

NIGHTSIDER™

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GDW

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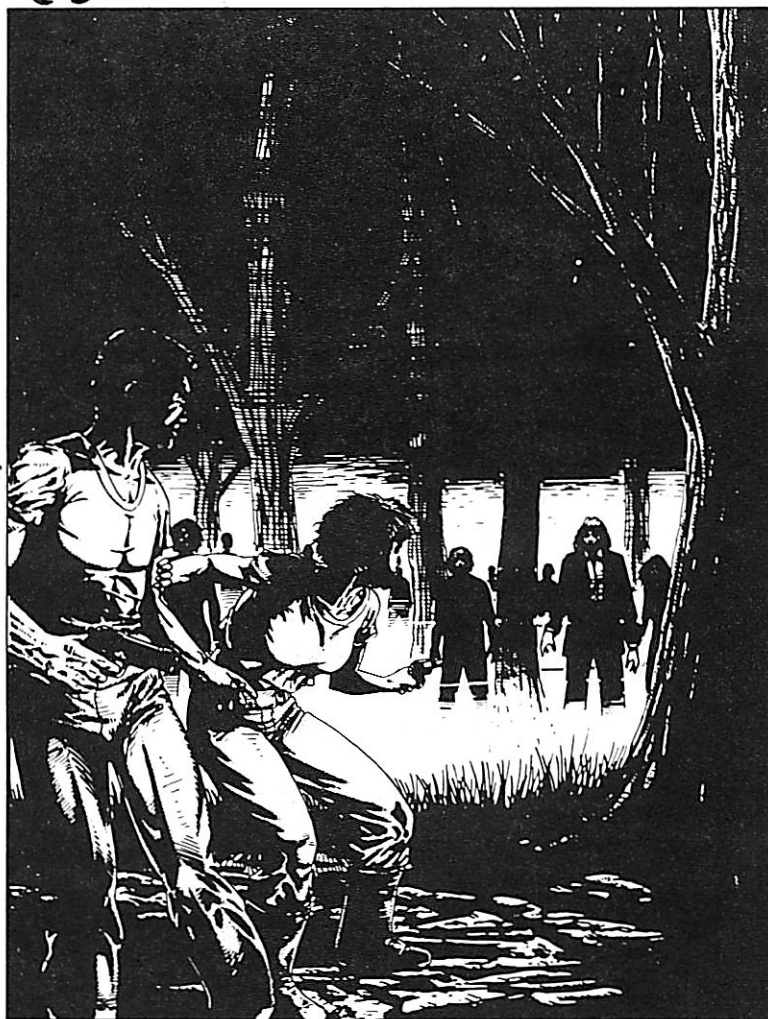


INTRODUCTION

Philosophers and scientists have long suspected that there are other space-times besides our own. They are quite right. However, they never suspected that these realms might be inhabited and might be accessible to our own realm. They never suspected, while they worked with their cold logic and formal mathematics, that beings who would make their blood freeze and their screams die in their throats existed in these realms. Worse, they never suspected that these beings could enter our realm, bringing darkness and horror with them. Unfortunately, these realms and their inhabitants are far too real. They are no longer philosophic abstractions, but as real as the blood that flows in one's veins. **Nightsider** is an adventure that involves the player characters in an attempt to stop an intrusion into our realm of sanity and light from a realm of madness and darkness.

Nightsider consists of three parts: "Dead Island," "Out of the Grave," and "Off Ramp." The first part of the adventure, "Dead Island," takes place on an island off the coast of Maine. A military scientific research center has been infiltrated by a **Nightsider** (evil, non-material beings who inhabit dead bodies—see pages 28-30) who has manipulated the research and directed it toward producing a chemical agent that turns people into zombies. The research results in both success and disaster: Such an agent is produced, but the production process is extremely violent and results in the contamination of the research center as well as the surrounding island, turning it into an island of the dead. To make matters worse, several groups with conflicting goals are on their way to the island, and not all of their members are human. The reasons the party becomes involved are discussed below under "Getting the PCs Involved." Regardless of which briefing is used to set the adventure in motion, the party must determine what actually occurred on Fang Island. This part is necessary to introduce the players to the **Nightsiders** and the threat they pose.

In the second part of the adventure, "Out of the Grave," the PCs are drawn to the woods of New England by strange goings-on there. Once there, they will become involved in the plot of a lesser *nosferatu* (Janet Savage) to free three true *nosferatu* from their dimensional prisons. To complicate matters, one or more of the **Nightsiders** will be present for its own fiendish reasons. The **Nightsider(s)** also provides the



PCs with the gateway controller they will need in part three. In fact, one of the reasons the PCs are brought in to help **Nightwatch** (a secret organization dedicated to fighting the Dark) is because a mystic in **Nightwatch** has learned that the PCs possess a device that could close the dimensional gate.

Part three of this adventure, "Off Ramp," involves the players travelling to the dimension from which the **Nightsiders** came. Once there, the PCs must try to close off the gate allowing travel between our dimension and theirs. Truly ingenious parties may even manage to accomplish this feat and survive.

Referee's Note: **Nightsider** is written for the original D10 **Dark Conspiracy** system. Referees using the new D20 updates should convert **Nightsider** task resolutions from Easy, Average, and Difficult (D10) to Average, Difficult, and Formidable (D20), respectively.

PART ONE

DEAD ISLAND

The US Army BioChem Research Station F-7 on Fang Island has produced a biochemical agent that first kills humans and then reanimates the bodies, turning them into zombie killers. This agent was developed under the impetus of a Nightsider.

Upon development of the agent, the station was contaminated, as was the island. All human life on the island was killed and then reanimated. Thus, the PCs will be facing a sizable number of zombies. In addition, the project director, Colonel Fisk, "survived" his contamination. His body is dead, but being a Nightsider, he can manipulate the reanimated body.

In order to make the situation in part two more interesting, it is suggested that the referee find some way for Fisk and/or Ruskin to survive part one.

ECO-TERRORIST BRIEFING

Brothers and Sisters,

We have learned that the hierarchy-based, patriarchal United States Army has established a research center on Fang Island, Maine. This center is intended to produce nerve gases and disease-causing agents. Worse, it is believed that they are trying to develop a chemical agent to reanimate the dead. This center must not be permitted to continue. You brave warriors will be equipped with the weapons, explosives, and protective equipment you will need (including advanced NBC kits) to do the job required of us. Best of luck. May the Goddess be with you.

Referee: The briefing will also include descriptions of the area as well as semi-accurate maps of the island. There are no maps for the bunker interior, however. There will also be a great deal of political-socio-religious talk.

In addition to the indigenous problems, the situation will draw several groups to the area. These groups include a military investigation team, eco-terrorists, and a few groups of innocents and curiosity seekers.

The island is located about three miles off the coast of Bar Harbor, a tourist town, for the most part. The area is very pleasant and is a rather nice place to be. There are local sporting goods stores where PCs can purchase supplies and weapons. Due to the bad times, the local people are a bit suspicious of outsiders, but less so than some other areas, since tourists are common here.

Referee: While Bar Harbor is a real place, Fang Island is not and cannot be located on actual maps. However, maps of the area might prove useful during play.

Once the PCs are on the island, what they do and where they go is up to them. However, they should gradually move toward the bunker. They can be guided to this area by having an accident force them to land in the civilian area.

SETTING THE MOOD

As with any Dark Conspiracy adventure, it is necessary for the referee to create the proper mood if the game is to be enjoyed to its potential. So, obviously, the mood of fear should be set from the very start. The island is rather foreboding. If the PCs arrive at night, the island will be quite dark (no one but Fisk is alive to turn on the lights). If the PCs arrive during the day, they will have odd feelings, like kind one gets in an empty, spooky house—emptiness with an undertone of being watched. The mood can be built by arranging events carefully. For example, an aura of mystery about what is going on can be built by rumors and



half-truths picked up on the mainland. Once the PCs are on the island, fear can be built as they discover the emptiness of the houses and vehicles. Terror can be planted by having the PCs hear the zombies moving about in the woods and seeing shadows moving, then finding the bodies of the Marine pilots when they go to investigate. As the PCs find more bodies (the Marine recon team), things will be more frightening. More terror can be generated by a properly orchestrated encounter with a zombie or two.

Finally, terror can reach a peak under the earth in the station: There are few things more frightening than an underground laboratory filled with the walking dead.

GETTING THE PCS INVOLVED

There are several viable ways to get the PCs into the action. They may be sent in as part of one of the groups that have been sent to the island. If the PCs are military, they will receive the military briefing below. If they are eco-terrorists, they will receive the eco-terrorist briefing (see page 4). If they are among the innocents and curious, refer to the "Rumors" sidebar on page 6. Also, they may have contacts among those involved with the situation. For example, they might have a friend in the military who knows of their involvement in strange cases and "lets slip" a few clues to get them involved. In this case, the PCs will receive a certain portion of the

MILITARY BRIEFING

[Project file abstract]

Secret: FOR YOUR EYES ONLY

PROJECT VOODOO

Location: United States Army Biochemical Research Center. Fang Island, Maine.

Abstract: Primary research projects include development of Type XI Flu, Tsung Nerve Gas XX, and PROJECT VOODOO.

PROJECT VOODOO Abstract: PROJECT VOODOO is dedicated to production of a neurotoxin/reanimator. The agent is a two-stage reactant. Stage one results in death in 6-36 seconds. Stage two results in the reanimation of the body, preferably with hostile behavior patterns implanted in the nervous system via viral neuro-etchers. This process is estimated to take 1-6 hours.

Project Head: Colonel Fisk, United States Army.

[Situation Briefing]

Secret: FOR YOUR EYES ONLY.

Situation Briefing: PROJECT VOODOO.

Situation Summary:

Day One (1630): Routine Communication indicates substantial progress on PROJECT VOODOO.

Day One (1830): Routine Communication interrupted.

Day One (1831): Emergency Transmission received.

Day One (1833): Military Helicopters Dispatched from Bar Harbor.

Day One (1840): Quarantine Signal Received. Helicopters ordered back to base.

Day One (1844): Overflight by military recon aircraft. A faintly luminescent cloud is seen drifting from a section of the forest near the station. The area of the station is obscured by the cloud.

Day One (1946): Overflight reports that cloud is entering civilian area of island.

Day One (1952): Overflight reports that civilians are collapsed in the streets.

Day One (2000): Fang Island is officially quarantined.

Day Two (0622): Overflight reveals that civilians are no longer in the streets.

Day Two (0722): Marine Recon Team dropped onto island.

Day Two (0734): Communication lost with recon team.

[Mission Briefing]

You are to land on Fang Island and proceed to the Research Station, then ascertain the situation. Once the Research Station has been secured, you are to enter the civilian sector and ascertain the situation there. You are to render all possible aid to the civilians. You are to report in every half hour (CODE: DOLPHIN). You are to maintain secrecy regarding the situation in regards to civilians. As this is a quarantine situation, media intrusions should be dealt with accordingly.

Referee: The briefing also includes a description of the area, as well as maps and so forth. These maps are completely accurate. See inside cover.



briefing their source had received. Or the PCs might blunder into the situation by accident. Other ways of getting the PCs involved are left to the referee.

ARRIVAL

If the PCs are in an official military group, their transport will be via military helicopters. If the PCs are with the eco-terrorists, their transport will be motorized rubber rafts (electric engines, recharged from solar-powered panels). If the PCs are on their own, their mode of transport is up to them.

RUMORS

The PCs are likely to have access to some rumors, even if they receive no formal briefing. The exact number of rumors the PCs know will depend on such factors as who they talk to, how long they have been in the area, and so forth (i.e., referee's discretion). Rumors are either true (T) or false (F), but the PCs have to find out which is which on their own.

1D10 Roll Rumor

- | | |
|----|--|
| 1 | "There is some sort of hush-hush military base on the island." (T) |
| 2 | "I was talking to my cousin on the shortwave, when I heard a choking gasp, then a thud. The channel is still open, and this morning I heard somebody moving around." (T) |
| 3 | "Coast guard cutters have closed off the island." (T) |
| 4 | "I saw UFOs landing on the island!" (F) |
| 5 | "I had a dream last night. In it I saw everyone on the island die and then get up and walk around." (T) |
| 6 | "A friend of mine in the coast guard said he saw some sea monsters near the island. One of them had a human body in its mouth!" (F) |
| 7 | "Ayuh, I heard that the army was doing some fancy work with influenza and nerve gas over there." (T) |
| 8 | "Honest, I've seen ghosts on the island before. I think the dead are loose over there!" (T, sort of) |
| 9 | "My grandpa said that island belonged to the fey folk, so I never went there. It's a bad place." (F) |
| 10 | "I was looking at some birds when I saw two Marine helicopters fly in. They haven't flown out yet." (T) |

What occurs when the PCs try to get to the island will depend on who they are with and how they arrive. If the PCs are part of an official group, their travel will be without incident. The second-best way to reach the island is by rubber raft. These can be purchased locally, and are too small to be picked up by radar, so if the player characters go at night, there is very little chance they will be spotted.

Other groups will have some difficulty getting in, for the following reasons:

First, the island is under radar surveillance. Unless the player characters can fly an aircraft NOE (or "NOW"), they will be picked up and intercepted by either jet aircraft or RAH-66 Comanches. This will be very bad for the PCs, as they will be arrested or shot down.

