

Threads of Damocles

NEW ORLEANS

Season 2 Plot Sheet

1. Introduction

The second season is a story of loss and tension for the NOLA players, and the Characters who have taken an interest in the fallen thread. This is expected to be a fertile ground for many combat and combination scenarios. Emphasis will be on two different fronts, diplomacy and combat actions. Progress in either arena will be hard and at times appear to be impossible. THIS IS BY DESIGN. The culmination of the Season will be the beginning of the end for Apophis and his lieutenants.

2. Overall Plot List, with breakdown by game.

A. Reconnaissance

1. LA- The Resistance
2. Boston- JET team to Upriver.
3. Tortuga- The DeSanma Farm
4. Underhill- The Fall of Tom Anderson

B. The Strike Team

1. LA- Energy transference
2. Boston- To upriver to Destroy the gate inhibitor.
3. Tortuga- Destroy the secondary energy Conduit
4. Underhill- The Fall of Tom Anderson

C. The Sciences

1. LA- Energy transference
2. Boston- Destruction of the Gate Inhibitor
3. Tortuga- recon the Secondary Relay
4. Underhill-

D. The Magicians

1. LA- Energy transference.
2. Boston- Gate Inhibitor Destruction
3. Tortuga-
4. Underhill- The Fall of Tom Anderson

E. Diplomacy

1. LA- Troops and Material & Emissary of the Enemy
2. Boston-
3. Tortuga- A Navy
4. Underhill- Cavanaugh's Bond

F. Marie St. Croix (Shelly)

1. LA- Cut off from the Lwa.
2. Boston-
3. Tortuga- Remarried to The lwa
4. Underhill-

I also intend Shelly to follow the diplomacy track at times.

G. Ambrose Hall (Pat Morris)

He mostly follows the Diplomacy Track, if something else gets popped up we can go from there.

H. Angelique De Sanma (Joanna)

1. LA- Angelique Sells Out.
2. Boston-
3. Tortuga- DeSanma Farm Attack

I. Dr. Fred Charlton (Justin Stamen)

1. LA- Cut Off From the Lwa
2. Boston-
3. Tortuga-
4. Underhill-

J. Rosie (Lisa Lassner)

1. LA- Rosie Drains Dallas
2. Boston-
3. Tortuga- .
4. Underhill- The Fall of Tom Anderson

3.0 Scenario sheets By Game.**3.1 Los Angeles -**

The aftermath of the Fall of New Orleans begins a new chapter for many of the players with interests in the City. This is the beginning of the campaign to retake New Orleans.



Scenario Name: The Resistance

Writer: Hank

Content Information

Setting:

This is the introduction to the Human Resistance in New Orleans and bringing things up to speed for the players. A resistance fighter gates into the JET HQ.

What Happens:

The fighter comes from “Cavanaugh” looking for support and materials to smuggle into the thread. He does not know that 40 years have not passed, but he knows that his men can only hold the gate for about two hours. If he is not back by then, they will abandon the Gate and return to the city.

Ending:

The scene ends when The Information is dropped, and some supplies are given (or not,) and the two hours are lapsed. If the fighter goes through the gate the resistance will know it is not alone and will be in touch with the CC's

Things that Must Happen/That players must learn:

The key information to convey is:
 40 years have passed in New Orleans
 There is a resistance in New Orleans being run by a man named “Cavanaugh” who is descended from a general who helped rescue a large number of people from New Orleans during the Fall.
 Apophis has been steadily gaining strength and it appears he is drawing energy from

someplace outside of the New Orleans thread. Resistance members were able to find out that the slaves were making devices to be planted in various threads to draw energy through a relay system. One is believed to be in Los Angeles.

Apophis is patrolling the only location where gates or tweenwalkers are able to get in. Gating in is risky but if the resistance can locate the device that is causing this it would allow the resistance to come and go more easily. It appears that Apophis has been importing weapons unlike anything the Resistance has seen before, it is very much beyond the usual fare for the Resistance. They have not been able to acquire any of the weapons, but it is possible in time.

Reason the scene is important/being run

This lets the players know that there is a good starting point to begin moving against Apophis.

Tone/Genre of the Scene

This is a serious scene, think of the scene in The Terminator when Kyle Reese is trying to explain to the Cops about the future.

Player Intro Blurb:

The Human Resistance is operating in New Orleans, and now they are asking for help.

Detailed Information

Character**Character Name:** John (Jane) Grayling**Short Description:**

You have been a fighter for the last 20 years, since you were old enough to swing a club and aim a rifle. Your parents were killed at the hands of Apophis' men as you were escaping from the slave pens. You have sworn vengeance and you will see his reign brought down. You were selected by the leader of The Resistance, "Cavanaugh" to try to reach LA and see if you could bargain for supplies and equipment that you could bring back through. After 40 years, you were hopeful that Apophis had not taken over other Threads.

Optional Fields - erase these if you don't use them

What am I doing here: You are trying to get supplies (medical supplies, rations, and weapons,)

for the resistance. You are also trying to find the device that is pulling power from this thread and disable it, weakening Apophis.

Important things I must do or say:

You **MUST** get the information from the sections above into game. It is critically Important.

You should try to get things to take back that will be useful. Weapons with ammunition, body armor, medical supplies.

