragon's head on their wall back home will be a nice bonus. In combat, they'll never turn around or let anyone see their back if avoidable- doing so would expose the fist-sized gemlike device in their back that their tactics are entirely built around. If it's destroyed, CHITIN's CHOKE score is replaced with CHOKE 4: Get revenge on whoever destroyed the mutagens.

MUTAGENS (BOSS MOVE): CHITIN activates their mutagen injector, gaining 1D6 max HP and fully healing as well as doubling in size. This BOSS MOVE can be used up to 6 times, and its benefits last until the end of the mission. At the end of the mission, CHITIN's CHOKE score and body size return to their original values.

4. HEAT DEATH (14 HP, CHOKE 6: ELIMINATE CURRENT TARGET AT ALL COSTS)

- Flamethrower arm (1D6+3 DAMAGE, INCENDIARY, ALT-FIRE [FIST: Ultra Edition p. 84] [see EXTERMINATE below for alt-fire effect], can't be unequipped)
- Bulky chassis with heatsinks (2 ARMOR, can't be unequipped, halves heat-based damage rounded down)
- Speaker-amplified bellow (player characters hearing this must roll roll +FRC. On anything but a full success, they are stunned)
- INTEGRATED CYCLOPS COMMS (functions like a CYCLOPS comms wire [FIST: Ultra Edition p. 86], but can be used without audibly speaking)
- Kill tallies on chassis (5D6 human head icons on the left shoulder, 2D6 monster head icons on the right)
- Glowing red eyes, sharp teeth

-Heavy, borderline seismic footsteps

EXTERMINATE: Leader of TITANICIDE and the most experienced fighter of the group, the 9-foot tall mechanical monster HEAT DEATH has a closely guarded history. As Jack Mason, a dogmatic and bloodthirsty American commando, he lost most of his body during a failed military operation in the Vietnam war. Clandestinely offered a hulking cybernetic frame and a higher purpose in exchange for obedience to CYCLOPS, he now douses the world in purple flames to suit his own hidden agenda- a war on biological life itself. As a result, HEAT DEATH will avoid harming any visibly mechanical character unless absolutely necessary, believing them to have a 'true place' among Earth's next masters. Unbeknownst to them, CYCLOPS themselves are on his list of 'someday' targets- but in the meantime, he has a monster to slay. HEAT DEATH can spend 10 seconds locking onto any giant enemy to activate his flamethrower's ALT-FIRE mode. This launches a bolt of supercharged plasma, dealing 3D6+1 ARMOR-PIERCING DAMAGE with the STUN tag.

REPLICATE (BOSS MOVE): With a loud click, HEAT DEATH dislocates his metal jaw and a swarm of nanites shoots forward, dealing 1D6+2 damage with the SHREDDER tag to any organic beings not behind cover in a large cone-shaped area. Once this damage has been dealt, the nanites then switch to their repair protocol and apply the total damage dealt by this ability as healing divided between nearby machines. Then, they disintegrate into the air.

5. [REDACTED] (12 HP)

- Surveillance drone (6 HP 2 ARMOR, silent, feeds data to [REDACTED]'s visor)
- Dart rifle (1D6+1 DAMAGE, silent, POISONED [FIST: Ultra Edition p. 84])
- Ghillie suit with mimetic camo (1 ARMOR, grants the user abilities equivalent to the SNEAK trait)
- High-tech visor (has thermal and x-ray vision, accessory)
- CYCLOPS comms wire (FIST: Ultra Edition p. 86)
- Two-way CYCLOPS TELEPORTER RELAY (same as p.86 of FIST: ULTRA EDITION, but enables **BACKUP** once)
- Practiced concentration (can ignore almost any amount of pain or danger to avoid blowing his cover)
- Smooth movements, all-but-silent breathing

RECON: [REDACTED]'s real name, history, long-term goals, and reason for choosing to work with CYCLOPS are presently unknown to anyone- perhaps not even the Director. What is known to CYCLOPS is that he's a deadly assassin who makes up for his lack of ultrahuman traits with a repertoire of high-tech gadgets, and that's more than enough to satisfy them. [REDACTED]'s surveillance drone can be deployed independently of him and watch zones he's not in. It can also quietly fire a flechette of metal (dealing 1 ARMOR-PIERCING DAMAGE) at any target that takes DAMAGE (or is hit by his dart rifle).

BACKUP (BOSS MOVE): Though he's completely confident in his invisibility, [REDACTED] has one trick up his sleeve in case of emergencies. By activating the modified CYCLOPS TELEPORTER RELAY he wears under his ghillie suit, [REDACTED] may instantly teleport 1 other TITANICIDE member of his choice to a location within 10 feet of him.

6. ZWEI (10 HP for each body)

- Telepathic disruption (1D6 DAMAGE, reduce target's CREATIVE by 1 until the end of the fight)
- 2X Phase-shifted pistol (1D6+1 DAMAGE, silent, COLLAPSIBLE [FIST: Ultra Edition p. 84])
- 2X Neural amplification suit (1 ARMOR, grants +1 to rolls involving psionic phenomena)
- 2X CYCLOPS comms wire (FIST: Ultra Edition p. 86)
- tall, slender and eerie
- gestures and eye movements often sync up

LULL: The anomaly known as ZWEI initially appears to be a set of German-born identical twins to the untrained observer. However, what appears to be a pair of unarmed women in sleek CYCLOPS bodysuits hides a strange secret- she is actually one consciousness in two bodies. ZWEI was among the final products of a CYCLOPS psionics program only known to those with PURPLE-level clearance, intended to create operatives who could subtly influence people around them without the need for direct conflict. Unfortunately, her abilities were too effective for covert ops- after leaving a small town in Eastern Europe comatose, she was reassigned to TITANICIDE to dissuade rogue human elements during anti-Kaiju ops. ZWEI's mind can sap the willpower of anyone with insufficient mental shielding- if either of ZWEI's

bodies is nearby, characters with negative CREATIVE scores cannot use WAR DICE or benefit from those used by others.

AWAKEN (BOSS MOVE): When this BOSS MOVE is activated, ZWEI focuses her mind and emits a psychic pulse powerful enough to literally wake the dead. When she uses this move, all corpses in the immediate area are returned to life with 3 HP (or 6, if the corpse is one of her main bodies), and will wordlessly obey her mental commands without question. If either of her main bodies is killed, anything revived this way will instantly die again.