



# DEMON CORE

a FIST mission module



# DEMON CORE

a mission module for FIST

V0.025

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This module is still an early WIP and has not been playtested or, hell, even formatted properly.

TO: [REDACTED] FIST C.O.  
FROM: [REDACTED]  
SUBJ: EMERGENCY BRIEFING

FIST

MESSAGE BEGINS

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MAY 17 1983  
0430 HOURS  
INTEL FILE ATTACHED

Operatives planted in the [REDACTED] have provided intel that a terrorist cell based in Peru and backed by CYCLOPS is assembling weapons destined for the G7 Summit, happening in just 11 days.

Two trucks carrying components for these weapons are moving along a back road approximately 20 km northwest of [REDACTED] Peru. Their destination is a decommissioned hydroelectric facility where final weapons assembly will take place before being smuggled into the US.

FIST has two objectives:

1. Secure the trucks by any means necessary before they reach their final destination, assess the contents of the trucks, and determine a weapons disposal plan after the assessment has been made.
2. Neutralize any weapons manufacturing equipment and capabilities at the hydroelectric facility.

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MESSAGE ENDS

## **PART 1:**

# **DEMON CORE**

### **SCENE**

It's a moonless night in the forests of Peru, just south of the Ecuadorian border. The FIST team has dropped in via low-altitude parachute jump from a surplus C-123 that's currently roaring away at maximum speed below radar.

Just before landing in the dense foliage of the forest, the team was able to see the lights of the decommissioned hydroelectric facility burning brightly — apparently someone's made themselves at home.

As they get their bearings and move to the road, headlights are visible coming up to the FIST team's position; they're about a kilometer away and closing fast.

### **ENVIRONMENT**

Players are dropped in at 0430 hours on the road halfway between the trucks and the facility, about 1 km from each. The road is about 5 m wide and surrounded on both sides with dense vegetation. Light from the approaching trucks is visible from the southwest.

The foliage on either side of the road is sufficient to provide cover for an ambush, and the lack of moonlight means it's almost pitch black.

### **ENGAGEMENT**

Each truck carries 1D6 SOLDIERS (3HP, 1 ARMOR, 1D6 DAMAGE) and 1 CYCLOPS OPERATIVE (see CYCLOPS OPERATIVES table).

The SOLDIERS and CYCLOPS OPERATIVES will fight to the last, and will not retreat. When one of the CYCLOPS OPERATIVES is killed, the other will move into the vegetation on the side of the road and attempt to fire from cover.

At some point, both trucks should sustain heavy damage from gunfire, killing their engines and/or destroying their tires.

After the players neutralize the SOLDIERS and CYCLOPS OPERATIVES, they find each truck is carrying a LEAD-LINED BOX. Additionally, they find a locker containing 1D6 SPECIAL WEAPONS (see SPECIAL WEAPONS table).

## PART 2:

# CRITICAL MASS

### SCENE

As the dust settles, the FIST team moves to investigate the lockers in the backs of the trucks. Each is the size of a small suitcase, and each is marked with a simple stencil on top: DC-1, and DC-2.

Taped to each box is a note clearly typed on a typewriter:

DO NOT OPEN THIS BOX.

Bring this to B-2 at FACILITY WATER/WALL.  
That's the only place we can contain it or  
dispose of it if it gets out before G7.

And again: DON'T OPEN THIS.

- Dr. Reismann

PS: I'm serious. DO NOT OPEN IT UNDER ANY  
CIRCUMSTANCES.

If a LEAD-LINED BOX is opened, note that the lids are unusually heavy. These are lead-lined containment boxes, and each contains a hemisphere of dull gray metal packed in foam. See the DEMON CORE section.

### ENVIRONMENT

The site of the engagement is quiet after the firefight, allowing the players a few moments to investigate the trucks and prepare for any upcoming challenges.

Both trucks will have sustained heavy damage from enemy gunfire and neither will run.

If one or both of the LEAD-LINED BOXES is opened at any point, see the DEMON CORE section.

## **ENGAGEMENT**

After a few minutes, 1D6 more SOLDIERS (3HP, 1 ARMOR, 1D6 DAMAGE) and two more CYCLOPS OPERATIVES (see CYCLOPS OPERATIVES table) approach on motorcycles from the direction of the facility, having heard the gunfire.