You should try to get the players to locate and disable the energy relay, you simply do not have time to do it before you have to go back.

Free Will

__ Do what seems right, but use discretion



Scenario Name: Energy Transference

Writer: Hank

Content Information

Setting:

This scene allows the players to strike a blow at Apophis by causing him the loss of a power source.

What Happens:

The Resistance fighter dropped information regarding Apophis drawing power from other threads, including LA. The Scientists and mystics can work out the location by following the energy drain.

Ending:

The scene ends with the disabling and/or destruction of the power siphon.

Things that Must Happen/That players must learn:

The players must deduce the location of the device, get past its defenses and find out that there is a relay point in New Orleans.

Reason the scene is important/being run

The opportunity to protect the LA thread and throw a monkey wrench into Apophis' energy collection.

Tone/Genre of the Scene

This is a combined discipline scenario, requiring the cooperation of several disciplines. Basically a planning and construction phase and an assault phase.

Player Intro Blurb:

Apophis has managed to get a claw into the Los Angeles thread and is beginning to siphon energy away. This could destabilize the Thread and cause its destruction. It will take the combined skills of the JET to find and neutralize the threat.

Detailed Information

Puzzle Information:

The Players need to build a device that can not only “see” the energy stream leaving the thread, but also track it to its source.

The Scientists of the group can cobble together a set of goggles that can see the energy drain as long as they can come up with:

- Goggles (for the chassis)
 - A Power Supply (microfusion reactor from rising sun?)
 - Snap together electronics kit that creates a tone generator. (put together and working)
- http://scientificsonline.com/product.asp_Q_pn_E_3081671

The Esoterics need to come up with a ritual that will allow them to temporarily extract someone's dowsing abilities and infuse them into a crystal. The ritual/event will require:

Minimum length 10 minutes.

A Crystal

A willing participant with Dowsing/scrying at 2

or higher. (or equivalent)

Casting a circle, (Most esoteric players can do this or fake it.)

Once the requirements have been met, the players will be able to give the military types the device and allow them to locate the energy siphon. (it is located in an abandoned warehouse by the docks)

Once at the energy siphon has been pinpointed, the combat heavies should be able to go to the location and destroy the device. If the scientists want to disable it for study, it will require both an engineering test against a 12 and an esoteric roll against a 14. After that the Device will be rendered Inert.

Goon Information:

Magically Enhanced Goon

STR: 7

INT: 3

WIL: 4

DEX: 4

HP: 12

Abilities:

Armor: 3

Sprint: 3

Tactics: 3

Combat Information

Range attack: die + 5

Range Damage: 6r

Ranged Defense: die +6

Melee attack: die + 3

Melee Damage: 3y

Melee Defense: die + 4

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Magic Goon

STR: 3
 INT: 6
 WIL: 5
 DEX: 4
 HP: 12

Abilities:

Armor: 5
 major advantage: 3
 harm with Magic: 7

Combat Information

Range attack: die + 7
Range Damage: 7r (ignores armor)
Ranged Defense: die +5

Melee attack: die + 7
Melee Damage: 7r2y (red ignores armor)
Melee Defense: die + 4

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

to use. For every 3 players use 2 enhanced goons.

Alternately for every 4 players drop in 3 enhanced goons and 1 magic goon.

After the fight:

Interrogating the goons yields little more than that they were protecting one of many relays spread throughout the various Threads and that the energy streams all go to NOLA. Further interrogation reveals that Apophis merely needs to change the energy stream and deploy a different device to LA to bleed it dry.

This Scene Requires the following items:

- A pair of goggles
- The Following Snap together Kit or Equivalent:
- http://scientificsonline.com/product.asp_Qpn_E_3081671
- A Crystal Prop
- A Prop Representing a power supply

Use the following for determining how many



Scenario Name: Cut off from the LWA

Writer: Hank

Content Information

Setting:

Is in the JET space on Friday night, there is a commotion in the hall and a battered woman comes in.

What Happens:

The woman enters with CorpSec following her and trying to restrain her. She calls out for Marie St.Croix or Fred Charlton. CorpSec starts to drag her out. At this point if St.Croix or Charlton do nothing, she is drug out and shot. If they make a stand, they can convince CorpSec to let her talk to them.

Ending:

The Scene should end when the woman extracts promises from St. Croix and/or Charlton to find a way to reestablish connection with the Lwa

Things that Must Happen/That players must learn:

The main point of the scene is to get across to the Ccs that they are not the only servants of the Lwa in the Game World. They are also learning that it is not just the Ccs that are cut off from the LWA.

Reason the scene is important/being run

I am using this as a starting point for an arc that concludes at Tortuga.

Tone/Genre of the Scene

This is a serious scene.

Player Intro Blurb:

This is a run in and it needs no Introduction.

Detailed Information

Character: Maria Santo

Background: Your mom used to tell you stories of Puerto Rico and Haiti when you were young, about how she met your father on a missionary trip to Haiti and how she learned about the world of the Lwa and how to serve them by serving the community. She was always helping the neighbors and folks from other blocks with their problems... Someone might be sick, or be suffering from a broken heart and she would mix up what she called the Gree Gree and shortly after they would get better. She was well respected in the community.