Second, there are two coast guard vessels patrolling the area. They are armed with 25mm cannon and machineguns. The guard vessels are equipped with radar, and any vessel larger than a small boat will be picked up by them. The coast guard would prefer not to shoot anyone and will give a warning the first time. If the PCs are caught a second time, they will be arrested. Some of the crew have family and friends on the island, and the PCs may be able to talk them into letting the PCs by. This requires a Difficult: Persuasion roll.

Third, the ocean around the island is known to be frequented by sharks. If the player characters end up in the water, a shark will appear on a 1D10 roll of 1 (see page 196 of *Dark Conspiracy* for full details). The chance can be modified for various conditions (for example, if a PC is thrashing and bleeding, the chance would increase).

Unknown to the PCs, at some point the coast guard vessels will be forced to leave this area to respond to an event farther up the coast. This event will allow a boat-load of innocent people to reach the island by accident. The PCs may be able to capitalize on the situation, either by chance or by planning.

In any case, the PCs should get to the island,



although the trip over should rattle them a bit (dark, predator shapes whispering by under their flimsy raft, a helicopter cruising overhead, shining a searchlight that misses them by mere meters, a tricky wave that threatens to capsize their frail craft, losing sight of the island for a few minutes, etc.): These events will help to set the mood of the adventure, but should not be too dangerous. Once on the island, the player characters will constantly feel that they are being watched.

ON THE ISLAND

The island looms ahead of you like a dead body floating on a sea darkened with its blood. You don't know why that picture enters your mind—it just does. The island is dark. Dark and silent, like a tomb. A tomb waiting to be filled...

The island is split into two sectors—the civilian and the military. The civilian section consists of the town of Greensport and includes private houses, two local stores, and the civilian dock. The military sector consists of the barracks (which have been here since before the Second World War), the military dock, the helipad, and the bunker. These areas are described on the following pages.

Beach

The beaches are sandy. On some of them will be abandoned blankets, radios, coolers, and so forth. In some areas that have not been disturbed by wind or sea, impressions (as if a body had fallen there) can be seen in the sand. There are also the usual dead fish, medical waste, and garbage.

Road

These are one-lane, well maintained dirt roads. In some areas, vehicles will be abandoned on the road or beside it, with their keys in the ignition, and personal effects left behind. Some vehicles will have crashed (into each other or into trees or buildings), and there will be blood, but no bodies.

Woods

The woods are dark, even in the day. Characters looking at them will swear they see dark shapes moving about in the shadows. During the day, many of the zombies will stay in the woods. Characters entering the woods during the day will encounter 1D6 zombies on a roll of 1 on 1D6. The chances and numbers can be adjusted depending on the characters' action (for example, characters being noisy or using vehicles and lights will be more likely to attract zombies than a stealthy party).

Fence

The fence is a chain stretched from post to post. There is a gate where the road crosses the fence, with a small guardhouse there. It is empty, except for a spilled thermos of coffee and a walkie-talkie.

Cliff

The cliff is rocky and an average climb.

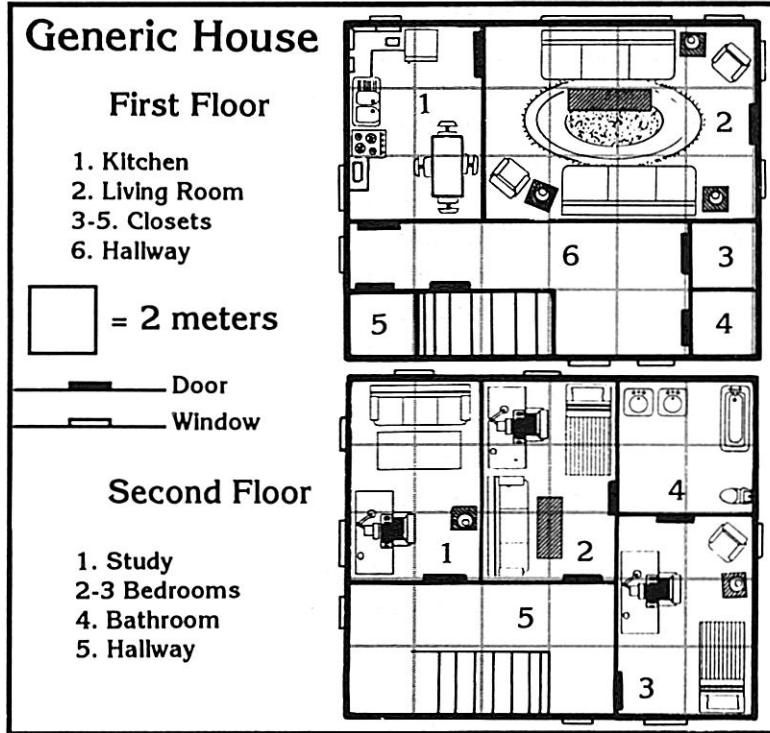
Dock

There are two docks, one military and one civilian. Both are pole-supported wooden docks with concrete reinforcement. The civilian dock has a few sailboats and motorboats moored to it. The military dock has two motorboats (unarmed).

HOUSES

(See the Generic House Map on page 8.) There are many civilian dwellings on the island. Currently, they all look as if the people in them suddenly vanished: Food is left on plates, TVs and radios are on, water is running, and so on. In some cases, there will be damage, as if someone had fallen or things have been dropped. However, no people will be found. Zombies sometimes stay in the houses to avoid the sun. Any house entered will contain 1D6+2 zombies on a 1D6 roll of 1-2. However, it is recommended that the referee choose the moment of the first PC-zombie encounter for maximum effect.

The exact contents of a house are a matter left to the referee's discretion.



bies on a roll of 1 on 1D6. Of course, the PC-zombie encounters should be used to maximum effect.

Ground Floor

- 1 Gun Pit: Empty.
- 2 Lounge: This area looks like the people in it vanished. Magazines lay on the floor if dropped, and glasses on the tables are half filled.
- 3 Dining Room: This area also looks like the people vanished. A few half-eaten meals rest on the table, with broken glasses on the floor.
- 4 Kitchen: The gas stoves are still running, with food on and in them (burned to a crisp). Dropped kitchen utensils litter the floor.
- 5 Storage Area: The smaller section is the freezer.
- 6 Water Tank
- 7 Generator Shack

Second Floor

- 1 Arms Room: This area contains the small arms locker. There are 16 M-16A2s, with two clips for each, six 500-round boxes of ammunition, 16 M9s, with two clips for each, and four 500-round boxes of ammunition. The doors are metal-reinforced wood and are locked.
- 2 Support-Weapons Locker: The door is also metal reinforced and locked. The locker contains two M60s with 20 100-round belts, one Mk-19 AGL with 10 50-round belts, one 60 mm mortar and two 50-round crates (80 HE, 10 WP, 10 ILLUM), and four FIM-99 Scorpions.
- 3-4 Bunkroom: Each room contains eight bunkbeds and 16 footlockers. Like other areas, this area looks as if the people just vanished. For example, books lying on the beds are open, and unfinished letters lie on clipboards.
- 5-6 Bathrooms: These also appear as if people vanished. For example, there is a sink full of water with a razor and a can of shaving cream on it.

STORES

(See the Generic Store Map on page 9.) The two civilian stores on the island both look as if they were suddenly abandoned. For example, the cash register may be open, with change and a receipt on the counter and a bag of purchases on the floor. One store sells food, and the other has all sorts of stuff, like books, tools, automobile parts, fishing equipment, and so on. Any store entered will contain 1D6+2 zombies on a 1D6 roll of 1-2. The location of the stores is left up to the referee.

MILITARY BARRACKS

If the PCs go to the barracks via the road, they will encounter an abandoned Orca truck. It has blood on the steering wheel, and there is a blood-soaked hat on the floor. There are six M-16A2s and three Kevlar helmets in the back of the truck.

The barracks building is an old wooden structure left over from the naval base that used to be on the island. It is unlit and seems empty. During the day, PCs entering the barracks will encounter 1D6 zom-



HELIPADS

The helipads are painted tarmac. There is a radio and light beacon and two fuel pumps, but not much else. Two CV-27 Peregrines are parked on the tarmac, but the keys are not in them. Two OH-62 Shawnees (page 311, *Dark Conspiracy*) with US Marine markings are also parked on the tarmac. The doors of both helicopters are open, and the keys are in the ignition.

Any characters who make a successful Easy: Observation check will see a bloody Marine pilot's helmet on the tarmac along with an M9 and several spent shell casings. There are splotches of blood on the tarmac as if a body or two were dragged off. What occurred here is that zombies of some of the military personnel were attracted by the noise of the helicopters. The pilots, thinking they had found survivors, went out to greet them. They were killed and dragged away.

BUNKER

If the PCs are coming to the bunker on the road, they will encounter an empty HMMWV (with an M60 on a pintle mount) in the road. It is empty.

The forest area to the right of the bunker looks odd. Some of the trees have been knocked down, and some have been stripped of their foliage—they were damaged by an explosion. A sizable hole in the ground leads down into the research station (at Area 35—see page 11). The interior of the hole glows faintly and smells funny.

Any PC who enters the bunker through this hole without full NBC gear will become contaminated with the "viral etcher" (see "Military Zombies," page 12, for description). This will result in illness that will last 10 hours, minus the PC's CON. The illness reduces the PC's STR by 2 and AGL by 1. Viral etchers will also make the character irritable. Characters foolish enough to go all the way down into the bunker will be killed, then reanimated by the viral etcher. The PCs can be warned of the danger by having them feel sicker the farther they go down or have an NPC suffer the fate. For example, a friendly NPC falls in, and the PC rescuers pull out a dead body, which will become a zombie in a few hours.

An inspection of the area will reveal the base's air intake system, which has had the filter and safety systems blown off by the explosion (this should indicate to clever PCs that the bunker is contaminated).

Bunker Surface Map

The bunker is a concrete hexagon set in the earth. Around it is a chainlink fence with a one-man guardpost on each corner. Beside it is a parking lot with three civilian cars and an Orca truck.

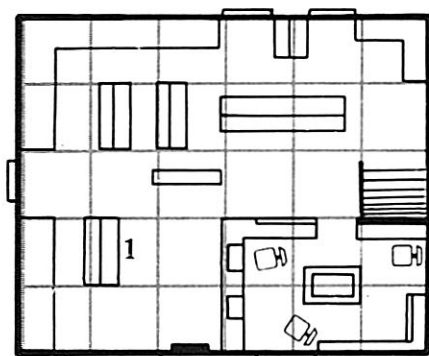
Map Key

- 1 Guardpost: Each guardpost has its door hanging open. Inside each one is an M-16A2 as well as a built-in radio.
- 2 Gate
- 3 Bunker: This should be described so as to make it seem like a waiting tomb. Atop it are flashing red lights, which glare like baleful eyes. The bunker is thick concrete with reinforced steel doors. It is designed to survive a bombing, so the PCs will have a hard time getting in. The first lock is mechanical, and this allows access to the electric lock. If the player characters are with the military group, they will have been provided with cards. Inside, red lights flash and sirens howl.

Generic Store

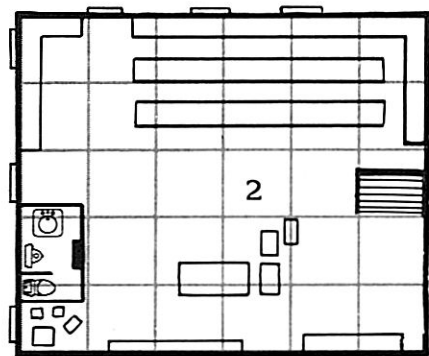
First Floor

1. Goods



Second Floor

2. Goods/ Storage



— Door
— Window

□ = 2 meters



Bunker Underground Map

The interior of the research station should be presented as a frightening place. Be sure to emphasize the lifeless sterility, the oppressive feeling of being underground, and so forth. For example: "It is as if you are in a hell designed by a post-modern devil. Red light drenches the stainless-steel corridor like blood, and the siren fills the air with the screams of the damned."

The doors of the bunker are all security doors requiring an ID card and code. The double doors also require a thumbprint (from a living thumb, they also scan for a pulse). There are red strobing lights flashing inside, and the warning sirens are howling. These will make the PCs very tense and will interfere with their ability to hear what might be closing in on them. The lights and sirens can be put out of commission with a few solid blows from a blunt instrument.

Inactive, inert residue from the Voodoo agent in Areas 1-31 will make the characters feel vaguely ill and irritable, unless they are wearing NBC gear. Areas 32-35 are highly contaminated with the still active Voodoo agent. Anyone entering these areas will die and become a zombie if they aren't wearing NBC gear.

There are 19 "normal" military zombies in the station and one special zombie. The details for both types are given in the area descriptions. The zombies cannot work the doors, so they are stuck where they are.

Map Key

- 1 Elevator
- 2 Security Check: There are two zombies wandering around in here. Each zombie has an M9 with two clips and a tonfa (club). Two M-16A2s are in the small room. The door to that room is open.
- 3 Intersection: There are two zombies in here. One was a scientist, the other a technician.
- 4-7 Computer Centers: Each room contains a powerful computer workstation. There is a zombie that was a scientist in room 7, and a technician zombie in room 6.
- 8-13 Technicians' Quarters: Each room is designed to house two technicians. There is a bunkbed, footlockers, desk, and bathroom

in each room. Areas 10 and 11 each have a technician zombie in them.