Whichever CYCLOPS OPERATIVES you choose, add the TELEKINETIC trait to one, and the TELEPORT trait to the other.

If the two halves of the DEMON CORE are allowed to come into contact with one another, it irradiates everyone within line of sight. See the RADIATION SICKNESS note in the DEMON CORE section.

If all the SOLDIERS and CYCLOPS OPERATIVES are defeated, a call will come through on the deceased enemies' radios from Dr. Reismann, the person who wrote the note:

After a brief assessment, the FIST team should be able to determine that the DEMON CORE is unable to be neutralized through conventional means such as explosives or burying in the ground.

Now is probably a good time to remind the players of their objectives from the briefing.

## **PART 3:**

# **CHAIN REACTION**

## **SCENE**

The exterior of the hydroelectric facility is tightly guarded, with spotlights and patrolling guards visible from most angles.

After an initial scan, the only obvious way into the power plant is via a narrow gantry built across the face of the dam and leading down to the power generator area.

The gantry is constructed from steel scaffolding and ex-

tends across the entire lower portion of the dam wall. It is guarded by two SOLDIERS (3HP, 1 ARMOR, 1D6 DAMAGE).

The gantry leads down to the main power generation building, which spills light from its interior onto the murky river surface below.

## **ENVIRONMENT**

### **Generator Building**

The generator building no longer generates electricity, but it does have a large interior area. Part of this interior, once a space for a turbine generator, has been cleared to facilitate the assembly of nuclear weapons.

A large metal shell with wires and cables streaming out of it sits in the middle of the assembly area, and large blocks of high explosive are piled on crates nearby.

The weapon assembly area currently has two SCIENTISTS (2 HP, 0 ARMOR, 1D6 damage), as well as 1D6-1 SOLDIERS (3HP, 1 ARMOR, 1D6 DAMAGE) patrolling the area on foot. The SCIENTISTS speak English and Spanish, and will readily give information about the facility during an INTERROGATION.

### **Outbuildings**

If the FIST team decides to fan out and explore the outbuildings, they will find:

1. A barracks with 2D6+2 SOLDIERS sleeping or standing guard
2. A mess hall with 2 SOLDIERS patrolling
3. Several small storage and maintenance sheds built into the rock walls of the valley or attached to existing buildings
4. A motor pool guarded by 1d6 SOLDIERS with 2D6 jeeps and trucks fueled and ready to move
5. A command post manned by 1D6 SOLDIERS and 1D6 SCIENTISTS on high alert

### **Lower Levels**

Information about the lower levels of the facility can be gained by INTERROGATING a SCIENTIST or one of the SOLDIERS. They will reveal that there is a hidden elevator in the old lobby area of the generator building which goes

deep below the dam to the bedrock of the area. In addition to various storage rooms, this area contains a teleporter bunker.

If the players do not interrogate anyone, they will be able to find schematics for the site that indicate a hidden elevator in the lobby.

### **Teleporter Bunker**

The teleporter bunker is a large, round, underground chamber with a cylindrical construction towering in the middle. The area is dimly lit aside from a few overly-bright halogen lamps highlighting open conduits or areas marked off with caution tape. Large pipes and conduits break up the space, and some areas with computer equipment are walled off with cubicle dividers.

When first entering the bunker, the FIST team will encounter the final CYCLOPS OPERATIVE in the area (see CYCLOPS OPERATIVES table). This OPERATIVE will do anything in their power to stop the players from accessing the teleporter.

To the southwest is a control room with an array of monitors and screens of various descriptions, with at least one console showing the current teleportation coordinates.

Currently, the teleporter is focused on the coordinates of the Governor's Palace in Williamsburg, VA— the site of the upcoming G7 Summit.

### **ENGAGEMENT**

Pick a CYCLOPS OPERATIVE from the table to use in the final engagement. Rather than using the stats from the table, the OPERATIVE has 18 HP, 3 ARMOR, 3D6 damage, a customized Heckler & Koch G11 assault rifle, and the STATIC trait. They keep their other traits and equipment.