The Corporations came and decided they wanted to put a factory on the land where your house was and demanded everyone leave. Most people found other places to live, but your mother and father owned their house and they didnt want to leave until they were paid for the cost of relocating and getting a new home.

Late one night the corporation security team beat down the door and dragged your parents out in the street and shot them. You were taken from the house and locked in the back of a truck. You managed to escape when they were putting one of the neighbor kids in with you. You were not chased, as they just wanted your family out, and didn't really care what happened to you.

You crept back into your house, and were looking for things you would need and that would remind

you of your parents. You found your mom's books and gree gree stuff and grabbed it as the buildings down your block started to be blown up by the CorpSec goons.

You grabbed your mothers stuff and ran, but you were grabbed as you went out the door and they sent you to the Barrios.

You spent much of your time pouring your energy into the stuff that you had rescued and was the only reminder you had of your mother. You learned to talk to the spirits and they spoke to you, frequently advising you on how to solve problems for people or heal the sick and injured. As you grew up, you gained a reputation similar to your mother's and you now help a great number of people in your Barrio. (UFP Housing Facility #635)

Two months back or so you were woken in the night by the sudden departure of the Lwa. It wasn't as though they went away because they were mad at you, but anything is possible. You

heard about the fall of New Orleans and it was at that time that you lost your spirits and companions.

You have been following the exploits of Dr. Charlton and Marie St. Croix and know they were connected to the Lwa as well, Perhaps they have answers or know where to look .

You have come to the JET deployment but some CorpSec guys recognized you from the Barrio and beat you badly and then turned you away.

When their backs were turned, you ran by and made it onto the Oasis, but the Corpsec guys are right behind you...

Needed:

2 Corpsec goons,
MAKE UP: Bruises and Minor injuries that match an assault.



Scenario Name: Angelique Sells Out

Writer: Hank

Content Information

Setting:

A run in that sets another few run ins.

What Happens:

MetroLumiere wants to option the rights to Joanna's side of the story of the Fall of New Orleans. They of course have a contract that is of course stilted in their favor to the effect that Angelique has to waiver any rights to future residuals and further works based on the story.

Ending:

This scene should end with either the agreement or declination of negotiations

Things that Must Happen/That players must learn:

MetroLumiere are a bunch of scumbags! This is a mealtime busy work scenario.

Reason the scene is important/being run

This gets a player more involved in the game

Tone/Genre of the Scene

Very Black Comedy.. if you can call it that.

Player Intro Blurb:

This is mealtime run in. No Blurb.

Detailed Information

MetroLumiere is a startup made up of refugees from NOLA and Mesmer's Paris thread, who are financed by persons unknown.. They are looking to start a production about the Fall of New Orleans. The ultimate goal is to discredit the JET alpha team and shift power away from the alpha team and towards another group.

The potential contract is a very unfair contract for Angelique. The things she receives are very much not in proportion to the things she gives up.

Of Course, they are giving her some compensation and she is credited as a Technical Consultant.

You just want a verbal communication of intent from Angelique at this time. If she agrees, please let Kate know and have her contact savagex@gmail.com to set up further writing.

Character:

Lenny Boyd:
Talent Scout and Agent, MetroLumiere Pictures.

You are a slimeball, you are the kind of lawyerly type that would sell out his own grandmother. Promise the moon and deliver significantly less.



Scenario Name: Rosie Drains Dallas

Writer: Hank

Content Information

Setting:

The Oasis at a Party

What Happens:

Dallas Dixon a up and coming porn star approaches Rosie for some of her “Services” He(or She) waves a Lot of Cash and resources at Rosie. They go off, She drains him (or her) dry.

Ending:

The Player of Dallas reads Rosie the information that ends the scene after they are alone.

Things that Must Happen/That players must learn:

You must get Rosie to 'service' Dallas. During the course of that, Rosie loses a little control and accidentally kills Him (Or Her)

Reason the scene is important/being run

This is part of the Mindfuck for rosie started last season at NOLA.

Tone/Genre of the Scene

Its hot and steamy at first, but turns more than a little frantic at the end.

Player Intro Blurb:

There is no Blurb, since this is a run in.

Detailed Information

Character: Dallas Dixon

You are an up and coming porn star and you have heard about the whores from the Oasis, and you figure you can get a good rise and get a few pointers for your next picture.

Your whole goal is to get Rosie to service you and then read her the following segment.

“You have about fifteen minutes of sweaty dirty sex, when you feel Dallas stiffen and then relax with a moan. You lay there, blissed out from the sex when you notice Dallas is not breathing.”

Read her the following Metagame notice:

You have gained 5 points of strength and healed any wounds you may have, however you now have a corpse to deal with.

Play dead unless she says she is going to quietly slip away at which time, return to the cast area.

3.2 Boston

The following sheets should run at Boston.

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Scenario Name: The Jet Team Scouts Upriver

Writer: Hank

Content Information

Setting:

The players are reconning the Gate redirection Apparatus. The general location is revealed to them by a report from scouts between games 6 and 7.

What Happens:

The Gate to NOLA can be forced at the time the scene runs. It redirects them to the edge of Upriver, and not terribly far from the gate redirect device.

They locate the camp after some searching and manage to get a count on the actual numbers of guards, (more than what they will see, since cast is typically in short supply) and disengage, the intent is to not get seen by the main body, even though they may take out a picket or two.