14-18 **Scientists' Quarters:** Each room is like the technicians' rooms, except they are for single occupancy and are not kept at military standards.

19 **Colonel Fisk's Quarters:** Like the technicians' rooms, designed for single occupancy.

20 **Computer Core:** A technician zombie is in this room.

21 **Power Plant Area**

22 **Lounge Area:** There are two technician zombies in here.

23 **Kitchen:** One technician zombie is here.

24 **Dining Area:** There are two technician zombies and one scientist zombie in here.

25-30 **Offices:** Empty.

31 **Airlock:** This area is designed to keep the working area separate from the outside world. This prevented the contamination from spreading completely into the other areas of bunker. There are 10 safety suits with one-hour air supplies in the small room (they can also hitch up to air supplies in the rooms for longer operations). The suits will keep out chemical, bacterial, and viral agents.

32-33 **Labs:** These labs contain all sorts of complex scientific equipment. Be sure to describe the lab as complex and somehow threatening (this is because elements of DarkTek have been incorporated into some of the equipment). There is a technician zombie and a scientist zombie in room 33.

34 **Lab/Production Area:** This room contains the equipment needed to produce agents in large quantities. One tank contains an instantly fatal nerve gas, the other a flu-like virus that will kill a person slowly and painfully over the course of two days. Fortunately, the tanks are intact, and a special security code is required to open them. They are clearly labeled (an Easy: Observation check) as being very dangerous. A technician zombie and a scientist zombie are in the room. Either of these tanks might be rup-



tured by gunfire. Anyone firing a gun in the room will miss his target and rupture a tank on a 1D10 roll of 1. If anyone using a firearm rolls an automatic miss, a tank has also been ruptured.

- 35 **Production Area:** This area is very disturbing to humans as it heavily incorporates DarkTek into the normal equipment. It consists of two production tanks. One of the production tanks has exploded, and the machinery is distended and ruined. The interior of the tank is contaminated. Trapped in this room is Colonel Fisk or, more accurately, what purports to be Colonel Fisk (see page 12). Since the lab doors require a living thumbprint to open, he cannot escape and is waiting for rescue. He has produced some chemicals to color his skin and is wearing dark glasses so his rescuers will not realize he is a zombie. This is the area that the hole in the forest area leads to. A second tank of the Voodoo agent is also in this room. Anyone who fires a gun in the room and misses his target will rupture the tank on a 1D10 roll of 1. If anyone using a firearm rolls an automatic miss, the tank has also been ruptured.

CAST

There are three groups of NPCs on the island—a military team, an eco-terrorist team, and a group of innocents. And, of course, the zombies.

Military Team

The military team consists of six Elite Special Forces soldiers. They will be dropped on the island by a Shawnee helicopter. They are equipped with accurate maps as well as equipment to open the doors in the station (make picking the locks an Average task—but only for this station).

The soldiers are all three-term enlisted men in the elite forces. They are armed like Colonel Ruskin is (below). They are loyal soldiers and are not aware that their CO is not human. They are aware of some of the weird things going on these days, and while seeing walking dead men will not do them much good, they will not panic.

PCs on the military team can either replace the soldiers or be assigned as advisors or mission specialists. The military team's goal is to find out what is occurring and to secure the station. The soldiers will not be very happy with outside interference, but might be willing to accept help when they find out what they are up against.

"Colonel John Ruskin"

Strength: 7	Education: 6
Constitution: 7	Charisma: 10
Agility: 7	Empathy: 14
Intelligence: 9	Initiative: 5

Skills: Melee Combat (Unarmed) 6, Small Arms (Pistol) 6, Small Arms (Rifle) 6, Stealth 5, Pilot (Rotary-wing) 2, Tracking 6, Willpower 10, Computer Operation 5, Chemistry 2, Act/Bluff 9, Interrogation 2, Language (English) 6, Human Empathy 4, Project Emotion 7, Project Thought 6, Willpower Drain 5, Darkling Empathy 4.

Equipment: An M9 with two clips, an MP-7 with laser sights and four clips, flak jacket, Kevlar helmet, personal med-kit, and individual tactical radio.



Col. John Ruskin

Description: "Ruskin" is no longer a human being. He is a true Nightsider (see page 29) using the still living body that was stolen from the real Ruskin. The entity has access to most of Ruskin's memories—enough to be able to play the part convincingly. Personality-wise, Ruskin is an evil being and has no regard for human life (it considers humans as amusing, albeit dangerous, playthings). However, during this adventure, he will work to aid the PCs. While Ruskin is the same type of being as Colonel Fisk, he has decided he will no longer serve his former master. Instead, he wishes to go out on his own and carve his own niche in the world. As such, he wants to get rid of Fisk. To this end, he has constructed a device that will capture Fisk's life force if Fisk's body is destroyed within two meters of it. "Ruskin" is very intelligent and will do his best not to draw unwanted PC attention to him.



Eco-Terrorist Team

The eco-terrorist group consists of two teams of six each, with a leader in each group. The terrorists are armed with VZ-52s and Ingram M10 .5s and have two clips for each weapon. Each team has a case of CSF Semitek (page 264, *Dark Conspiracy*) and requisite detonating equipment. The terrorists are also equipped with walkie-talkies. Their goal is to blow up the base station. They will be surprised to find zombies on the island, but this will merely make them more eager to blow up the station. They will kill anyone who opposes them.



Military Zombie

Terrorist Leaders

Level: Elite

Skills: As per Elite NPC, plus Demolitions 6, Heavy Weapons 7, Lockpick 5, Vehicle Use (Wheeled) 7.

Terrorist Followers

Level: Veteran

Skills: As per Veteran NPC, plus Demolitions 5, Heavy Weapons 6, Lockpick 4, Vehicle Use (Wheeled) 6.

Group of Innocents

If desired, a tourist ship can have engine trouble and end up on the island. This will provide a ready supply of victims. These victims can be used in a variety of ways: Some can turn up dead or vanish to enhance terror. Some can be attacked to show the zombies in action. Some can do things to make the PCs' lives more miserable (like driving off with the PCs' vehicle—which has their equipment in it—or screaming hysterically while the PCs are trying to hide from a band of zombies). Some can be annoying ("I insist you repair our boat or transport me off this wretched island. I am simply not used to this sort of treatment."). Some may actually be helpful.

The victims can be considered to be Dobies and Gidgets (page 174, *Dark Conspiracy*) if stats are needed. A Good Samaritan (page 175) or two can be included to help or befriend the PCs and later be brutally killed.

Military Zombies

Strength: 9	Education: 1	Move: 2/7/13/25
Constitution: 9	Charisma: 1	Skill/Dam: 7/2D6+3
Agility: 6	Empathy: 1	Hits: 18/36
Intelligence: 2	Initiative: 5	#Appear: 2D6

A military zombie is produced by a human being killed by the Voodoo agent. This agent contains a substance that is instantly lethal to humans. Once the human is dead, chemical reactions alter the muscles and nervous tissue, retarding decay and enhancing the body's strength and resistance to damage. The process is completed by the work of "viral etchers" which "program" the nervous system of the victim. The programming is typically to attack and kill other humans. For unknown reasons, military zombies often consume their victims or at least chew on them. It has been suggested that the viral etchers do require sustenance in the form of certain neurochemicals and direct the body to acquire them. Due to the dispersal of the etchers, the body can function even when severely damaged. In fact, each part will continue to move on its own if separated from the rest of the body (use the stats for a crawling hand, if needed—see page 212 of *Dark Conspiracy*). Military zombies look like pale humans with sunken features. Their eyes glow faintly due to the presence of the luminescent animator chemicals in their optic nerves.

"Colonel Fisk"

Fisk's stats are those of a military zombie, except for the following:

Education: 7	Charisma: 9
Empathy: 12	Intelligence: 8
Initiative: 5	

Skills: Melee Combat (Unarmed) 6, Small Arms (Pistol) 4, Small Arms (Rifle) 4, Electronics 7,



Psychology 3, Chemistry 10, Biology 8, Engineer 6, Computer Operation 4, Act/Bluff 6, Language (English) 6, Willpower 8, Human Empathy 5, Project Emotion 5, Project Thought 4, Darkling Empathy 4.

Equipment: An M9 with two clips.

Description: Fisk is a Nightsider like Ruskin. Unlike Ruskin, his body is dead and animated. Fisk can control his body, but must roll under his Willpower on 1D10 when in the presence of people to avoid attacking them (this is due to the viral etchers). Like Ruskin, Fisk has a very low opinion of humans and is evil. Unlike Ruskin, Fisk is still loyal to his master, the Nightsider master. Fisk's task was to develop the military zombie agent, which he succeeded in doing. His goal is to get this information to his master (he has it on a disk hidden in his clothing) and to ensure that the Voodoo agent is produced. His master hopes to use it to create an army of zombie slaves.

Since Fisk is dead, he will have to explain his odd appearance and avoid getting "killed" again. He will try to fake that he is still alive. If the PCs find out he is dead, he will tell a story about how he has retained his mind, as this was expected in 1% of the cases.

VOODOO AGENT

The Voodoo agent is effective in gas and liquid forms, and has two parts to it. The first part is a chemical reactant that is toxic to humans. It also serves to reconfigure the neural and muscular systems of the victim and reanimate them. However, without direction, the body would just twitch. The second component consists of the viral etchers. These program the neural systems to take hostile actions against humans, and they provide the entity with a rudimentary intelligence. The agent kills in 6D6 seconds, and a body is reanimated in 1D6 hours. The viral etchers take six hours to do their work, so the body will not do much even if it is animate prior to the sixth hour. There is a 1% chance that an exposed human will retain his mental abilities. However, such a person will have to roll under his Willpower on 1D10 to avoid attacking humans on sight.

Renegade ETs are immune to this agent. Rogue androids are still susceptible to the toxic effects but are immune to the viral etchers, so they will maintain their mental abilities and will not be driven to attack humans.

CONCLUSION OF PART ONE

Technically, this part of the adventure ends when the PCs leave the island (either physically or spiritually by dying). They will face the same difficulties leaving as they had arriving. They may possibly try to leave by mixing with any survivors from the boat of innocents that landed. If they are successful, a government agent will swear them to secrecy (for national security reasons), and then they will be allowed to leave.

There may be some loose ends to be dealt with prior to beginning the second part of the adventure. The exact nature of these loose ends and how they are resolved (or carried over into part two) are left to the referee.

Following are general guidelines as to what the various groups will be doing after the PCs leave the island: The eco-terrorists want the station out of commission permanently, and others will try to achieve this if the first two teams fail. The military will want to reopen the station and to cover up the details of the contamination. This might involve attacks on those who survived the island, especially if Ruskin or Fisk survive. Ruskin and Fisk both desire the production of the Voodoo agent (for different reasons) and will do anything to achieve that goal. Ruskin wants to neutralize Fisk and will keep after him, employing the PCs if possible. It is also suggested that Fisk and/or Ruskin survive this part of the adventure to plague the PCs in part two. Besides making the scenario more interesting, this will also serve to drive home the pervasiveness of the menace the Nightsiders represent. The referee can, of course, choose to simply go on to part two without any interlude.



Colonel Fisk

PART TWO: OUT OF THE GRAVE

Long ago, three nosferatu were sent into Earth's dimension by their master to feed and bring back life energy for him. These beings are from a fragment of what was once a whole dimension. To make an extremely long story short, a massive struggle between the beings of this dimension resulted in its fragmentation. The nosferatu are from one of the darker fragments. An inhabitant of one of the saner fragments was sent to Earth after them, and took over the body of a dying trapper. Aided by three humans, he was able to seal the nosferatu into their dimensional cells. Unfortunately, his body gave out before he could finish his task. He left behind the gateway controller in the hopes that humans would advance enough to be able to use it. Since his home dimension had succumbed to corruption, he could not return and hence was forced to dissipate.

SITUATION

The characters will be drawn to the woods of New England by strange goings-on there. Once there, they will become involved in the plot of a lesser nosferatu (Janet Savage) to release the three true nosferatu from their dimensional prisons.

The lesser nosferatu has been sent to the area by her master, another lesser nosferatu. She has been charged to locate and free the three nosferatu that were imprisoned in what is now Old Town, Maine. She was given papers describing the location of the nosferatu's prison and how they were imprisoned (and how they might be freed again), as well as a device to locate them. Since Janet is a lesser nosferatu, she has to feed on human blood in order to survive. Thus, she has been killing people.

Janet's plan is as follows: First, she wants to locate the site where the true nosferatu are imprisoned. Second, she needs to locate the site of the gateway controller. Third, she needs to find a human to get the controller for her and use it to

open the nosferatu's cells, as no Dark Minion can work the device. She will use any means at her disposal (the PCs, for example) to reach her goal.

There will be at least one Nightsider here as well. He wants to see the three nosferatu released so that they can become servants for this scenario. If either Fisk or Ruskin survive, one or both will be present. Fisk will wish to acquire the nosferatu for his master. Ruskin will wish to acquire the nosferatu for himself. If neither survived, then the Nightsider "Captain Wilson Smith" will be present trying to acquire the nosferatu for the Nightsider master. Whichever Nightsider is present, he will have brought with him some of the Voodoo agent, Smith having obtained it through Nightsider contacts in the research project.