The OPERATIVE will make liberal use of cover and do their best to dodge and weave among the steel pipes and conduits present in the teleporter bunker, all while taking potshots at the players.

The large number of computer displays make it easy for the OPERATIVE to jump from point to point with their



**STATIC** trait, putting distance between themselves and the players to strategize and fire from a distance.

When the **OPERATIVE** is defeated by the players, you may wish to have them give a dying speech about how **FIST** will never be able to defeat **CYCLOPS**. They have operatives everywhere, after all. Even if this operation failed, there will always be another.

### **TELEPORTER CONTROL**

As the battle with the final **CYCLOPS OPERATIVE** comes to a close, the players must decide how to dispose of the **DEMON CORE**. A nearby control console allows for coordinate input, and a list of specific coordinates has been scribbled on a note and taped to the side of the screen.

Some of the coordinates are familiar: the White House, the Kremlin, this very base. One, near the bottom of the list, looks promising: 48°52.6'S 123°23.6'W

This is Point Nemo, the Oceanic Point of Inaccessibility far in the South Pacific, the point on the globe farthest from any land.

However the players decide to dispose of the **DEMON CORE**, they must also come up with a way to dispose of this base. The explosives from the nuclear weapons assembly room may prove useful for that, or the players may decide to do something else.

### **EXITING THE FACILITY**

Once the players have achieved their objectives, they can make their way back to the outside and deploy a rescue balloon that will lift them high above the facility. From there, as they're being picked up by the same C-123 that dropped them off, they can watch the facility be destroyed by whatever means they decided upon.

# APPENDIX

Enemies, weapons, and other causes for alarm.

## ENEMIES

### DEMON CORE

FORCEFUL: +1

TACTICAL: 0

CREATIVE: -1

REFLEXIVE: 0

HP: 18

ARMOR: 3

TRAITS: MINDREADER, PUPPETMASTER

INVENTORY:

- TENDRIL (3D6 damage)

- RADIATION BLAST (causes RADIATION SICKNESS)

- Multiple stolen consciousnesses from previous victims

The DEMON CORE has a malefic consciousness of its own and actively attempts to rejoin its halves by exerting psychic pressure on an individual within line of sight of one or more of its exposed halves. When contained in the LEAD-LINED BOXES, the DEMON CORE is unable to take any action unless one or more of the boxes is opened.

An individual targeted by the DEMON CORE's psychic ability gains the THRALL trait. They will receive visions of a ghostly apparition hanging above the halves of the CORE, and will be compelled to rejoin the halves. Some of the CORE's ghostly tendrils extend out to what appear to be multiple human nervous systems floating just at the edge of sight.

If the halves are joined, it emits a RADIATION BLAST and irradiates everyone within line of sight, leading to RADIATION SICKNESS. Additionally, the apparition gains a physical form that will attempt to repeatedly use its PUPPETMASTER trait on random individuals in its line of sight.

If the physical form of the apparition is brought to 0 HP, it reverts to its original ghostly form and cannot assume

physical form for two hours, even if the two halves of the CORE are rejoined. If the halves of the DEMON CORE are separated before it is reduced to 0 HP, the apparition reverts to its original ghostly form and gains back any HP it may have lost.

## **RADIATION SICKNESS**

An individual experiencing RADIATION SICKNESS has their physical condition immediately start deteriorating, starting with stomach cramps, coughing up blood, and any areas that were exposed to radiation turning red and feeling as if they're on fire. The symptoms progress over the course of two hours, leading to muscle tremors, dizziness, diarrhea, and finally a painful death. RADIATION SICKNESS lowers an individual's maximum HP by -1 every 30 minutes.

Death from RADIATION SICKNESS can be slowed with immediate blood transfusion, increasing survival time by an additional two hours.

Complete recovery from RADIATION SICKNESS requires intensive medical treatment in a specialized hospital facility and cannot be achieved in the field.

## **CYCLOPS OPERATIVES**

All the CYCLOPS operatives below have 12 HP, 2 ARMOR, 2D6 damage. Their traits and inventories are what separate them from one another.