Ending:

There are two ways the scene can end, one is that the scout team returns with the information, the other is that they do not.

Things that Must Happen/That players must learn:

Apophis has constructed a device to limit entry to the thread to make it easier to defend. This

should be destroyed.

Reason the scene is important/being run

This is the Recon of the device, The strike team will be able to get through later. It will create an opportunity for the sneaky ones to do their thing.

Tone/Genre of the Scene

This scene should be tense.

Player Intro Blurb:

An opportunity has arisen to break into NOLA and get the lay of the land and make sneaking in easier.

Detailed Information

The device has been placed not far from the gate and the gate is typically well guarded except for the few times a day when the Guards are changed out. During these times they change out with the guards guarding the device. The guards are all in their camp for meals and to prepare for their time with only a skeleton crew at the gate 2-guards or so.

Scenario Set Up information

The Gate should be at the upper dam and anything above that is considered to be in NOLA, find a suitable location for the camp and set a picket or two and then the main camp with a device in it of mixed magic and technology (or freakin fake it)

The Players should get in and out without taking out more than a picket or two.. To do this, one of the goons from the fight at the gate needs to white headband and follow them in (try to be conscious of their stealth (follow farther back if needed.) When they are spotted, Each person will need to

make an RTLB roll against their DEX or a Camouflage skill, if they score better than the goon's RTLB roll plus INT, they are successful in sneaking past the goon. (let the goon know this.) Everytime they pass within 20 feet of a goon, they will need to make this die roll. If the goons see them, they will raise an alarm and attack. The combat will conclude, the goon white headbands and then takes a position on the path back for further scouting goodness. (thus fulfilling the call for help.)

When they arrive at the site, give them the following information verbally (if they write it down, great, if not, thats their loss)

“ The device seems to be guarded by a dozen men who all appear to be shock troops of some sort. There are several points at which the local air patrol stops by to check in on them, and also to feed.

The actual device looks like something that is a mix between the Arcane and Technological and might be easier to destroy than disable, though perhaps some of the better esotericists might be able to do it.”

At this point, the recon mission is over and the players need to work their way out and not alarm the guards. The extraction gate will be available as they return. If they choose to engage the forces, make it clear that they will very likely be overpowered and captured, missing their extraction gate, with no assurance of another retrieval attempt.

NPC stats:

Mage

STR: 3
INT: 6
WIL: 5
DEX: 4
HP: 12

Abilities:

Armor: 5
major advantage: 3
harm with Magic: 7

Combat Information

Range attack: die + 7
Range Damage: 7r (ignores armor)
Ranged Defense: die +5

Melee attack: die + 7
Melee Damage: 7r2y (red ignores armor)
Melee Defense: die + 4

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Gargoyle

STR: 8

INT: 3

WIL: 4

DEX: 4

HP: 12

Abilities:

Armor: 6

harm with Magic: 4

Combat Information**Range attack:** die + 4**Range Damage:** 7r (ignores armor)**Ranged Defense:** die +5**Melee attack:** die + 8**Melee Damage:** 7r2y (red ignores armor)**Melee Defense:** die + 6

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3



Scenario Name: Gate Strike Team

Writer: Hank

Content Information

Setting:

This is the invasion of NOLA to destroy the gate redirection mechanism and enable the resistance and players to come and go more freely.

What Happens:

The strike team gates in, The airsoft fighters go and take out the enemy and then the esoterics/scientists disable or destroy the the device

Ending:

The scene should end with the device being destroyed or disabled.

Things that Must Happen/That players must learn:

The stages of this scene are as follows:

1. gate in
2. the airsoft combatants fight (one long blast on air horn to signal)
3. The airsoft fight ends (three short blasts

on air horn)

4. The non combatants go in and destroy the device.

Reason the scene is important/being run

This is the strike team that is setting up the further invasions of the thread to drive Apophis out.

Tone/Genre of the Scene

This is all military type business. This is a get in hit the guards and wipe the target out type of scene.

Player Intro Blurb:

Free the Gate! Help the New Orleans Resistance by destroying Apophis' ability to control the gate locations! Combat and noncombat billets available. See the JET Clerk for details!

Detailed Information

It doesnt really matter what they do to destroy it, they could smash it or stick it in the tween. Whatever they do, it works and they gate out

Airsoft goons Take 10 hits, recycle 3 times and then do not recycle any more

3.3 Tortuga

The Following Scenes need to run at Tortuga

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Scenario Name: A Navy for NOLA

Writer: Hank

Content Information

Setting:

There are several ships from the great white fleet in the region and the flagship is anchored in Tortuga's harbor. These would be a valuable asset to the military might of NOLA

What Happens:

The Players meet Rear Admiral Charles S. Sperry, Commanding Officer of the Great White Fleet and his 1st and 4th divisions. They also meet Rear Admiral William H. Emory. The USS Wisconsin entered the Harbor for repairs and has been assaulted several times by the pirates who call Tortuga home. Ambrose and Marie are placed in a position of being able to negotiate a deal for the Fleet's loyalty if they can get repairs for the Wisconsin and resupply the Tenders.

Ending:

The scene should end when the players have negotiated the loyalty of the fleet through getting the Wisconsin repaired and the Tenders resupplied.

