Friday Game 9am-1pm

Friday 8pm-12am

Saturday 3pm-7pm

Module: Lost Child of Park Street

Module: Fallen Angel

Module: The Horror at Owl’s Head

Module: The Auction

**Module: The Lost Child of Park Street**

Background:

Actors: Mother, Lover, Child, Child Buyer, Goods Buyers, The Backers

The mother is having financial struggles, and is of somewhat questionable morals. So she decides to sell her child to her outsider lover. He doesn’t really explain things to her thoroughly, and he creates a contract to take her memories and her stake in the child. (Essentially stealing a foundation.) The other thing he doesn’t tell her is that he’s going to split up her contract and sell off the parts. Something that is considered questionable even by outsider standards. The person that he is going to sell the child to is Lilitu, a Persian demon. (Mythos, strangling, taking children.) Lilitu’s motivation is that she is looking for a host body to raise, being that she is ephemera. The goods buyer is a member of the Unseelie Court, possibly working for A&P. The goods buyer introduced Lilitu to the Lover.

The Backers, the ones making this all possible, the fixers/dealers are the Brokerage Firm of Asamir and Partridge. They are professional middleman. They make sure everything goes smoothly and they take a cut from everyone. They always have a plan for plausible deniability. They have no physical evidence linking them to the crime in the story.

The story begins with the characters being handed a casefile, because all of them come from organizational backgrounds. Regarding the kidnapping of a mortal child, it will raise suspicion. To add to the tension the characters are informed the characters that the missing persons case has just been called in. Their mission is to stop the case from progressing; they need to resolve it within 48 hours. The primary objective is to find the child or find the perp, preferably both. (Maybe introduce faction goals.)

Characters:

Mother – Clarissa Hamilton – Crooked mom. Irresponsible, desperate. Depending on how dark the RP session, can play up the unfit parent aspect.

Daughter – Lisa Hamilton – Madam Not Appearing in this Film – Sweet darling 7 year old, dark hair.

Lover – Lenny – Cursed human loser. Has sold out most of his humanity. Trying to get in good with his girlfriend, tried to make things “simpler” by removing her child. Used his own cursed contract as a model for taking Lisa and Clarissa’s memories.

Child Buyer – Lilitu – Ephemera, Persian demon of shadow and wind. Lives in old abandoned house filled with owls and snakes. Motivations: Nature is to smother children, but is now in a new world. Thinks that perhaps becoming a child will find some meaning in this new world. OR has an odd fascination with Lisa, may become obsessed if she succeeds in buying Clarissa’s memories.

Good Buyer – Midir – An arrogant stuck-up pretty boy. Loyalty is primarily to the faerie court. Runs with a gang of other Unseelie members. “Mid-level drug dealer”.

The Broker – Asamir and Partridge – Should not be directly implicated, should appear as shadowy powerful meta-entities. Should appear briefly once, if at all. Characters can approach the firm, but will not be granted an audience, can find out A&P is a bank for contracts.

Lesser:

Landlord of Tenement Building – Gerome the Gnome (actually a dwarf)

A&P Receptionist

Police Detective

Red Market Guard

PCs:

1. Mulder, BoA, Mental

2. Scully, BoA, Physical

3. “Legitimate Businessman” (Sam’s Character), RM, Social

4. Goody Two-shoes, The Mission/Asylum, Social

5. Red Market Investigator, RM, Mental

6. Wildcard Would-be Superhero, Asylum?, Physical

Scene 1: The Investigation

The PCs are given their introduction, motivation, and the address of the Mother.

|  |  |  |
| --- | --- | --- |
| Location:  The City  Cover:  Hazards: | Protagonists:  PCs  Allies:  Antagonists:  Clarissa | Timing:  Starts Noon, each sweep of rolls is 3 hours.  Duration:  N/A  Special Events: |

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 |  |
|  | 9 |  |
| Rare | 10 |  |
|  | 11 |  |
| Elite | 12 |  |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
| Intimidate the mother | Command | Calls in the Cops. (CL 30) |
|  |  |  |
|  |  |  |
|  |  |  |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Speaking to Witnesses | Finding out that the kidnapper was a shadowy figure close to the Mother | 40 | | |
| Analyzing the Scene and Details of the Kidnapping | Finding out that Harmony was pulled wholesale -- implying Red Market Involvement | 40 | | |
| Investigating the Mother's Background | Finding out the Kidnapping was a Contract | 40 | | |
| Consulting with Experts or Expert research (Crime, Occult, Etc) | Finding out the location of the next Red Market | 40 | | |
| Following the "Money" | Finding out the kidnapper's link to Asimir and Partridge | 40 | | |
| 120  Complexity Level Threshold: |