The Nightsider knows about Janet, but she does not know about him (or them). He intends to wait and let Janet find the nosferatu and gateway controller, then destroy her and free the nosferatu himself. The Nightsider is equipped with a DarkTek device that can control the nosferatu (see "Nosferatu Controller" for details). The Nightsider will be maintaining a low profile as a tourist. Since he can do just fine on normal food, he will not draw the attention Janet does.

The PCs are first drawn into the situation by the murders. They may begin by investigating the sites. They should then be drawn to Old Town as bodies are discovered there. Janet has set up a neighborhood watch and has provided walkie-talkies to the members (so she can monitor them and know when it is safe to strike), and the PCs can meet her this way. Janet will pose as an investigator and will try to get one of the PCs to be her dupe.

The situation will be made more complex when the Nightsider decides it is time to step in. Ideally, the PCs should meet both Janet and the Nightsider without being aware of what they really are. This will lead to a greater impact later on when they stand exposed.



The second part of the action will follow the initial investigation. In this part, the PCs will be involved in the search for the nosferatu and the gateway controller. The PCs may be tricked into this by Janet or the Nightsider, or may be drawn in by the strange dreams they will be have (see "Dreams," page 19).

The adventure takes place in Old Town, Maine. It is a small mill town on the Penobscott River. Old Town is located 12 miles from Bangor/Brewer and is about a two-hour drive from Portland on I-95. There are airports in both Portland and Bangor. Bangor has numerous stores, including a shopping mall. Camping equipment and weapons are readily available in Maine. There are two hotels in Old Town and several in Bangor, if the PCs need a place to stay. Areas of interest include the University of Maine at Orono and the Bangor Theological Seminary.

GETTING THE PCS INVOLVED

There are numerous ways to get the PCs involved. They could hear about the incidents on the news and come to investigate. The PCs could learn through a contact that some strange chemical residue was found at the site of some missing occultists. Or they could be contacted by a friend or associate in the area who is aware of the PCs' interest in the weird. If Fisk and/or Ruskin survived part one, one of the PCs may notice a story about a cult disappearance in a paper. In a picture of the scene, the PC will notice (Easy: Observation task) that one of the bystanders looking on is Fisk or Ruskin. Or the PCs could simply blunder into the situation by accident.

BACKGROUND

Information in this section is presented in two portions. First is the information that may become available to the PCs in the form of TV, newspapers, or radio reports or from conversations. Second, the referee's information is presented.

Cult Vanishes

The media reports on April 23 that the members

of the "Church of the Greater Void" vanished yesterday in the Maine woods. The church's tents and the personal belongings of the members were still present when the investigators found the site. There were no signs of violence, and no bodies were found. A police investigation is under way, but it is generally believed that the cult simply dispersed.

If the PCs investigate the cult site (located in the woods 40 miles from Old Town), they will find a clearing in the woods with several tents. From the belongings left behind, the PCs can estimate that there were 15-25 people in the cult (actually 21). There are no signs of violence and no bodies.

Referee: An Easy: Observation skill check will allow a PC to notice that the area has been closed off with police line tape, but there is no one guarding it. As the personal belongings of the cultists are still present, there *should* be at least one police officer to discourage looting. An Easy: Foreboding skill check will allow a PC to realize that something seriously wrong is going on, but discovering what it is will require some investigation and deductive reasoning. The police officer is missing as he has been murdered by a zombie.

The PCs will be able to find a residue of the Voodoo agent (inert by now) on the tents, trees, and ground. This will require an Easy roll using Chemistry skill to determine that some sort of toxin is present. An Average: Chemistry roll will reveal that the substance is a highly complex neurotoxin with viral agents present, and if the PCs are familiar with the agent, they will recognize it for what it is.

What occurred was that a Nightsider (either Fisk, Ruskin, or Smith) used the Voodoo agent on the cult to create a distraction. The cult members are now military zombies and are loose in the woods. If the PCs go out into the woods, they will encounter 2D6 military zombies per hour on a roll of 1 on 1D10. They will attack on sight. The Nightsider hopes that any mayhem caused by the zombies will distract police, authorities and, most importantly, any empathic underground cells.

Terror in the Wood

On April 24, the media reports that two families



of campers vanished two days ago in the Maine woods. Their campsite, found by two hikers, had been torn up, as if a struggle had taken place. Part of the mystery has now been cleared up. Two bodies found in the area have been identified as those of the missing campers. The condition of the bodies indicates that a bear or wild animal was responsible.

Referee: The campers were attacked by what were once the cultists (now military zombies). If the PCs investigate the area (which is five miles from the cult site), they will find a badly torn up campsite. There are seven other bodies in the woods, which the PCs may stumble onto. There will be further attacks in the woods until the creatures are dealt with.

Body Found

Children playing in a stream in Old Town are horrified on April 24 to discover the body of Walter Milford, an Old Town resident who has been missing for a week. According to the coroner's report, Milford died of massive blood loss from puncture injuries. Attached to the body were ropes, which had apparently been chewed through by water rats or snapping turtles. Police speculate that the body was weighted down and dumped into the nearby pond. Police intend to investigate the rest of the pond.

Referee: Milford, a resident of a local senior citizens' home, was killed by Janet Savage, the lesser nosferatu. His body was dumped into the pond with weights tied to it. Snapping turtles got at the body and severed the ropes. The body then drifted away downstream. If the PCs manage to find out the details of the autopsy, they will learn that there are deep puncture wounds in Milford's body and that he has been completely drained of blood. Residents of the home will say that Milford was last seen leaving the building with his daughter, a very striking young woman. A check of the records will reveal that Milford has no daughter. The woman was, in fact, Janet Savage.

MAIN MAP

The main map details a section of Old Town, Maine.

Swamp/Woods: This area is a swampy section of woods. There are plenty of insects and leeches to amuse the PCs with.

Woods: The woods are composed mostly of pine trees. The forest floor is covered with needles, which can be a bit slippery. The forest is thick, but most areas have little undergrowth.

Old House: Detailed below.

Frog Pond: A small pond with numerous frogs, leeches, turtles, and so forth. The water is rife with bacteria and is contaminated with years of chemical waste. There are two dead-end streams off the pond and one that flows into the Penobscott River.

Residential Areas: There are some abandoned houses, but Maine has not "metroed" yet, so there are still plenty of people living here.

Devil's Hole: This area is called Devil's Hole by the local children, who find themselves drawn to it, in the way one is drawn to the edge of a cliff. It is actually the burial site of the three nosferatu. This area is detailed on pages 17 and 18.

Waste Treatment: This area is the waste treatment plant for the local mill. On windy days, the chemical foam blows into town (it looks like brown snow). The area smells rather bad, and not much lives near it.

Burial Mound: The man who defeated the three nosferatu is buried here. While local legends contain reference to the burial mound, its location is not known. This area is detailed below.

Bodies: These black circles mark the area where the lesser nosferatu's victims ended up. #3 is where Milford's body was found. Three bodies are sunk in the stream here at #2 (held by weights and rope), and the tattered remains of Milford's ropes and the weights that held him are here. The bodies are of three derelicts from Bangor. #1 is the lesser nosferatu's new dumping spot. At first, there will be four bodies sunk here—two fraternity boys from the University of Maine, a local child, and a derelict from Brewer. Future victims of the lesser nosferatu will be dumped here, at least until the site is located. All of the victims have puncture wounds and have been drained of all their blood.



OLD HOUSE MAP

The old house looks like a classic haunted house. It has a high, pointed roof ("like a witch's hat") and plenty of empty-looking windows ("like the gaping eyes of a skull"). A dirt road leads up to the old house, and it has a dirt driveway. The house is currently owned by the lesser nosferatu, Janet Savage. Posing as a visiting professor of art at the University of Maine at Orono, she moved in a few months ago. The local people think she is a bit odd, but they chalk that up to her being "one of them New York artistes." For details on Janet, see page 23. Janet teaches during the day, but is at home during the early evening and at night (except when she is "eating out").

First Floor

- 1 **Kitchen:** This area is stocked with food, mostly canned goods and nonperishables. If a character is in the kitchen more than once over a period of a few days, he will notice that the same food is present at each time. If the lesser nosferatu notices this observation, she will say that she often eats out.
- 2 **Living Room:** This room is tastefully decorated and has several of Janet's works on the wall. They are well done, but are rather macabre.
- 3 **Hallway:** There is a door to the basement under the steps. It is hidden by a tapestry that has been hung over it. That the house has a basement is, however, quite evident from the outside.
- 4-6 **Closets:** Each closet contains clothing and footwear.

Second Floor

- 1 **Bedroom:** This is where Janet sleeps. The room is well decorated and features more of her artwork. A character with knowledge of history or antiques will notice that many of the items in the room are quite old.

- 2 **Study:** This bedroom has been redone as a study. It is full of old books, many on occult topics, artwork, and local myths and legends. More of Janet's work hangs here. Some of the paintings look old, and a test or careful observation by a knowledgeable character (a Difficult roll versus Education or an Average roll versus Observation) will reveal that the paintings are quite old (over a century) and that they were done by the same person who painted the others—namely Janet.

- 3 **Bathroom**

- 4 **Painting Room:** This room has several easels, as well as a large supply of oils, paint brushes, canvases, and so forth.

Basement

- 1 **Storage:** Once used to hold preserves and so forth, this area is currently empty.
- 2 **Basement**
- 3 **Furnace and Water Heater**
- 4 **Hidden Room:** This room is located behind a set of hinged shelves which are full of old painting supplies (they are glued in place). A Difficult roll versus Observation will reveal the hinges. The room contains a locked metal box. In the box are some old papers and a smaller box. In the smaller box is what appears to be a small (two inches in diameter) disc of black stone. It feels cold to the touch. The black stone and papers are detailed below, under "Black Stone" and "Janet's Papers," respectively.

DEVIL'S HOLE MAP

The Devil's Hole is a depression in the earth out in the woods. There are numerous trails leading to it through the woods as the area has a strange fascination for the local children. This is due to the residual empathic powers of the imprisoned nosferatu. Buried under the earth is a stone slab, and under it is a shaft leading down into the Earth.



Underground

The underground section is dark, damp, and dismal. People in the shaft will feel a strange attraction-repulsion, of the sort people feel around terrible accidents or the edges of cliffs.

- 1 **Entrance:** The shaft has stone slabs embedded into the wall to serve as supports and as rungs. People in the shaft will feel their hair rise and will feel faint electric shocks from the walls. This is due to an electrostatic field that keeps the earth in place.
- 2 **Bone Room:** This room is littered with very old human bones. Occasionally, sparks from the field run across them, lighting up the room. A skull lighting up at the right time could be an effective device to generate fear. Occasionally, the bones are shifted about by the field. Be sure to play on the PCs' paranoia, especially if they are familiar with animated skeletons.
- 3 **Generator Room:** Buried about three feet beneath the floor of this room is the electrostatic field generator. It looks like a one-meter-diameter sphere made of insect chitin, with glowing spots. It emits a faint humming noise. It can generate a program-mable field the size of the underground area or smaller to keep off earth and loose water. Its power source is good for another two centuries.
- 4 **Tomb:** The entrance to this chamber is blocked by a para-dimensional wall. Characters with an Empathy rating of 0 will merely see a stone wall; their minds will not perceive it as an artificial barrier. Characters with an Empathy rating of 1 or higher will notice the wall as a filmy barrier across a corridor to another chamber, and can pass through it. Such characters can also pull other characters through the wall. The wall is actually part of a sphere, 60 meters in diameter, that extends all the way around the tomb, mostly within the earth itself.

The para-dimension is inimical to creatures

from the proto-dimensions that the Dark Minions come from. Such beings will take 4D6 of damage for passing through the wall. A being attempting to dimension walk into the chamber must make a Difficult roll against its Empathy rating to avoid passing through the para-dimensional wall.

The chamber itself feels cold. The temperature, in fact, never rises above 50° F at any time.

Lying on the floor are hunks of odd-looking rock. An Average roll versus Geology or Chemistry will reveal (after proper analysis) that the rocks are nonterran. Set into the floor are what appear to be slabs of black rock or metal. A close look will reveal a pure black, nonreflecting surface that radiates cold. The surface is impenetrable and unmarkable. Bullets will simply glance off; fluids or paint will simply fail to attach to the "surface." Metaphorically, these are solid pieces of nothing. These are sealed gates to very small pocket-dimensions (closet dimensions would be a more apt name).

Each dimension is a meter wide, two meters tall and two meters deep. Contained in each one is a live nosferatu, a black sphere, and a dead body. The black sphere is a gateway remote, which will be explained later. The bodies are those the nosferatu were using when they were imprisoned.

The bodies have been preserved by the extreme cold (they are, in fact, frozen). The bodies look as if everything has been drained from them or as if they died at an extreme age. This is due to the drain on the body by the nosferatu.

A being attempting to dimension walk into a nosferatu cell will have to make a skill roll against one-quarter of its Empathy. The nosferatu will attempt to take possession of any living being it encounters that would serve as a suitable host. For the details on the nosferatu, see pages 22-23.

For the details on the gateway remote, see the section on the gateway controller, on page 21.

BURIAL MOUND MAP

The burial mound is located deep in the woods and looks like a small hill. PCs with an Empathy rating of 5 or greater will feel a certain presence, but will not be able to tell exactly what it is.



Ground Floor

On the side of the mound is a very slight indentation (Difficult roll versus Observation; if the characters is actively searching, the roll is Average) which is formed by the stone covering the entrance.