You can roll on the list below to select a random operative, or select from the table:

1. BLUE
2. CLARK
3. CORAX
4. CORVUS
5. CRISTATA
6. CROW
7. JACKDAW
8. JAY
9. MAGPIE
10. PICA
11. RAVEN
12. SCRUB

1	<p><b>BLUE</b> INVENTORY: Two combat knives that smell of ammonia</p> <p>A skeletal form wrapped in urban camouflage, specifically trained for operations in and around the gray of Soviet apartment blocks. Their thin form and inexplicable flexibility grants them the CONTORTIONIST trait.</p> <p>TRAITS: CONTORTIONIST, SKELETON</p>
2	<p><b>CLARK</b> INVENTORY: A jar of pomade, 2 Micro Uzis</p> <p>They walk into combat wearing a well-tailored suit and wielding dual Micro Uzis. Their slicked hair is very nearly glued to their head.</p> <p>TRAITS: CHARM, SEXY</p>
3	<p><b>CORAX</b> INVENTORY: A cloak that feels a little too heavy, a katana that vibrates</p> <p>Draped in all black, they drift in and out of shadow at will. Regardless of lighting conditions, they appear as a shadowed specter that's hard to focus on.</p> <p>TRAITS: HIGHLANDER, SNEAK</p>
4	<p><b>CORVUS</b> INVENTORY: A hand telescope, two knives carved with mysterious symbols</p> <p>A scream gives away this operative, but this does not lessen their effectiveness as they descend on their targets with a knife in both clenched fists.</p> <p>TRAITS: AKIMBO, BERSERKER</p>
5	<p><b>CRISTATA</b> INVENTORY: A silenced .25 cal pistol.</p> <p>Observation from afar, and then unnerving close quarters engagement is the name of the game for this operative. While you may catch their silhouette once or twice, you'll still be taken off guard when they move in for the kill.</p> <p>TRAITS: FLOW, FREEZE</p>

6	<p><b>CROW</b>  <b>INVENTORY:</b> A set of wood carving implements, razor sharp  A creature on the fringes of humanity, divorced from that which most people think of as human. This operative is ready at a moment's notice to deploy to a new theater of operations and engage with the enemy at any time of day or night.</p> <p><b>TRAITS:</b> HARVEST, IMPROVISE</p>
7	<p><b>JACKDAW</b>  <b>INVENTORY:</b> An awl and a small-caliber pistol, easily concealable in a palm    Always dressed in multiple layers, this operative is prepared to blend into any crowd or strike force. This operative has a constant loop of previous mission briefings droning in their ear, readying them for anything.</p> <p><b>TRAITS:</b> ILLUSION, MINDREADER</p>
8	<p><b>JAY</b>  <b>INVENTORY:</b> A bandolier containing vials of poison and two brass knuckles    Deeply sensitive to the mental state of their victims, this operative observes from afar and then slowly worms their way into the good graces of opposing operative teams. A perfect solution when the enemy is too close and a personal touch is the right decision.</p> <p><b>TRAITS:</b> SURVEILLANCE, TURNCOAT</p>
9	<p><b>MAGPIE</b>  <b>INVENTORY:</b> A set of thermal goggles and a crossbow with bolts    Always following the stench of death, this operative has a preternatural ability to anticipate when the next assault will be. This doesn't mean they tell their comrades, though.</p> <p><b>TRAITS:</b> UNDEAD, VETERAN</p>
10	<p><b>PICA</b>  <b>INVENTORY:</b> Two thermite grenades and a surplus M-16    An operative used to making their own way and always expecting to be abandoned by the command structure. They always have a contingency plan, and they'll never hesitate to act on it.</p> <p><b>TRAITS:</b> CHAMPION, EMPATHY</p>

	<b>RAVEN</b> INVENTORY: A simple poncho and a straight razor
11	This operative has the unique ability to blend into any group of people, turning from a robed silhouette into just another face in the crowd. Their anonymity makes them almost impossible to hit when surrounded by their comrades — a trait they exploit as often as possible.  TRAITS: ILLUSION, MINDREADER
	<b>SCRUB</b> INVENTORY: A modular assault rifle and a collapsible baton
12	An eyeless phantom with no sense of self. They take on aspects of their targets and use them in combat to exploit weaknesses and cause enemies to falter, opening them for a killing blow.  TRAITS: DIRTY, MUTANT

## SPECIAL WEAPONS

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