Scalability: 3 players – Clue 19 CL 57, 4 players – Clue 27 CL 81, 5 players – Clue 35 CL 105

**End of Scene**

As soon as the CL threshold is reached, players find out that the kidnapper will appear at the next Red Market along with the time and location if not already discovered (This clue is given as soon as the complexity budget is attained)

Scene 2: Action Sequence at the Red Market

|  |  |  |
| --- | --- | --- |
| Location:  Local Red Market  Cover:  Hazards: | Protagonists:  PCs  Allies:  Antagonists:  Lenny and Midir | Timing:  Duration:  Special Events: |

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 |  |
|  | 9 |  |
| Rare | 10 |  |
|  | 11 |  |
| Elite | 12 |  |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Chase and Catch Kidnapper/Contractor: He will bolt at first sight of or introduction to a PC | DISTANCE: 15 yds (Players must use Movement or Sprint to clear Distance threshold before using any close contact effect) | 55 | | |
| Get Him to Talk |  | 25 | | |
| Getting Information from Midir | *Triggers End of Scene* | 80 | | |
| 80  Complexity Level Threshold: |

Scalability: 3 players – 20 14 CL 34, 4 players – 30 20 CL 50, 5 players – 40 25 CL 65

End of Scene

The PCs find out where the little girl is and what entity has the little girl. At this point, Lilitu has the girl. Lenny had the intangible goods, but may have given them to Midir. Depending on when the PCs take him down, the deal might already be done.

Scene 3: The Hostage Standoff

|  |  |  |
| --- | --- | --- |
| Location:  Location is a condemned row house in feral neighborhood.  Cover:  Hazards:  *Darkness provides cover bonus and armor bonus to enemies*  *Magical shadows attack 1 player per round (Trained Close Combat; 5 Innate damage)*  *A blunder results in injury befalling the child. An additional blunder results in her death.* | Protagonists:  PCs  Allies:  Lisa  Antagonists:  Lilitu  Snakes! | Timing:  Duration:  Special Events: |

Location is a condemned row house in feral neighborhood. Simple tests or roleplay to get in or investigate. Can get Circumstantial clues/facts:

*The resident is sensitive to light*

*The resident has left simple alarms that take advantage of her sensitive hearing*

*The resident will not accept visitors*

Lilitu will seize child and hold her hostage at first sign of entry to her domain. Summoning minions to protect her. Players must rescue the child!

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 |  |
|  | 9 |  |
| Rare | 10 |  |
|  | 11 |  |
| Elite | 12 |  |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Wards | The doors are protected by some kind of occult barrier. | 34 | | |
| Snakes! |  | 81 | | |
| Lilitu |  | 81 | | |
| The Dark and Decrepit Building |  | 34 | | |
| 230  Complexity Level Threshold: |

Scalability: 3 players – 12 34 34 12 CL 92, 4 players – 20 50 50 20 CL 140, 5 players – 25 65 65 25CL 180

End of Scene

Players leave with child and move to resolution

Scene 4: Endgame

BoA: Want justice served, and the case to be quietly solved. And have a definitive narrative in place. They want a case, they want an arrest, and case closed. Lawful Neutral.

Asylum: Wants justice to be served and wants the child to be completely saved. She is an innocent; she doesn’t deserve the fallout from the bad supernatural things. Lawful Good

The Red Market/A&P: Want deniability and they want to pay out the minimum in damages. (Minimize costs, make sure future business is unaffected. Settlement?) Lawful Evil

PCs need to come up with a solution. They can take into account their own morality and their character’s motivations.

**Module: The Horror at Owl’s Head**

Background:

The gang was sent to investigate a miracle worker in a small town on the coast of Maine. But while investigating the miracle worker they find out he is just the tip of the iceberg of weirdness. There are a lot of crazy things happening.