Entrance and Tunnel: This area is dry earth, held in place by an electrostatic field like in the Devil's Hole. A shaft leads down into the earth.

Underground

Tomb: This chamber contains the electrostatic field-generating device which is buried under the soil. Set in the floor is what appears to be a pure white rectangle. It is a gateway into a pocket (or closet) dimension.

A human with an Empathy rating greater than 0 can pass through the gateway and bring others with him. The interior is a two-meter deep, one-meter-by-two-meter wide area with white walls. Floating in the middle of the room is a device that is confusing to look at (it looks like a machine made of fractals that are shifting through four dimensions). Floating around it are six black spheres. The device will move close to and follow the player character with the highest Computer Empathy skill. If no player characters have that skill, it will follow the PC with the highest Empathy.

If the device is brought out of the dimension and a sphere is not left behind (grabbing a sphere and pulling it away will do the trick), the dimension will seal off, trapping anything that cannot dimension walk until the PC with the device reopens the gate.

The device is the gateway controller and is detailed below. The dimension is inimical to all darkling-type creatures and inflicts 6D10 per round on them.

ACTION

The second part of the action follows the initial investigation. In this part, the PCs are involved in

the search for the nosferatu and the gateway controller. The PCs may be tricked into this by Janet or the Nightsider, or they may be drawn in by their dreams.

Dreams

The presence of Janet and the Nightsider will be sensed by the true nosferatu, who will begin to emit empathic signals. Characters will receive these signals as dreams, with the intensity proportional to their Empathy. The dreams are as follows:

You feel yourself pulled out of your dream by something—something from the outside. You are flying through the dark woods toward a depression in the ground, then through the earth and into a dark room with three gaping holes of nothingness in the floor. Behind the holes are dark shapes. You cannot make them out clearly, and you are glad for this. But then cracks appear in the nothingness and black light spills out...your soul grows cold and you wake up screaming.

The true nosferatu's emissions will also be detected by the gateway controller. It has been programmed to transmit an empathic signal to sensitive humans. Characters who have an Empathy greater than 0 will also have this dream (neither Janet nor the Nightsider will have this dream):

You are in a field of green. Beside you is a strong presence. It is not human, but it is friendly. It leads you into the woods and shows you a mound. It takes you inside and into a room of white walls, and shows you a machine that flows into itself and twists and moves. You sense that the machine is a weapon, a sword against the Dark. You wake up with a feeling of purpose. You must find the machine.

Characters having the dreams will have a vague notion where the places in the dreams are. This notion will grow stronger the closer the characters get to the location. They will recognize the places they have dreamed of if they see them. These dreams are intended to get the player characters involved as a third party in the search for the nosferatu.



Referee: How clearly a character experiences the dreams depends upon how empathic the character is. Characters with low Empathy (0-2) will sleep poorly, but will not know why. Characters with average Empathy (3-6) will remember the dreams, but some of the details will be fuzzy. Characters with high Empathy (7+) will remember the details of the dreams clearly upon waking. In order to keep the plot moving, ignore the Willpower skill in regards to these dreams.

HISTORY Local Legends

The following is an excerpt from *Monsters of New England*:

"One local legend tells of a trio of vampires arriving after a thunderstorm that had no rain. The vampires plagued the area for a month until a second rainless thunderstorm arrived.

A related story tells of a fur trapper who had been missing for a few days returning to the trading post and asking for help in fighting three monsters. Three of the trappers took him up on it, and only one returned. He is reported to have said that the vampires had been locked away and that Couers (the trapper) was dead, as were his two friends. The young man's diary has been passed down from generation to generation and is currently at the University of Maine at Orono."

Morill's Diary

The diary is located in the historical works section of the library. The PCs will only be able to see the original if they can get a professor to sign for them. However, they can get a copy if they ask. The diary details Morill's life and is fairly normal reading, except for one passage:

"Let it always be remembered by my descendants that a great evil rests under the ground not 40 paces from the old tree. Couers buried the evil there, but died afore he could finish the three of them. I followed his dying words and brought his tool to a resting place to await the day when another could finish the job we started. It rests in

a mound a league from the trading post. Let its location not be forgotten. I pray this day and every day that the evil rest until a man comes along who can finish it for good."

Janet's Papers

Janet's papers were written by a man who served the nosferatu. They consist of mostly insane ramblings in bad English, but a few separate passages are important.

"The masters are great and powerful. They say they are from beyond the sky, and I believe them, for they do things no man could do."

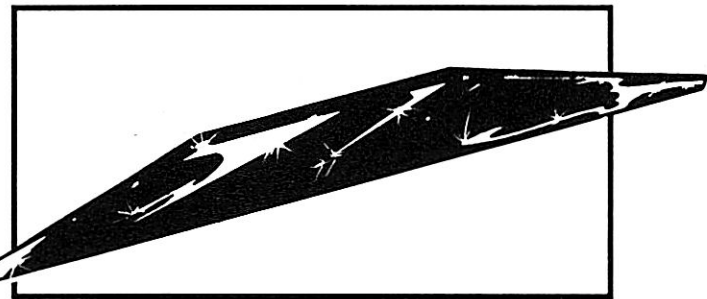
"They drink blood—they do."

"Woe upon me! My Masters have been sealed into the ground by four men. I rejoice that only one came out of my Masters' den. I went into the den after they left, but my Masters' room was gone. I must remember the den is in the hole. I must come back and find my Masters!"

"I followed the man. He had some thing I could not rightly see with him, and he took it and buried it in the earth. I saw a mound rise up and fled at its sight."

TECHNOLOGY

Several unique technological devices are present in this adventure. Many of these are in fact necessary for the successful completion of this adventure. These devices are described in detail below.



Black Stone (DarkTek)

The black stone is a small (two-inch diameter), disc-shaped stone. In the presence of nosferatu it emits a red glow in proportion to their strength

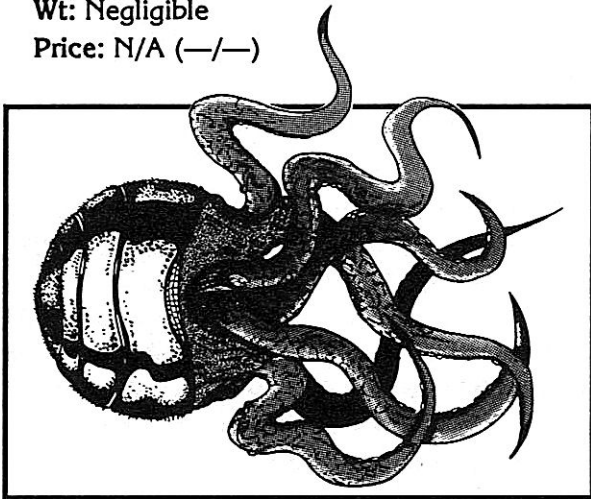


and distance. It can detect nosferatu at up to 100 meters. It is attuned to only detect nosferatu and not lesser nosferatu or nosferatu servants.

User Cost: None

Wt: Negligible

Price: N/A (—/—)



Nosferatu Controller (DarkTek)

The nosferatu controller is a device that looks like a sphere of insect chitin with beslimed tentacles oozing from one end. The device is grasped in the hand, and the tentacles wrap around the hand and burrow into the nerves. The device enables the user to control a number of nosferatu equal to his Empathy divided by 4 (round down). The control is somewhat limited and basically involves making the nosferatu conform to certain goals. It cannot alter their basic nature. For example, it could be used to prevent the nosferatu from attacking the wielder's party but could not prevent them from feeding on somebody. While this device has a Feed cost, it does not graft itself permanently to the user. It may be removed at will.

User Cost: Feed: 1

Wt: 0.6 kg

Price: N/A (—/—)

Gateway Controller

The gateway controller is a machine from the dimension that preceded the fragmented shadow dimensions. It has a variety of functions:

First, it can function as a dimension walking device, generating a gate of up to 10×10 meters.

Second, it can also generate pocket dimensions of two meters by two meters by one meter. These dimensions, or cells, can be of three sorts: standard (like a normal gate), black (like the ones imprisoning the nosferatu), or white (like the one containing the gateway controller). Each pocket dimension requires a black sphere (the gateway remote) to maintain it. These dimensions last as long as the sphere is present. This use does not consume the sphere; the sphere is merely required to remain there to maintain the dimensional cell.

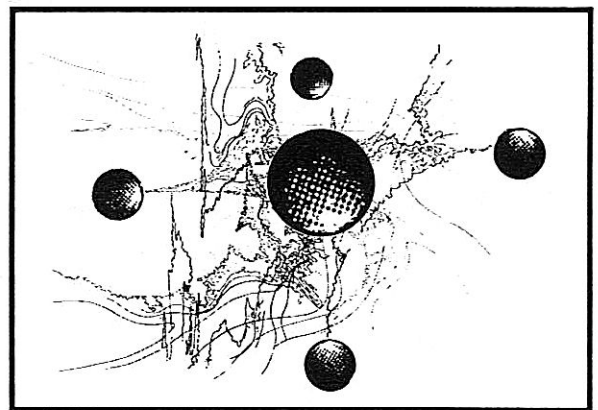
Third, the controller can generate a 60-meter sphere of the sort encasing the room the nosferatu are in. Each sphere consumes one remote.

Fourth, the controller can also seal a dimension. This makes it impossible for things to enter or leave that dimension by any means whatsoever. Each remote consumed in this process can seal a dimension equal in size to the closet dimensions that the controller can generate.

Fifth, the controller can consume itself to seal off fairly large dimensions. (This will be important in the "Off Ramp" part of *Nightsider*.)

The controller is operated using Computer Empathy skill (rolls are Average to operate the device), or Computer Operation or Empathy skill (rolls are Difficult to operate the device).

The device can engage one function per round (treat as a firing action). It is semi-aware and will aid the operator. It cannot be used by any Dark Minion.





CAST Nightsiders

If Fisk or Ruskin survive as the Nightsider in this adventure, use their stats from "The Dead Island." If not, use the following:

"Captain Wilson Smith"

Strength: 6 Empathy: 13
 Constitution: 7 Initiative: 5
 Agility: 7 Intelligence: 8
 Education: 7 Charisma: 9
 Skills: Melee Combat (Unarmed) 5, Small Arms (Pistol) 5, Small Arms (Rifle) 5, Stealth 4, Tracking 3, Willpower 9, Computer Operation 4, Act/Bluff 8, Language (English) 6, Human Empathy 4, Project Emotion 6, Project Thought 5, Willpower Drain 4, Darkling Empathy 6.

Equipment: An M9 with three clips, Kevlar vest, M16A2 with three clips, Yamaha Apache motorcycle, nosferatu controller.



Captain Smith

Description: "Smith" is not human. He is a creature from a shadow dimension that is using the body that was stolen from Captain Smith. This entity has access to most of Smith's memories, enough to play his part convincingly. He is an evil being who has nothing but contempt for humanity. He will be playing the role of a tourist as his cover. His plan is to wait and let Janet do all the work. If his body is killed, the entity will return to its home dimension, where it will be tortured for failing its mission.



True Nosferatu

Nosferatu

The nosferatu are inhabitants of a dark realm. They are beings of energy that require bodies to operate in Earth's

dimension. They feed upon the life force of terran creatures and are beings of great evil. There are three kinds of nosferatu: true, lesser, and servants.

True Nosferatu

Strength: *+4 Education: 1 Move: *
 Constitution: *+4 Charisma: 9 Skill/Dam: 8/1D10
 Agility: * Empathy: 18 Hlts: 20/40
 Intelligence: 5 Initiative: 5 #Appear: 1

*As per host body.

Special: Heals very quickly. Human Empathy 10, Project Emotion 10, Project Thought 7, Willpower Drain 10, Darkling Empathy 8.

Nosferatu occupy human bodies by attacking them with Willpower Drain until the Willpower of the victim reaches 0. Then the nosferatu can attempt to take possession of the body. This is done by rolling 5-6 on 1D6. A body possessed by a nosferatu has its Strength and Constitution increased by 4 and the body becomes very resistant to damage. The nosferatu feed on blood (as per bloodkin vampires, including the healing effects) and Empathy (by Willpower Drain). The body they possess looks pale white; its incisor teeth grow, and the eyes begin to glow dim red. The body is light-sensitive (no extra damage, however), and hence nosferatu tend to hunt at night.

The nosferatu is very draining on its host body. A host body will last a nosferatu a number of days equal to the body's original Empathy rating. After that, the nosferatu must find a new body. A nosferatu without a body must roll over the number of days it has been without a body on 1D10 to avoid being forced back to its own dimension. Nosferatu can create lesser nosferatu by draining a body to 0 Empathy and then opening a special channel to its home dimension. This sends the human's life force to that dimension and then brings it back, altered. If the human wishes to resist, he is entitled to a Difficult roll against his original Empathy. A successful roll avoids this fate and results in the death of the body, which is reanimated as a nosferatu servant.



Lesser Nosferatu

Strength: * +2 Education: * Move: *
 Constitution: * +2 Charisma: * +1 Skill/Dam: *
 Agility: * Empathy: * +1 Hits: *
 Intelligence: * Initiative: 4 #Appear: 1

*As per human NPCs or as per original stats.

Special: Averse to bright light, heals quickly, ages slowly. Human Empathy 2, Project Emotion 2, Project Thought 2, Willpower Drain 2 (or higher if originally higher).