Things that Must Happen/That players must learn:

A deal must be brokered between the two groups to preserve peace and keep a bloody conflict from blossoming.

Reason the scene is important/being run

Naval insertion for the final battle of NOLA in season 3 would make it infinitely easier on the

Resistance.

Tone/Genre of the Scene

This is a negotiation scene, the pirates will take reasonable deals as will the Fleet, but they are both operating at the opposite ends of the spectrum.

Player Intro Blurb:

A great fleet of white ships flying the American Flag sits anchored off of the coast with one in the harbor under guard. They could be a valuable asset for a campaign to retake New Orleans, if only a deal could be reached.

Detailed Information

The Pirates want to copy the Fleet's Navigational Charts and trade a few more modern weapons for the sail repairs the Wisconsin requires. They additionally wanted to trade one of the tender ships (possibly the Glacier) for a Dutch Merchantman full of food and water. The Admirals feel that they are trying to extort as much as they can from the fleet and is starting to think they should just deploy Marines after assaulting the city with the shipboard artillery. Sperry would rather not, but if no resolution is reached, he will be forced to do just that.

Capt. Henry Morgan is leading the Brethren of the Coast and really does not want a slaughter of his men. The reason he wants access to the charts is to be able to create a Rutter, to better navigate the ocean threads for Trade and Privateering.

He is reasonable and can be persuaded that perhaps a strong tie to NOLA after it is liberated might be worth the sacrifice of supplies and repairs.



Character Name: Rear Admiral Charles Stillman Sperry

Short Description: You are Commander in Chief of the Great White Fleet Expedition. You are in your

60's and this is essentially your retirement cruise.

What am I doing here:

You are trying to get repairs to the Wisconsin's sails and resupply the ships.

Organizations or Contacts I should know about:

Rear Admiral, US Navy.

Important things I must do or say:

you should try to get to a compromise with the pirates and get things repaired, You have been sailing the ocean for several weeks looking for a place to repair and get coal, having to move under sail to get anywhere.

Detailed Background : *Born in [Brooklyn, New York](#), Sperry graduated from the [Naval Academy](#) in 1886. In November 1898 he became commanding officer of [Yorktown](#), and later served as senior officer of the Southern Squadron on the [Asiatic Station](#) and as President of the [Naval War College](#). As a rear admiral, he served in the United States delegation to the [Geneva Convention](#) and the [Second Hague Conference](#).*

and as Commander in Chief, [Battle Fleet](#), he led the [Great White Fleet](#) during the major portion of its historic cruise around the world in 1907 and 1908.

You were meeting with the remainder of your ships at Gibraltar before returning to the U.S. on the final leg of your world circumnavigation, your ships got turned around and you have been sailing for a few weeks low on food and out of coal. You were surprised to find yourself in the Tortuga area and attempted to put in port when you found yourself assailed by men out of a tall tale.

They have demanded access to your charts and to trade the USS Glacier for a rickety old sail ship full of 'rations.' (not to the standards of the US Navy by any means!)

Free Will

___ Do what seems right, but use discretion

I need:

___ Costuming

Character

Character Name: Rear Admiral William Hemsley Emory

Short Description:

You are Rear Adm. Sperry's acting executive officer and commander of the 4th Division ships of the Great White Fleet Expedition.

Optional Fields - erase these if you don't use them

What am I doing here:

You are trying to get repairs to the Wisconsin's sails and resupply the ships.

Organizations or Contacts I should know about:

Rear Admiral, US Navy.

Important things I must do or say:

you should try to get to a compromise with the pirates and get things repaired, You have been sailing the ocean for several weeks looking for a place to repair and get coal, having to move under sail to get anywhere.

Detailed Background :

Born at Washington, D.C. on December 17, 1846, the son of an Army Brigadier General who graduated from West Point, he entered the United States Naval Academy in 1862.

He was commissioned a Rear Admiral, November 2, 1906. His service included: Asiatic, Atlantic and European Stations; Command of the USS Bear, 1884, in the rescue of the Greeley Expedition Party, 1889. He commanded the USS Thistis, and reached Point Barrow and received

sealing crews captured on the Yukon River, the murderers of Arch Bishop Seghers. He then conveyed the remains of the Ecclesiastic to Victoria, British Columbia for burial.

He commanded the USS Petrac, Asiatic Station, during the China-Japan War and he protected Catholic Sisters and orphans from Chinese mobs. He commanded the USS Yosemite during the Spanish-American War and was Naval Attache at the Court of St. James (England) for four years.

He commanded the 2nd Division, North Atlantic Fleet, for the first part of a cruise around the world.

You were meeting with the remainder of the ships at Gibraltar before returning to the U.S. on the final leg of your world circumnavigation, your ships got turned around and you have been sailing for a few weeks low on food and out of coal. You were surprised to find yourself in the Tortuga area and attempted to put in port when you found yourself assailed by men out of a tall tale.

They have demanded access to your charts and to trade the USS Glacier for a rickety old sail ship full of 'rations.' (not to the standards of the US Navy by any means!)