NPCs:

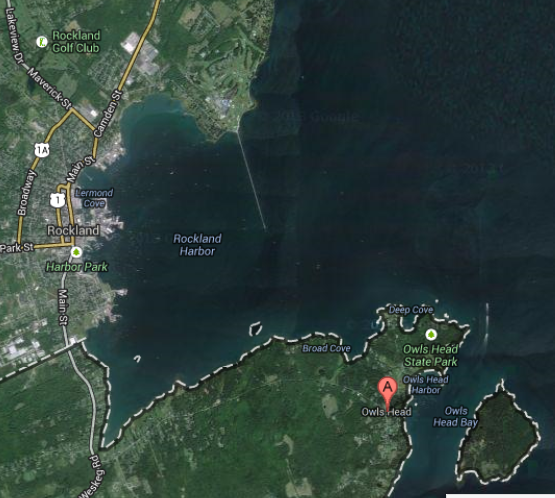
1. Hollis: The Host ringer, PCs get him whether they like it or not. Very useful and nice. . .
2. Albert: The Miracle Man. Recently cursed human, more than a bit unhinged.
3. Grandfather Elk: Spirit of the wood. Very large and ancient.
4. Jodi and Rob Carruthers: Heads of a vast white trash clan
5. The Library Mavens: Older middle aged ladies really into genre fiction
6. Local kids
7. Balor's cultists: Dangerous antagonists

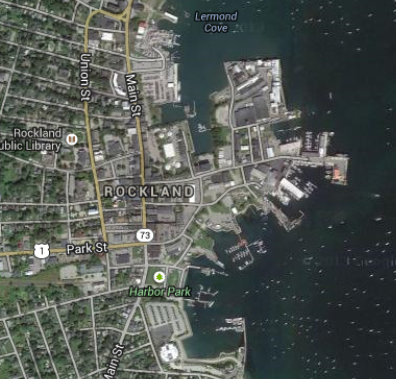
Scene 1: The Decoy Festival – Investigate what’s happening in the town, who the power players are and what exactly the miracle man is doing

Scene 2: Three Roads Diverged – Depending on the party’s temperament and the clues gathered in scene 1, the party either rushes after the Monster and Cultists alone, gathers aid from the locals first, or besieges the situation with magic and planning.

Scene 3: Drift Space – The legendary Half-being Ruler Balor is trying to push through a crack in Black Iron. Big fight scene which may or may not result in casualties

Scene 4: Aftermath – Either the party is saved by The Host or they successfully banish Balor back behind Black Iron and are left with Lovecraftian Loose ends.





Scene 1: The Decoy Festival

The PCs are given their introduction, motivation, and the address of the Mother.

|  |  |  |
| --- | --- | --- |
| Location:  Rockland Decoy Festival, Harbor Park  Cover:  Ample (crowded small town)  Hazards:  Magical Feedback | Protagonists:  PCs  Allies:  See below  Antagonists: | Timing:  Starts Noon, each sweep of rolls is 3 hours.  Duration:  At least 9 hours  Special Events:  Combat/attacks generate half Impact. |

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 | Standard Difficulty |
|  | 9 |  |
| Rare | 10 | Electronics, Mechanics |
|  | 11 |  |
| Elite | 12 | Athletics |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
| Attack, threaten or otherwise mistreat any local | Command, Close Combat, Ranged Combat, Occult | Small angry mob (CL 30) |
| Whole party uses more than 4 points of energy total during any round | Any | Magical feedback increases difficulties by 2 next round and does 5 innate damage the player who rolled the botch |
|  |  |  |
|  |  |  |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Investigate Miracles | Finding out what powers miracle man is using and how he might’ve gotten them | 40 | | |
| Figure out the townsfolk | Finding out the allies and what might be done to get them on your side, finding out about the antagonists | 40 | | |
| Feel out nameless dread | Finding out about the curse and after-effects on the town and what’s causing them | 40 | | |
| Investigate backstory | Finding out about the catalyst event that got this started | 40 | | |
| Investigate missing people and accidents | Finding out about the cultists and the catalyst events | 40 | | |
| 120  Complexity Level Threshold: |

Scalability: 3 players – Clue 19 CL 57, 4 players – Clue 27 CL 81, 5 players – Clue 35 CL 105

**End of Scene**

As soon as the CL threshold is reached, there is a commotion not far from the PCs. Miracle man is there and has a vision that portends certain doom for the whole town! Indicates that Doom will come from the jagged coast to the south. References Balor vaguely. Sets timer for the next night.