A lesser nosferatu is a human being that has been altered by a nosferatu. Whatever the original human was like, the new being is evil and twisted, and looks upon its former fellows as food. They subsist on blood, and it heals them as per bloodkin vampires. The process they go through strengthens the body and alters the life force, giving the new entity a stronger body and new mental abilities. Like their masters, these beings become pale and light-sensitive. Light does not actually harm them, however. Lesser nosferatu can create servant nosferatu by draining a body of Empathy, then killing it. A channel is then opened to the nosferatu's dimension, and an animator spirit is drawn into the body. These spirits are as evil as their limited intellect will allow, but they will obey lesser nosferatu and nosferatu. Lesser nosferatu live 30 years for every point of Empathy they have, losing 1 point every 30 years. When their Empathy reaches 0, they collapse into dust.

Nosferatu Servant

Strength: 9 Education: 1 Move: 2/8/15
 Constitution: 7 Charisma: 1 Skill/Dam: 6/2D6+1
 Agility: 3 Empathy: 2 Hits: 15/30
 Intelligence: 2 Initiative: 3 #Appear: 2D6

These beings are the product of a failed attempt of a nosferatu to create a lesser nosferatu, or the creation of a lesser nosferatu. They are evil beings, and appear to be very pale humans with glowing eyes and sharp teeth. They avoid daylight, but are not harmed by it. Being dead, they do not heal.

Janet Savage (Lesser Nosferatu)

Strength: 7 Constitution: 7 Agility: 6
 Intelligence: 8 Education: 10 Charisma: 9
 Empathy: 6 Age: 140 Initiative: 4

Skills: Melee Combat (Unarmed) 6, Melee Combat (Armed) 5, Small Arms (Pistol) 5, Stealth 8, Tracking 5, Willpower 6, Psychology 6, Observation 5, Stalking 5, Disguise 6, Act/Bluff 6, Persuasion 5, Human Empathy 4, Project Emotion 4, Project Thought 3, Willpower Drain 5.

Description: Janet is a striking beauty of a woman who was drained by a nosferatu at the age of 20—120 years ago. Since then, she has lived a life of feeding and art (her two great passions). She is a very intelligent and very evil being, and will use any means to reach her goals. Her main weakness is her vanity over her art. She will be loathe to destroy anyone who truly appreciates her art (or can convince her that he does).



Nosferatu Servant

Equipment: Browning HP-35 and three clips, S&W Model 36 and box of 50 rounds, Martin Dynatech Pacifier stun gun, box of 40 dart packages, Yugo Contempo.

CONCLUSION OF PART TWO

The adventure is finished when the nosferatu have been banished by sealing the dimension they are in with the gateway controller. This can be done from the outside. If the nosferatu are freed, they can be locked into a closet dimension cell by forcing their body into one, then the cell can be sealed. A sealed cell cannot be entered or left. Of course, recapturing the nosferatu may turn into an adventure in itself. If the nosferatu are sealed off, Janet and the Nightsider will leave eventually. Janet will try to kill the PCs, but the Nightsider will simply leave. The follow-up to this adventure is "Off Ramp," which requires the PCs to have the gateway controller, so be sure they retain it. They may have to capture it from Janet or the Nightsider, who cannot use it but will be looking for someone who can.



Janet Savage

PART THREE:

OFF RAMP

The third part of the adventure begins on I-95 in Maine and ends up in a shadow dimension. This type of place is described in the Dark Conspiracy rules (page 235) and is detailed below. The first portion of "Off Ramp," Nightwatch, takes place in the Massachusetts section of New Boswash. The area is a metroplex zone, with all that implies. While no specific action has been set in this area, a few side mini-adventures could be run. These can serve a variety of purposes. First, they can be used to build up the PCs' skills and confidence. Second, they can get the PCs back into "normalcy" just in time for a trip into extreme weirdness. Be sure to make the metroplex seem very humanly mundane through careful descriptions of normal urban life (which is unpleasant, but mundane). This should serve as contrast to the weird occurrences linked with the Nightsiders intensifying the strangeness of these creatures and their dimension. Once any desired mini-adventures are run, the PCs can have their meeting with Nightwatch at MIT. The second portion of "Off Ramp," Down the Off Ramp, involves the characters in closing the gate between dimensions.

NIGHTWATCH

The PCs are not the only group dedicated to fighting the Dark conspiracy that threatens Earth. One of these other groups is a secret organization based in New England called Nightwatch. It is very secretive and operates in accordance with the classic revolutionary style (for example, no one person knows more than six other members). Nightwatch often recruits people (without revealing who is really doing the recruiting) to fight the Dark Minions. In this case, it is the PCs being recruited.

GETTING THE PCS INVOLVED

One of the PCs (the best known or one with contacts in government or the academic world) receives a hand-delivered letter (with thumbprint, blood type, and retinal check required):

Dear _____,

I am working on several projects involving multidimensional physics, and I have been informed that you have some unique knowledge on that topic. I would like to take this opportunity to invite you to MIT so that I might discuss this topic with you. I believe that we are on the same side of a worldwide struggle, and I think we can be of help to each other. Enclosed is a map which will enable you to find my laboratory, as well as passes for you and your friends. I hope to see you soon.

Sincerely,

Dr. Andrew Tover, MIT

Enclosed in the package are the map and passes mentioned. They already have the PCs' names and vital stats on them. Dr. Tover is famous for his work on dimensional physics. An Average roll versus Physics will allow a character to know that Dr. Tover's mathematical proofs for the existence of parallel worlds created a considerable stir in the scientific and philosophic communities. If any PC has contacts in the academic world who know Tover, they will relate that Dr. Tover is brilliant, innovative, and also a good man. He is, however, known as a bit of an eccentric among his friends. His eccentricity takes the form of believing that the other worlds are inhabited and that these inhabitants may be inimical to humanity. If any of these contacts are solid, they



will also comment that Dr. Tover hangs around with odd people (like mystics, street fighters, and ex-military types).

MEETING

The meeting is to take place in Dr. Tover's lab. The PCs will have to go through several layers of security (with all sorts of scans, checks, and sample-takings). Eventually, they will reach Tover's lab, where they will be checked by two guards (wearing full combat gear and armed with G-11s). Some of the devices used to check them will seem rather odd, but the security guards will not comment on them. Finally, the PCs will be allowed inside.

The lab is a marvel of modern science. It contains a vast array of computers, laboratory equipment, and many apparently hand-made machines of unknown functions. It is a virtual cornucopia of technology. On the walls are mathematical formulas, as well as computer printouts of odd geometric shapes. In the center of it all is a table piled with papers. At this table are Dr. Tover and Dan Moore, two members of Night-watch.

Tover and Moore will introduce themselves, then Tover will explain that his work has shown him not only that other dimensions existed besides our own, but that these dimensions could be accessed. Of course, the mathematics also show that such access was a two-way street. It was simply a problem of building the right device to open a door to another world. He will state that he has been unable to build such a device, but has constructed an instrument that can detect when gateways are opened. He will say that most of these gateways are opened from the other, non-Earth side. He concludes that he has been observing the PCs for some time.

Dan Moore will speak next:

"It was in 1992 that I was driving home late one morning. My car's engine and electrical system

began to fail, so I started looking for an off ramp. I saw one that said "Middleston" and turned down it. However, I soon found out that Middleston is not a town in Maine. In fact, it's not on the Earth at all. At the time, I didn't know where I ended up, but I now know it was another dimension. To make a long story short, there is a whole town in there, including people. There are other things also. Things we call Nightsiders. The whole setup is a big trap designed to get the Nightsiders bodies and food. I saw people eaten by them, and I saw people taken over by them. We think you have run into some Nightsiders recently—Nightsiders in stolen bodies. The whole place is run by an extremely powerful Nightsider. It cannot leave the dimension without a suitable host body. It said my body was suitable, but I was lucky enough to escape. I think I am the only one who ever has."

Dr. Tover will then add that his instruments indicate that the Nightsider dimension has been opening into Maine along I-95. He will say that the device, which was acquired by the PCs recently in Old Town, might be able to seal off the dimension. He will explain to the PCs the function of the device (see page 21 for details) and how to use it to seal the shadow dimension. According to Dr. Tover, this process will require that at least two remotes be placed in the dimension at least 800 meters apart, with a third set up in the gateway at least 800 meters from the other two. Then the gateway controller must be instructed to seal the dimension. Dr. Tover predicts that this process will consume the controller.

The meeting will conclude with Tover and Moore answering any questions the PCs might have. The PCs will be provided with a gateway detector (see page 28) and two "shadowbreaker" weapons (page 28). Tover will also provide them with a map showing the general location of the gateway, which is in Maine. If the PCs survive this mission, Dr. Tover and Dan Moore may be treated as contacts in later adventures.



Referee: If desired, the PCs can become involved in some side action at this point. The exact nature of this action is left to the referee. Some suggestions are that one of the PCs' devices is stolen and must be regained, or that a Nightsider or related attack occurs on the PCs. After all, Tover is suspected by the Dark Minions, so those who visit him are also suspect. This will make the PCs feel trapped—directly threatened by the Nightsiders. This will serve as an impetus for the PCs to get involved if they were undecided, or it will emphasize the seriousness of the situation. Of course, you may wish to simply let them get about on their business, but very little in this world is that simple.

DOWN THE OFF RAMP

Once the PCs finish up in New Boswash, they will go to Maine. Tover predicts that the gate will be opened in three days, at night, along a section of I-95 between Portland and Bangor. This gives the PCs time to get ready by acquiring the equipment they need.

Tover's predictions will be correct. The gate will open onto I-95 at 12 A.M. If the PCs are using Tover's map, they will be close enough for the gateway detector to detect it. The gateway appears as a simple off ramp with a green highway sign saying "Middleston Exit." The gateway creates a disrupting effect in unprotected electronics (Tover knows this and will tell the PCs how to protect their equipment). Cars within 400 meters of the gateway will suffer brief spurts of electronic failure, and it will worsen as the car gets closer. If a car goes onto the off ramp, it will die out altogether about 40 meters down the ramp and will coast the rest of the way. Other electronic devices will be affected in a similar manner. Within the shadow dimension, electronics will work normally, except for those that have been damaged by the gateway. Electronics that are not turned on will be unaffected by a trip through the gate.

SHADOW DIMENSION

The shadow dimension is similar to the proto-dimensions described in *Dark Conspiracy* (page 235). The main differences are that anyone can see the terrain of the dimension (much of it has been lifted from Earth via gates, anyway), and it does not correspond to any particular terrain topography. It is actually a fragment from a much larger dimension that was shattered during a war between the inhabitants (see "Out of the Grave" for further details).

The interior of the dimension looks like a fairly normal town, complete with buildings, streets and trees. However, an Average roll versus Observation will reveal that something seems wrong about the layout—as if it were put together by an intelligence, but not a human one. The dimension is always dark, but working streetlights provide some light. The place should be described in such a way that the normal components make it all the more horrible. PCs with Empathy ratings greater than 0 will feel a malign presence suffusing the place and will sense disembodied intellects of an evil nature whispering through the streets. They will be "seen" as flitting shadows out of the corners of the PCs' eyes.

Once they enter the shadow dimension, the PCs will have plenty of action on their hands. The Nightsiders know when humans enter the dimension and will be waiting to meet the PCs. Fortunately, the Nightsiders suffer from extreme pride and cannot conceive of a group of humans besting them. As such, their first attack will be sloppy and will enable the PCs to escape into the town. What occurs next depends on the PCs' goals. If they are here to seal off the dimension, they will have to plant the remotes and escape back to their home dimension. If the PCs have blundered into the trap, their goal will be to escape before the Nightsiders can hunt them down.

MAIN MAP

The main map shows the layout of the entire



dimension. The part extending out the farthest is where the gateway is located.

Street: These are conventional, two-lane streets. They are often lined with streetlights.

The main street (the one the off ramp feeds into) is lined with cars. The farther one goes down the street, the older the license plates of the cars are. The oldest vehicles are from the 1930s. The vehicles are all dead and are in varying stages of decay. The side streets are devoid of cars.

Para-Dimensional Border: This area marks the limits of the shadow dimension. The border can only be penetrated at the gateway. The gateway can only be opened from the inside by an individual making a Difficult roll against his Empathy. Such a character can lead others through. Each character may only make one attempt every 24 hours. The gateway controller automatically opens the gate.

Woods: The woods are conventional terran trees.

Buildings: The buildings are from various times and locations. Some are commercial buildings, and some are residential, all mixed together indifferently. Some are in good shape, but others are in disrepair. Several generic maps have been included to make combat easier (see pages 8 and 9). Any important structures may be detailed prior to play, if desired. The stores and houses will sometimes contain things of use to the PCs (like dried food, camping equipment, weapons). The exact contents of a structure are left to the referee. Oddly enough, the water and power work in most of these structures because the houses have been linked up to the ruins of the civilization that was here prior to the fragmentation. Buried deep in the soil are structures from an ancient, nonhuman civilization that was the forerunner of the inhabitants of this dimension.

SETTING THE MOOD

While this dimension seems normal, its very normalcy makes it terrifying. Be sure to describe the place properly. For example: "You see a street stretching out into the distance. Under the dim light

of the streetlights you can make out the decaying shapes of cars. Down the street, you see lights in a restaurant and hear voices laughing. But far from comforting you, the voices strike a chord of primal fear in your being."