Free Will

___ Do what seems right, but use discretion

I need:

___ *Costuming*

Character

Character Name: Sir Henry Morgan

Short Description:

You are the Legendary Sir Henry Morgan, Privateer to the Crown of England and Lt. Governor of Tortuga. You nominally lead all of the 'privateer' activities.

Optional Fields - erase these if you don't use them

What am I doing here:

You are looking to get a good trade and privateering cycle going again after a couple of months of nothing being available.

Important things I must do or say: You should make sure your people get something out of the dealings with the Sailors who entered port looking for repairs.

Detailed Background : Henry Morgan is supposedly the oldest son of Robert Morgan, a [squire of Llanrhymny in Glamorgan, Wales](#), however it has also been postulated that he was from [Abergavenny, Monmouthshire](#), there being a record of an entry in the 'Bristol Apprentice Books' showing 'Servants to Foreign Plantations' : February 9th 1655; 'Henry Morgan of Abergavenny, Labourer, Bound to Timothy Tounsend of Bristoll, Cutler, for three years, to serve in Barbadoes on the like Condiciouns' ; there is no record of Morgan himself before 1665. He said later that he left school early, and was "more used to the pike than the book." [Exquemelin](#) says that he was [indentured in Barbados](#) but he was forced to retract and subsequent editions were amended after Morgan sued the publishers for libel and was awarded £200 against the publishers [1]; [Richard Browne](#), his surgeon at Panama, said that Morgan came to

[Jamaica](#) in 1658, as a young man, and raised himself to "fame and fortune by his valor". [2] Jamaica had been conquered by the [English Commonwealth](#) in May, 1655.

His uncle [Edward Morgan](#) was [Lieutenant-Governor of Jamaica](#) after the [Restoration](#) of [Charles II of England](#) in 1660, and Henry Morgan married his uncle's daughter Mary. Therefore it is more likely that he was the "Captain Morgan" who joined the fleet of [Christopher Myngs](#) in 1663 and accompanied the expedition of John Morris and Jackman when the Spanish settlements at Vildemos, [Trujillo](#) and [Granada](#) were taken.

In the autumn of 1665, Morgan commanded a ship in the old privateer Edward Mansfield's [3] expedition sent by Sir [Thomas Modyford](#), the governor of [Jamaica](#), which seized the islands of [Providence](#) and [Santa Catalina](#). When Mansfield was captured and killed by the Spanish shortly afterwards, Morgan was chosen by the buccaneers as their admiral.

You returned to Tortuga and the event occurred. The most fierce hurricane you ever encountered swept past the islands and things got really quiet until the strange metal ship was sighted on the horizon two weeks later. You launched ships and were able to take prisoners from the ship who all spoke German and some English. They said they were from the Free State of Danzig and they were looking to trade.

You made a trade deal with the Danzig men but it soured after a few months after a brutal murder of a local at their hands.

You and your men began raiding their ships as they passed through your region. Their more advanced technology fails rapidly here but you are able to melt down much of the scrap and make cannons and shot as well as other tools as needed. Three days ago the giant white ship sailed into the harbor, damaged and in need of repair and

supplies. These men said they were from “America” and that they came in peace and friendship. You are weary but you agreed to meet with their leaders and see what you could do to help, or help your people to the materials they were carrying..

They needed their sails repaired, a fairly costly procedure, since their sails were gargantuan compared to most ships in your harbor. They also said they needed enough supplies for three weeks for 14 ships and repair materials such as wood and various metals.

You wanted to trade them one of their smaller supply ships for one of your own, a captured Dutch Merchantman called “the milkmaid” loaded with the best supplies you could muster from the main Island, Hispanola.

You would also like to get a copy of their navigational charts to add to your rutter and update the information you already have, but they

are not willing to share the information.

You are unwilling to take nothing for the repairs, you and yours should get something for the time effort and materials you will be expending.

Maybe a Trade Deal with this “America” might be profitable, but noone seems to have the ability to make that deal.

Free Will

__ Do what seems right, but use discretion

I need:

__ Costuming



Scenario Name: Recon The DeSanma Farm

Writer: Hank

Content Information

Setting:

Angelique's Farm, in what used to be up river.

What Happens:

The secondary (backup) energy conduit is at this location in a barn. It is guarded by several mages, zealots and an undead Josph Peter DeSanma

Ending:

The players should sneak in to get a good idea of what is there, get the info and get out. The scene ends when wither they engage the creatures, or are successful in getting the information.

Things that Must Happen/That players must learn:

This location is the Secondary Energy conduit which is in the lower portion of the barn (maybe the sheep barn?) The players need to determine troop strength, numbers and types and report back so that the strike team can destroy the unit.

Reason the scene is important/being run

This prevents Apophis from switching to a back up if the main conduit is somehow destroyed...

Tone/Genre of the Scene

Sneaky and stealthy.

Player Intro Blurb:

The DeSanma farm is at one of two nexuses of

power streaming in from other threads, this is a vital part to Apophis' plans to invade the other worlds. More information is needed before the strike team can go in and destroy the conduit.

Detailed Information

This is essentially a boffer or RTLB line course from the lower dam to the barn area, the players are working to destroy the device and creatures there before reinforcements arrive.

The device should be in the stalls below the barn, and the troops should be concentrated at the back "L" part of the barn, though there should be a few encounters before the CC's get to the barn area to keep them on their toes.