Scene 2: Three Roads Diverged

|  |  |  |
| --- | --- | --- |
| Location:  Greater Rockland Area  Cover:  As per locations  Hazards:  Magic feedback/fallout | Protagonists:  PCs, see below  Allies:  See below  Antagonists:  Cultists, magical fallout | Timing:  At least 30 mins after end of scene 1, each sweep of rolls is 3 hours.  Duration:  At least 9 hours  Special Events: |

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 |  |
|  | 9 |  |
| Rare | 10 | Standard Difficulty |
|  | 11 |  |
| Elite | 12 |  |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
| Whole party uses more than 4 points of energy total during any round | Any | Magical feedback increases difficulties by 2 next round and does 5 innate damage the player who rolled the botch |
|  |  |  |
|  |  |  |
|  |  |  |

**Antagonists/Components/Actors**

Direct track

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Get to Owl’s Head and Bust some heads! | Find the trail and do a harsh hike | 25 | | |
| Jumped by Cultists! | Gets (players +1) attacks a round for 6 physical damage. 1 of these attacks does Innate damage instead | 55 | | |
| 80  Complexity Level Threshold: |

Scalability: 3 players – 20 14 CL 34, 4 players – 30 20 CL 50, 5 players – 40 25 CL 65

**Antagonists/Components/Actors**

Social Track

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Recruit from the potential allies | Each ally unlocks at 25. This can be bypassed entirely with RP Contracts. | 25 | | |
| 80  Complexity Level Threshold: |

Scalability: 3 players – 20 14 CL 34, 4 players – 30 20 CL 50, 5 players – 40 25 CL 65

**Antagonists/Components/Actors**

Magic/Mental Track

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Neutralize feedback and fallout | Get rid of Magical Feedback effect and lower CL threshold of next scene | 40 | | |
| Find catalyst objects | Found at 40 each: Magic Weapon, Mental attuner, Seeing Stone | 40 | | |
| 80  Complexity Level Threshold: |

Scalability: 3 players – 20 14 CL 34, 4 players – 30 20 CL 50, 5 players – 40 25 CL 65

End of Scene

Players arrive at/are guided to/are mystically led to Owl’s Head. The big fight begins!

Scene 3: Drift Space

|  |  |  |
| --- | --- | --- |
| Location:  Owl’s Head  Cover:  Little to none if on beach, full if on cliffs  Hazards:  *Magical Feedback*  *Dangerous ground* | Protagonists:  PCs, Scene 2 allies  Allies:  From scene 2  Antagonists:  Balor, Cultists, Living wind and tide, unholy chorus, Black Iron automation | Timing:  Right after end of Scene 2  Duration:  Special Events:  Host NPC transforms and ends scene if more than half of PCs are incapacitated. |

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 |  |
|  | 9 |  |
| Rare | 10 |  |
|  | 11 |  |
| Elite | 12 | Command, Relate, Empaty (half Impact all 3) |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
| Whole party uses more than 4 points of energy total during any round | Any | Magical feedback increases difficulties by 2 next round and does 5 innate damage the player who rolled the botch |
| Dangerous Ground | Stealth, Athletics, Close Combat, Ranged Combat | Slip and fall, takes 3 damage and loses Simple action next round. Until the beginning of next round -1 Phys Def |
|  |  |  |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Cultists | As in scene 2, not here if Social path taken | 40 | | |
| Living Wind and Tide | Attacks with Crashing Waves or Biting Winds 2 times per round, 1 attack and half as much impact if Mental Path taken | 75 | | |
| Balor | 3 attacks that do 10 Physical damage. Shriek affects 2 targets for 8 Innate damage | 81 | | |
| Unholy Chorus | Attacks all parties with a +3 mod. 3 innate damage. Half as much impact and only attacks 1 target if mental path taken. | 34 | | |
| 230  Complexity Level Threshold: |

Scalability: 3 players – 12 34 34 12 CL 92, 4 players – 20 50 50 20 CL 140, 5 players – 25 65 65 25CL 180

End of Scene

Beast destroyed!

Scene 4: Endgame

Big Damn Heroes

**Module: Buyer Beware**

Background: Noted occultist and recluse Oswald Mercury has died. In his will, he has specified that all of his goods will be auctioned off room by room in his mansion. The proceeds will go to some crazy “charity”. (Asylum) The PCs are among the many who’ve arrived at the mansion because they can’t pass up the opportunity to get some neat toys. In the first act, the rooms and characters are introduced to one another. Once the rooms are sold noted hood Gio Newcastle tries to attack everybody with a magic lightning orb – he is easily put down. This triggers his and practically *everyone else’s* contingency plans which unfortunately mostly includes hired goons kicking down the door and shooting practically everybody. After the manic onslaught, the cops show up and everybody has to figure out how to get away without being arrested.

Themes, light hearted, silly, in party rivalries.

PCs

1. Fake Consignment Guy
2. Rich Dude from Storage Wars

Scene 1: Mansion walk-through. Every round a new room is introduced. Every character gets an action to either examine the goods or scope the competition.