Be sure to keep the PCs under a great deal of stress—by having them constantly pursued by the Nightsiders. The Nightsiders are utterly inhuman, and it is important to convey this to the players. For example, "They look normal, like you and me. But something is wrong. There is a feeling of the grave about them, a feeling of malign emptiness and great wrongness..."

HUMAN INHABITANTS

Surprisingly enough, there are humans living in the shadow dimension. These people came down the off ramp and never left. They divide into three groups. The largest group is comprised of the people who have lost all hope or sanity. These people continue to live physically, but gave up the psychic and spiritual ghosts a while ago. Or they simply go catatonic and starve to death, and will do nothing to aid each other or the PCs. There are 82 of these people, who are normal human NPCs. The second group consists of those who are willing to serve the Nightsiders. They can be considered to be Igors (see page 176 of *Dark Conspiracy*). There are 12 of these people, and they are armed with handguns, clubs, and knives. Despite their cooperation, the Nightsiders have no qualms about using them for food or bodies. The third and smallest group consists of people who resist the Nightsiders. There are currently three of them. They are Tonya Yarvis, an eco-warrior (armed with an Ingram M10 .45), David "Slash Head" Jones, a Ganger (armed with an M-16A2 and a variety of knives), and Father Donovan, a Good Samaritan (pages 174-175, *Dark Conspiracy*). They will be willing to cooperate with the PCs. The referee may want to kill them off after the PCs get to know them, preferably in a brutal manner.



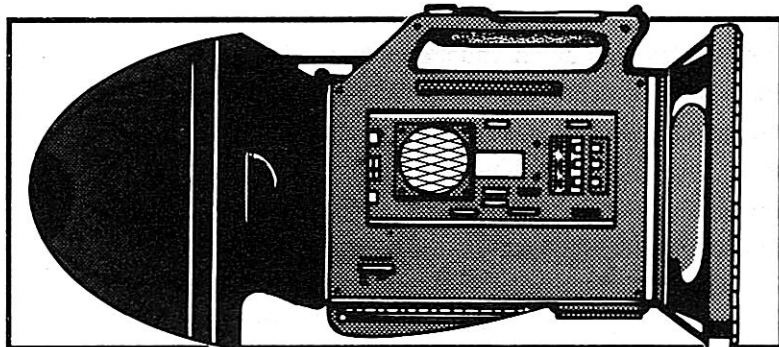
New people will occasionally enter the trap—but no more than five vehicles per night. They can be used in a variety of ways. First, they can provide a useful distraction for the PCs. If the PCs are having a tough time, a van or a car could come in full of easier prey. This will distract the Nightsiders and enable the PCs to escape. Second, they can provide people for the PCs to save, enabling them to feel heroic. Third, they can provide demonstration material to show what the Nightsiders can do.

NIGHTSIDERS

There are three types of Nightsiders—the lesser, the true, and the Nightsider master. All Nightsiders are nonmaterial beings who need to inhabit human bodies in order to manipulate objects. They cannot leave their dimension except in a body. If they are “killed” outside of their dimension, they will return to it. Outside of a body, they move as ghosts, appear as vaguely humanoid shadows, and can only be attacked by Empathy-based skills or by special energy weapons (like the shadowbreakers). The Nightsider master is the most powerful of the shadow beings. For details on the Nightsider master, see page 30.

EQUIPMENT Gateway Detector

The gateway detector is a device about the size



and shape of an MST 3000 Motion Detector (see *Dark Conspiracy*, page 266). The device weighs three kilograms. It has the following functions: First,

it will indicate, with an arrow display, the direction of the largest gate in the area, with a range of two kilometers. It can be adjusted to indicate the gates of lesser strength by adjusting the detection range. The second function is to display the size and location of the gate on a grid map, which shows the position of the detector. Like the first function, this can be adjusted to scan for smaller gates. It has a range of 400 meters. It requires an Easy skill check versus Electronics to use these functions. The gateway detector's battery pack is good for four hours of use. The pack can be recharged or replaced.

Wt: 2 kg

Price: N/A (about \$4000 to construct)

Availability: (—/R)

Shadowbreaker

The shadowbreaker is a special weapon designed by Dr. Tover to induce instability in certain types of energy fields, causing them to lose coherence and dissipate. The weapon is effective against bleaks, haunts, poltergeists, nosferatu, and Nightsiders.

The weapon's attack is handled in game terms by doing damage to the creature's Empathy rating. The to-hit roll is normal, and a successful hit inflicts 1D6 damage to the creature's Empathy rating. At 0, the creature is destroyed. If the creature is inhabiting a body, it can still be attacked. Armor has no effect on the shadowbreaker. A “wounded” creature will regain Empathy at the rate of 1 point per hour. The weapon looks very much like a laser pistol and uses a 15-shot belt power pack.

Ammo: —

Wt: 5 kg (pistol weight: 1.5 kg; belt power pack: 3.5 kg)

Mag: 15 shots per power pack.

Price: N/A (about \$4500 to construct)

Availability: (—/R)

Weapon	ROF	Dam	Pen	Blk	Mag	Recoil	Rng
SB	(1)*	Special	N/A	3	15	N/A	25

*One shot per 15 seconds.



CAST

Dr. Andrew Tover

Strength: 2 Education: 10
 Constitution: 2 Charisma: 5
 Agility: 2 Empathy: 5
 Intelligence: 10 Initiative: 1

Skills: Electronics 8, Forgery 4, Willpower 7, Biology 2, Chemistry 2, Computer Operation 7, Engineer 7, Physics 10, Instruction 5, Human Empathy 3, Foreboding 1.

Description: Due to a severe childhood injury, Dr. Tover, age 51, is confined to an electric wheelchair. He has fitted his chair with all sorts of devices which enable him to function as well as a normal individual. He is perhaps the most brilliant human mind in the area of multidimensional physics and mathematics. His work led him to be an investigator as he discovered that these realms were inhabited—and inhabited by beings inimical to humanity. Dr. Tover is very concerned about stopping the Dark Minions and does everything in his power to do so. He joined Nightwatch five years ago and has been providing them with special devices, insights, and good advice since then. He is polite, but somewhat quiet. He will allow Dan Moore to do most of the talking.

Dan Moore

Strength: 5 Education: 3
 Constitution: 6 Charisma: 5
 Agility: 5 Empathy: 8
 Intelligence: 7 Initiative: 3

Skills: Melee Combat (Unarmed) 2, Small Arms (Pistol) 4, Small Arms (Rifle) 2, Stealth 2, Vehicle Use (Wheeled) 3, Willpower 6, Business 6, Computer Operation 5, Leadership 5, Luck 3, Foreboding 4, Human Empathy 4.

Description: Moore, age 47, is a founding member of Nightwatch, which began soon after he escaped from the shadow dimension. Moore runs a computer store in Portland, which also serves as a cover for hacking operations against Dark Minion computers. Moore's experience and skill enable him to contribute a great deal to Nightwatch. He is completely dedicated to defeating the Dark Minions and has been involved in

numerous operations against them. He doesn't like to drive since his experience in the shadow dimension and generally flies instead. Moore is cordial, but serious.

Equipment: Moore always carries at least one pistol, generally an S&W Model 36 if he needs to conceal it and a Desert Eagle .44 when he doesn't. He owns an MP-7 and a C3.



Dr. Andrew Tover

Lesser Nightsider

Strength: 9* Education: 3 Move: 2/8/15/30*
 Constitution: 7* Charisma: 5 Skill/Dam: 5/2D6*
 Agility: 3* Empathy: 3 Hits: 15/30*
 Intelligence: 5 Initiative: 2 #Appear: 2D6

*In a body.

Special: Human Empathy 2, Project Emotion 2.

The weakest of the Nightsiders, these entities can only animate a dead body. Like their greater brothers, they are evil and have nothing but contempt for humans. They are rather vile and enjoy consuming human flesh and blood, even though they cannot digest it. They can, in turn, be possessed by a true Nightsider using its special ability. There are 32 "embodied" lesser Nightsiders (inhabiting dead human bodies) and 25 disembodied ones. The embodied ones spend their time torturing and killing the humans.



Dan Moore

True Nightsider

Strength: * Education: 6 Move: *
 Constitution: * Charisma: 9 Skill/Dam: *
 Agility: * Empathy: 12 Hits: *
 Intelligence: 8 Initiative: 5 #Appear: 1D6+2

*As per host body.

Special: Human Empathy 5, Project Thought 4, Project Emotion 5, Darkling Empathy 4, Willpower Drain 4. One in five have the ability to possess a body or enable others to do so. See below.



Some Nightsiders can take over a living body by draining the victim's Willpower to 0 and then making an Average roll against its Empathy (this is represented as the Willpower Drain skill). If successful, the old mind is displaced, and the Nightsider can move in or install another of its ilk. The Nightsider has access to the victim's memory (rolls are required to "remember" things, the difficulty depending on what it is trying to "remember." Nightsiders are intelligent and use human weapons. They are evil and hate humanity, seeing people as worthy only as food and host bodies. The above stats are for a generic Nightsider, but they can also be individualized (see, for example, the Nightsiders inhabiting Ruskin and Fisk). There are 12 Nightsiders present. While they occasionally go after the humans, these beings are often sent out into the world on errands or are working in the underground ruins.



Nightsider Master

Nightsider Master

Strength: *+5 Education: 8 Move: *
 Constitution: *+5 Charisma: 12 Skill/Dam: 8/2D6+3
 Agility: * Empathy: 20 Hits: *
 Intelligence: 10 Initiative: 5 #Appear: 1

*As per host body.

Special: Human Empathy 10, Project Thought 10, Project Emotion 10, Willpower Drain 10, Darkling Empathy 10, Dimension Walk 10, plus the possession ability described under the "True Nightsiders" section, above.

The Nightsider master is the most powerful of the shadow beings. Its power is exceeded only by its evil. Like the others, it requires a host body, but this body must have had an Empathy of at least 6 for it to be strong enough to host the Nightsider master. It greatly enhances the body it is in, giving it increased Strength and Constitution. The Nightsider master has full access to its host's memories and skills, and will delight in using them to harm the

person the original owner of the body most loved and cared for. It does not require food, for it subsists on pain and suffering. Its major weaknesses are the fact that it is utterly vain and enjoys hearing itself speak. It also sorely underestimates human ability. Clever PCs who have been briefed by Moore, or who figure this out on their own, will be able to use these weaknesses to their advantage. There is only one Nightsider master present. Fortunately, it spends most of its time in the ancient ruins, dwelling on past glories. If there is a PC with an Empathy higher than 6, the Nightsider master will be aware of this and will order its servants to capture that person. The master will remain in the ruins for three hours, waiting for his servants to bring the prospective host to him. If this takes longer than three hours, he will go looking for his host himself. So if the player characters finish their work in less than three hours, they may avoid a direct confrontation.

CONCLUSION

If the PCs are able to place the remotes properly and escape, they can activate the gateway controller. It will begin to shift faster and faster, and will emit a great deal of heat. It will also start to glow. Eventually, it will reach a white phosphorous intensity, then it will burst in a white flash, leaving a blackened spot. The process will take 10 minutes. The Nightsiders may realize what is going on and may come out to attack the player characters. While the gateway controller cannot be stopped, the PCs may be killed.

Once the controller does its job, the dimension will be sealed. All Nightsiders outside the dimension will be unable to return and will dissipate if their bodies are destroyed. Any survivors (those on missions, for example) may come looking for revenge, or may try to find a way to reopen the gate.

If the PCs are trapped in the dimension, they will probably die, as there is no longer any way into or out of the dimension. At the referee's option, there may be other obtainable DarkTek items or man-made high technology (by Dr. Tover, perhaps), which could reverse this event. If they escape, they will probably receive a visit from other Nightsiders at some point in the future.