Once they are there, they should be notified that they can see 3 mages, 12 zombies, one abomination and a bainsidhe. The device is nestled at the location it winds up.

Once they get the information, they need to get back and gate back at their entry point (the lower dam.) They should have one or two encounters between the barn and gate to make it interesting.

Troops:

See Following Pages

Mage

STR: 3
 INT: 6
 WIL: 5
 DEX: 4
 HP: 12

Abilities:

Armor: 5
 major advantage: 3
 harm with Magic: 7

Combat Information

Range attack: die + 7
Range Damage: 7r (ignores armor)
Ranged Defense: die +5

Melee attack: die + 7
Melee Damage: 7r2y (red ignores armor)
Melee Defense: die + 4

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Zombie

STR: 6
 INT: 2
 WIL: 2
 DEX: 3
 HP: 12

Abilities:

Armor: 4

Combat Information

Range attack: None

Melee attack: die + 6
Melee Damage: 7r2y
Melee Defense: die + 3

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Abomination

STR: 10
 INT: 3
 WIL: 6
 DEX: 4
 HP: 20

Abilities:

Armor 5,
 Tough 4,

Combat Information

Range attack: none

Range Damage:

Ranged Defense: die +4

Melee attack: die + 10

Melee Damage: 8R8y

Melee Defense: die + 6

Attacks every other turn.

Die Rolls

4	9
8	9
2	9
3	5
6	4
8	5
10	3
3	6
8	10
9	3

Bainsidhe

STR: 4
 INT: 4
 WIL: 5
 DEX: 7
 HP: 15

Abilities:

Strength Drain 3 (3 times for 3 stars each time, these points are applied to hit points, this may be done as a ranged attack),

Sprint 4,

Combat Information

Range attack: die + 6

Range Damage: 5r (ignores armor)

Ranged Defense: die +7

Melee attack: die + 4

Melee Damage: 5r2y

Melee Defense: die + 7

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Joseph Peter DeSanma

STR: 3

INT: 6

WIL: 6

DEX: 4

HP: 18

Abilities:

Armor: 5

major advantage: 3

harm with Magic: 7

Combat Information**Range attack:** die + 7**Range Damage:** 7r (ignores armor)**Ranged Defense:** die +5**Melee attack:** die + 7**Melee Damage:** 7r2y (red ignores armor)**Melee Defense:** die + 4Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3



Scenario Name: Attack The DeSanma Farm

Writer: Hank

Content Information

Setting:

Angelique's Farm, in what used to be up river.

What Happens:

The secondary (backup) energy conduit is at this location in a barn. It is guarded by several mages, zealots and an undead Josph Peter DeSanma

Ending:

This should be a wipe out scenario, kill all monsters, destroy the Unit

Things that Must Happen/That players must learn:

This location is the Secondary Energy conduit which is in the lower portion of the barn (maybe the sheep barn?) The striketeam needs to destroy the unit.

Reason the scene is important/being run

This prevents Apophis from switching to a back up if the main conduit is somehow destroyed...

Tone/Genre of the Scene

Sneaky hard hit

Player Intro Blurb:

The DeSanma farm is at one of two nexuses of power streaming in from other threads, this is a vital part to Apophis' plans to invade the other worlds. Destroy the conduit and send a

message to Apophis

Detailed Information

This is essentially a boffer or RTLB line course from the lower dam to the barn area, the players are working to destroy the device and creatures there before reinforcements arrive.

The device should be in the stalls below the barn, and the troops should be concentrated at the back "L" part of the barn, though there should be a few encounters before the CC's get to the barn area to keep them on their toes.

The players go In and mop up.

The one person of interest there for Angelique is Joseph Peter DeSanma. Who is her deceased 'son' now reanimated as an undead mage.

This should be angsty.

Troops:

See following pages

Mage

STR: 3
 INT: 6
 WIL: 5
 DEX: 4
 HP: 12

Abilities:

Armor: 5
 major advantage: 3
 harm with Magic: 7

Combat Information

Range attack: die + 7
Range Damage: 7r (ignores armor)
Ranged Defense: die +5

Melee attack: die + 7
Melee Damage: 7r2y (red ignores armor)
Melee Defense: die + 4

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Zombie

STR: 6
 INT: 2
 WIL: 2
 DEX: 3
 HP: 12

Abilities:

Armor: 4

Combat Information

Range attack: None

Melee attack: die + 6
Melee Damage: 7r2y
Melee Defense: die + 3

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Abomination

STR: 10
 INT: 3
 WIL: 6
 DEX: 4
 HP: 20

Abilities:

Armor 5,
 Tough 4,

Combat Information

Range attack: none

Range Damage:

Ranged Defense: die +4

Melee attack: die + 10

Melee Damage: 8R8y

Melee Defense: die + 6

Attacks every other turn.