Scene 2: The Auction and then Gio’s sudden but inevitable betrayal.

Scene 3: Basically “From Dusk ‘Till Dawn.” Survive twelve rounds through a zany madcap onslaught.

Scene 4: The “cavalry” arrives. Sure hope we don’t get arrested!

Scene 1: The Walkthrough

The PCs are given their introduction, motivation, and the address of the Mother.

|  |  |  |
| --- | --- | --- |
| Location:  Mercury Mansion  Cover:  Hazards: | Protagonists:  PCs  Allies:  Antagonists:  Rival NPCs | Timing:  8 pm.  Duration:  Mansion room rounds  Special Events: |

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 |  |
|  | 9 |  |
| Rare | 10 | Athletics, Command |
|  | 11 |  |
| Elite | 12 |  |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
| Violent action | Close Combat, Ranged Combat | Security called. (CL 30) Beating security in combat will immediately end the scene and triggers the fight with Gio |
| Caught robbing or sabotaging other parties. | Stealth, Streetwise, Medicine, etc | Security called to prevent conflict between rivals. CL 30 to not get kicked out/banished from game. Beating security in combat will immediately end the scene and triggers the fight with Gio |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Read the other guests’ reactions | Find out which rooms they’re interested in | N/A | | |
| Analyzing the contents of the room | Room draws revealed early | N/A | | |
| Background investigation of guests | Finding out bankroll then find out rivalries and background notes then find out existence of “contingency plan” (First, second and third successful roll respectively) | N/A | | |
| N/A  Complexity Level Threshold: |

Scalability: Not applicable. Scene ends in (mansion room) rounds.

**End of Scene**

All parties are led to the Ballroom and the auction begins.

Scene 2: An Auction and a Fight

|  |  |  |
| --- | --- | --- |
| Location:  Mercury Mansion Ballroom  Cover:  Hazards:  Mirrors and chandeliers | Protagonists:  PCs  Allies:  Rivals?  Antagonists:  Gio and his goons (2) | Timing:  9 or 10 pm  Duration:  Special Events: |

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 |  |
|  | 9 |  |
| Rare | 10 | Academics, Nature |
|  | 11 |  |
| Elite | 12 | Command (half damage), Relate (half damage) |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
| Area Damage | Combat | Façade, mirrors and chandeliers break, causing extra radius Friend or foe damage |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Gio with Lightning Orb | Attacks for 8 Env damage in line effect. Will be bypassed if all decide to accept his demands. | 55 | | |
| Gio’s goons | Will do nothing unless combat is initiated, will lend Gio their impact if he loses more than 20 points through social means. | 25 | | |
| 80  Complexity Level Threshold: |

Scalability: 3 players – 20 14 CL 34, 4 players – 30 20 CL 50, 5 players – 40 25 CL 65

End of Scene

Everyone stops to pick up the pieces and slowly reveals that Gio’s contingency plan has activated, which means that *everyone else’s* contingency activates too. You have 1 round to prepare.

Scene 3: Madcap Violence!

|  |  |  |
| --- | --- | --- |
| Location:  Mercury Mansion  Cover:  Anyone and everything  Hazards:  *All parties may use any of the trove of items in the rooms of the mansion. Items are determined by random draw or roll. Most of the time the items are really weird and not incredibly useful.* | Protagonists:  All scene 2 survivors  Allies:  Anyone?  Antagonists:  Ninjas  Dogmen  Slimoids in Trenchcoats  Robots  British Raptors  Groove Nazis | Timing:  ~ 10 pm or later.  Duration:  12 rounds  Special Events:  Antagonists enter from random points in the Mansion and immediately try to attack anyone nearby |

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 |  |
|  | 9 |  |
| Rare | 10 | Command, Mechanics (except on robots) |
|  | 11 |  |
| Elite | 12 | Relate |
|  | 13 |  |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Antagonists | Each group is essentially a swarm that gets three complex actions a round. Except when they’re not. | 50 | | |
| N/A  Complexity Level Threshold: |

End of Scene

Antagonists are defeated or run away as the police arrive. A round or so to regroup and figure out what they’re gonna do.

Scene 4: Our Heroes!

If somewhat lawful the PCs probably have nothing to fear. . . except that there may be slimoid, raptor and dogmen bodies all over the place. This is going to be hard to explain! Everything should be okay as long as one of the survivors isn’t crazy enough to fight the cops. . .

Cop scene: Use Gio template above.