

# VAMPIRES OF THE PLANET

A Terra Machina Scenario

# Table of Contents

Introduction.....	3
Preface .....	4

# Introduction

Welcome to *Vampires of the Planet*, a scenario in the Terra Machina RPG system that can be found for free at <https://www.terramachinarpg.com>. This guide is intended for a game master (GM) to run a session in the Terra Machina system. As the GM, you should familiarize yourself with the ruleset by reading through the rulebook before proceeding.

*Vampires of the Planet* is intended to be run with a group of 2-6 players. Each of the players should create a level 1 character before starting. However, it will still work with if they play with higher level characters. Please note the following terminology:

- CP (Character Power): This is the sum of every player's HP + the average of all their levels rounded up.

# Preface

Read the following to your players:

*The Annum Corporation hit record profits this year as they dominated the energy industry. Sure, every person in the village of Aardwolf died horrific deaths thanks to a chemical leak and the coastline has become flammable but those are small prices to pay for the jobs that Annum offers to the communities and the accessibility of electrical power across the nation. A new facility has been built into the side of Mount Arcanus, a sacred mountain where the ancestors first communed with the angels to receive the gifts of magic onto the world. Annum believes it can harness the energy within the mountain to save on the cost of generating electricity. The facility is called LAMPREY.*

*This is the last straw for the eco-terrorist group called CHASE. They know that his facility will be the death of the planet as we know it. Your mission as either members of CHASE or hired mercenaries, is to blow up the LAMPREY facility.*