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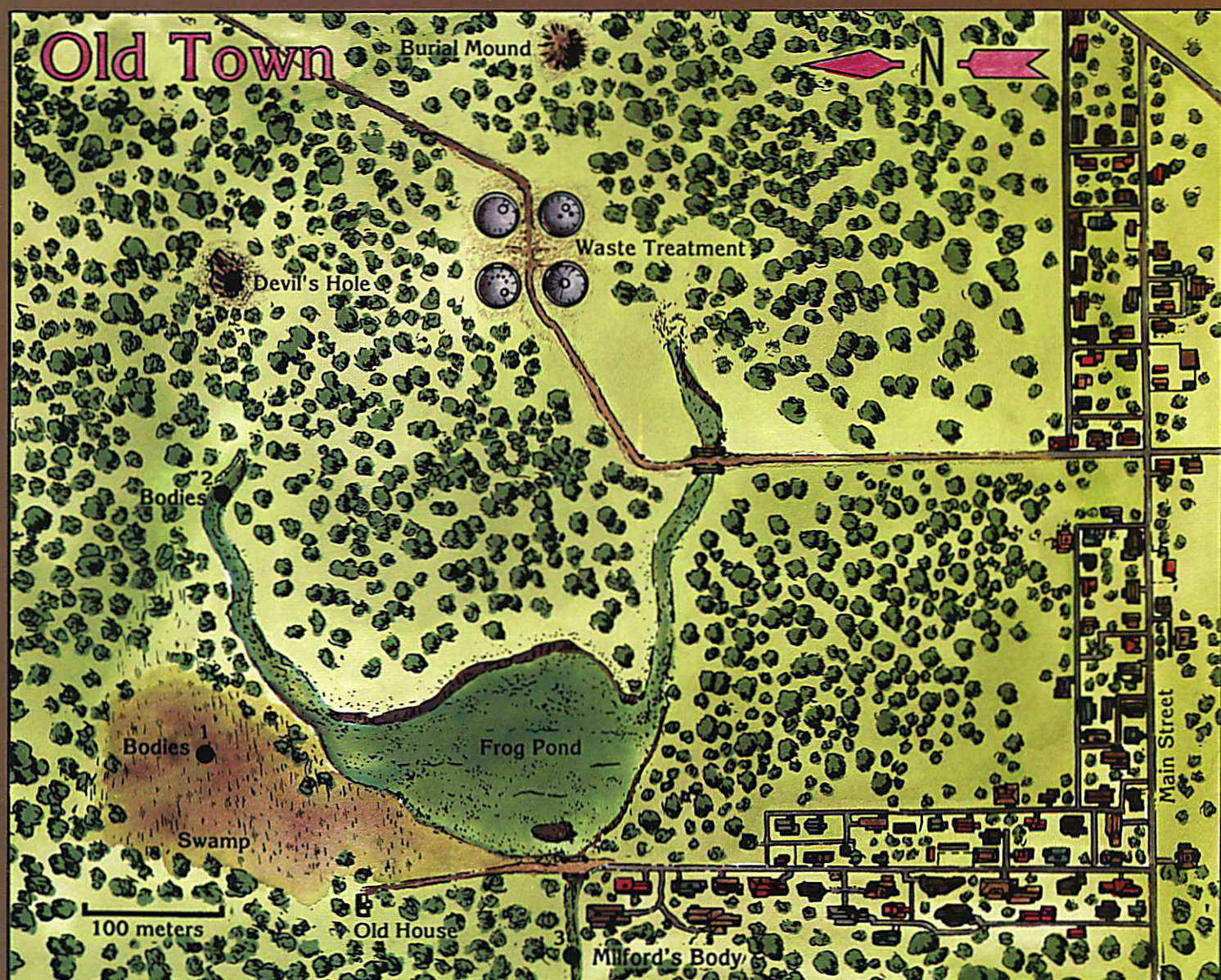
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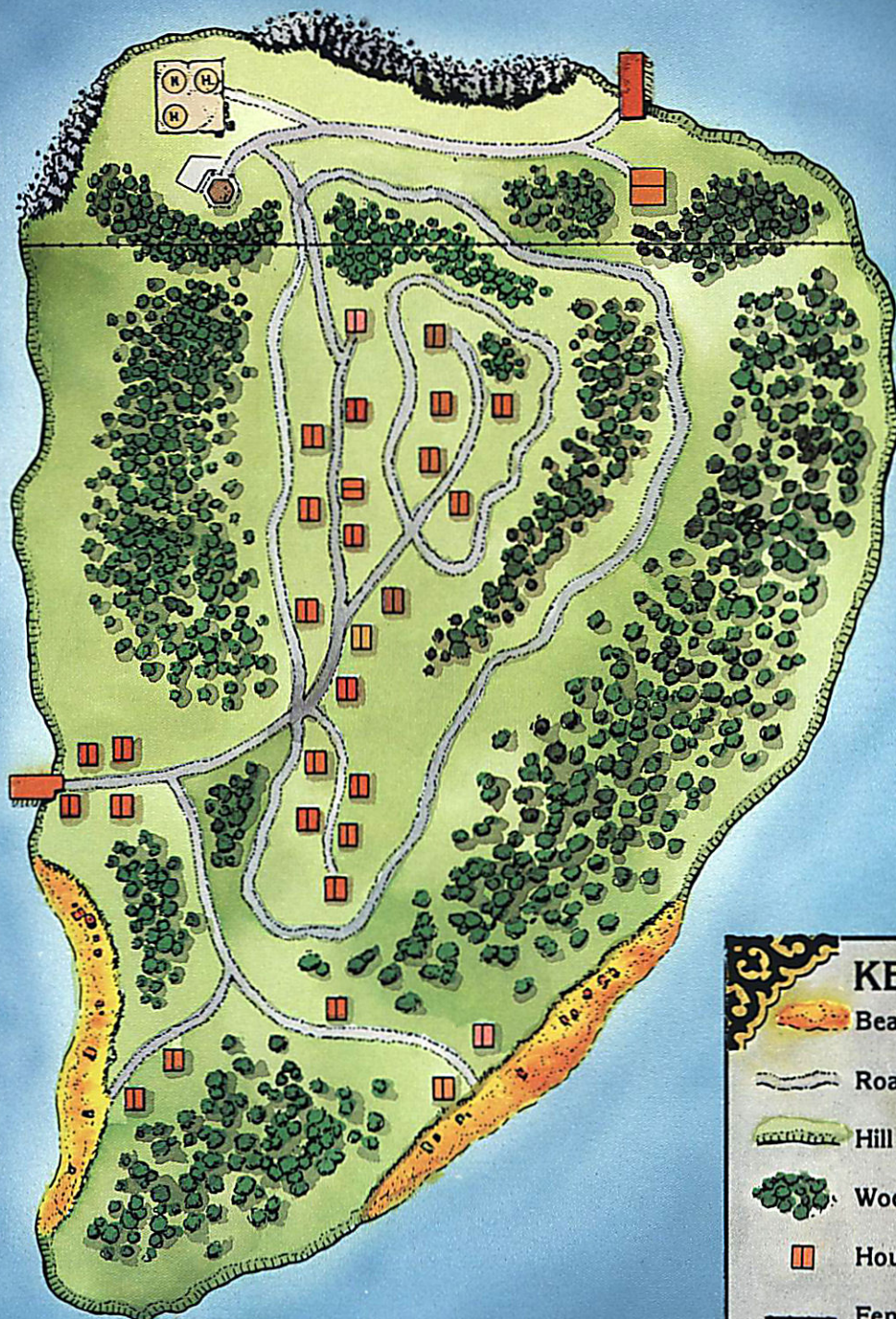




FANG ISLAND

Military Sector

To Maine

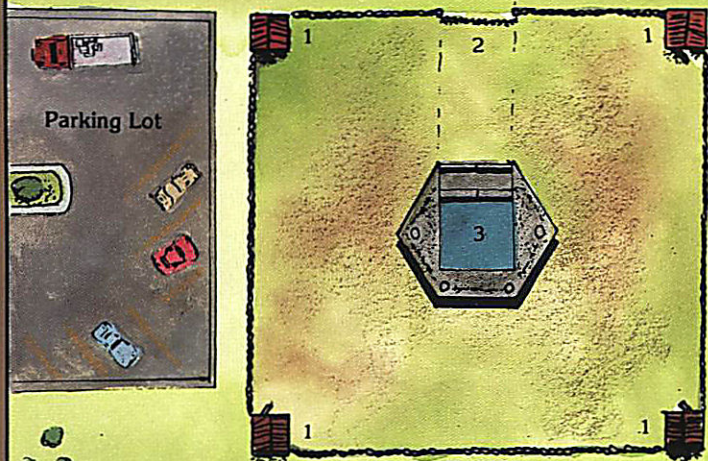


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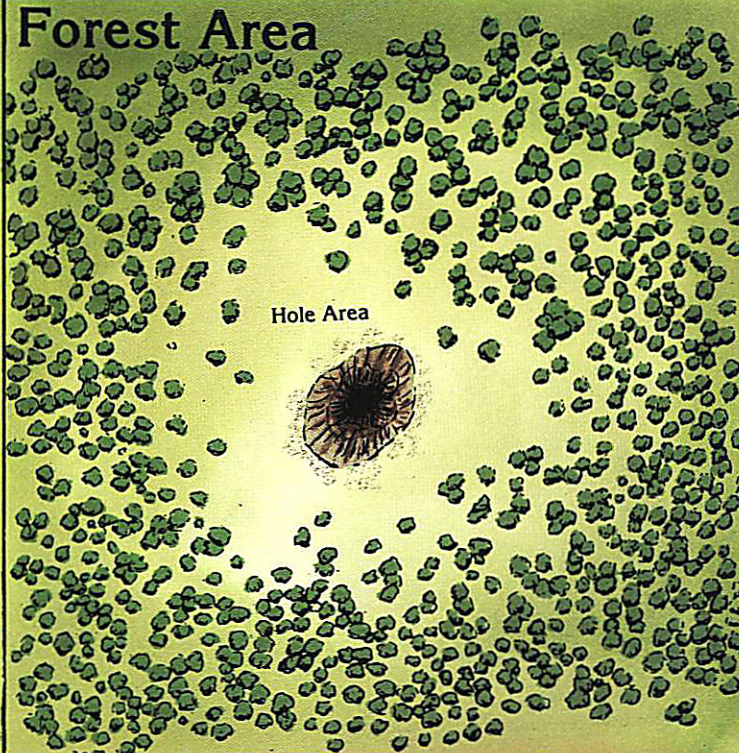
- Beach
- Road
- Hill Mark
- Woods
- House or Store
- Fence
- Cliff
- Dock
- Bunker
- Barracks
- Helipads

100 meters

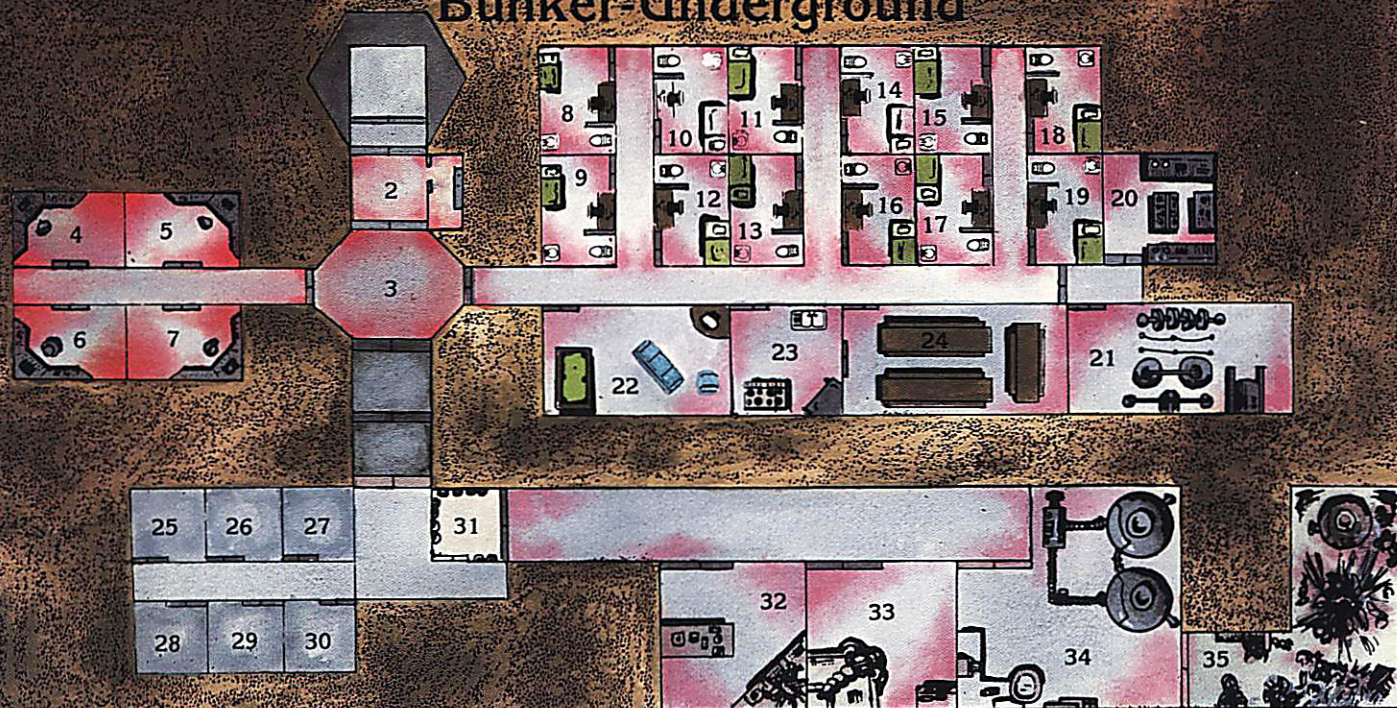
Bunker-Surface



Forest Area



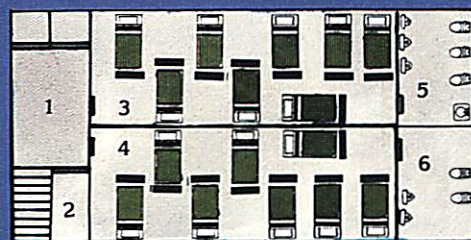
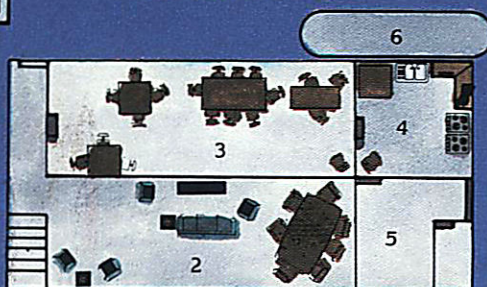
Bunker-Underground



Ground Floor

Barracks

Second Floor



Scale: one square = 2 meters

Nightsider

There's a logical explanation for everything...but it isn't always the truth.

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NIGHTSIDER™

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