Die Rolls

4	9
8	9
2	9
3	5
6	4
8	5
10	3
3	6
8	10
9	3

Bainsidhe

STR: 4
 INT: 4
 WIL: 5
 DEX: 7
 HP: 15

Abilities:

Strength Drain 3 (3 times for 3 stars each time, these points are applied to hit points, this may be done as a ranged attack),

Sprint 4,

Combat Information

Range attack: die + 6

Range Damage: 5r (ignores armor)

Ranged Defense: die +7

Melee attack: die + 4

Melee Damage: 5r2y

Melee Defense: die + 7

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Joseph Peter DeSanma

STR: 3

INT: 6

WIL: 6

DEX: 4

HP: 18

Abilities:

Armor: 5

major advantage: 4

harm with Magic: 7

Combat Information**Range attack:** die + 7**Range Damage:** 7r (ignores armor)**Ranged Defense:** die +5**Melee attack:** die + 7**Melee Damage:** 7r2y (red ignores armor)**Melee Defense:** die + 4Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Scenario Name: Remarried to the LWA

Writer: Hank

Content Information

Setting:

The cast are all wearing clothes appropriate to the tropics (men with light or no shirts on, women wearing sundresses or shorts and tanktops) They are drumming and passing around a bottle of rum, some may be smoking cigars or pipes. They sit around a fire. (this can take place Saturday night at the party.)

What Happens:

They are drumming and it should come as a surprise to the players. A man in skull make up, a top hat and sunglasses shows up, and singles out Marie St. Croix.

He has her walk with him and tells her the following information.

Parts of the Lwa were cut off from the universe and their native home by the Fall, and Apophis used the captured power to siphon off more from the Lwa. Some are very close to dying, but they

may be able to hold out for a few more months.

The aspects are being housed in the Garden District, and there is much power flowing through that region. Releasing the aspects will allow them to get back to their owners and native brane. This will not be easy as things have changed significantly since the fall. Anderson is near to the aspects and his power has grown many fold.

The Baron then spends the evening with her.

Ending:

when the party dies down.

Reason the scene is important/being run

It reconnects Marie and Charlton to their powers

Tone/Genre of the Scene

steamy

Player Intro Blurb:

none. Really. It's a fucking surprise.

3.4 Underhill /Paradise Lost

The following scenes need to run at underhill.

The rest of this page intentionally left blank.



Scenario Name: Cavanaugh's Bond

Writer: hank

Content Information

Setting:

The JET on Friday Night. An unannounced Gate from NOLA.

What Happens:

Two Armed Resistance fighters enter followed by a man in his late 30s. He introduces himself as Cavanaugh of the New Orleans Partisan Resistance. He is here to see Ambrose Hall.

When he gets to see Ambrose, he offers the services of the Resistance to complete the objective of destroying the Spire in the Garden District and Tom Anderson with it. He mentions that Anderson has at least one Powerful Prisoner in the spire, trying to learn the secrets of walking across universal/dimensional divides. (more than tween walking, actually leaving this Brane and winding up somewhere else.) The resistance can maintain a fairly steady pressure on the creatures protecting Anderson's Spire, but they cannot muster the extra force to destroy Anderson or the spire.

Cavanaugh says that sending a Recon Team in with the strike force to free the prisoner is probably the best chance of success. The primary mission is to destroy the Spire, as it is the current nexus for the power draining from other threads and it redirects it to Apophis. The secondary is destroying the demon form of Anderson. He is quite potent and may require a mix of skills to defeat.

Ending:

Cavanaugh eventually excuses himself as the gate will likely be starting to get the attention of the servants of Apophis and make it less likely for the resistance to slip away without a pitched battle.

Things that Must Happen/That players must learn:

The Players must learn that

1. There is a powerful prisoner in the Spire
2. Anderson is no longer human
3. The spire is delivering the energy from the other threads to Apophis making him extremely strong.

Reason the scene is important/being run

This sets up the battle to destroy the First Spire.

Tone/Genre of the Scene

Serious. Panning Session.

Player Intro Blurb:

None. This Is essentially a run in.



Scenario Name: The Fall of Tom Anderson

Writer: Hanks

Content Information

Setting:

This is the final Assault on the Spire, the Resistance has tied up most of the creatures, and only a few remain to defend Anderson. The Strike team should be able to use explosives to demolish the Spire.

What Happens:

The Players need to start at the lower Dam, and head toward the barn. The Recon Team to make the rescue needs to split off and head to the front of the main barn area we use. The Strike Team needs to head around toward the back of the barn to the LEFT from the road.

Recon Team: They need to sneak into the barn through the small door in the barn door and defeat two zombies, and locate Heinrich, who is in the feed barn section (Storage). If John cannot make it, they can find a dessicated corpse and the mission is a wash. On their way out they are attacked by a pair of mages.

Strike Team: Around the side of the barn, there are a Tayho, and two mages.

They round the corner and face Anderson, evolved into a demon.

Ending:

The Recon team should get Heinrich or the corpse and get out.

The Strike Team should defeat Anderson and place the explosives.

Things that Must Happen/That players must learn:

- 1 The recovery of Heinrich/his corpse.
- 2 The destruction of Anderson
- 3 The Spire is demolished
- 4 Rosie Drains the last bit of energy out of Anderson thereby undoing the transformation she experienced at NOL last season.

Reason the scene is important/being run

Starting the end of the NOLA Tale.
Releasing Rosie from her curse
Limiting Apophis' Power

Tone/Genre of the Scene

A big battle.

Player Intro Blurp:

The time is at hand to make a decisive strike against Apophis and his allies. A two pronged mission to rescue a prisoner and destroy Anderson and his Lair.

Detailed Information

See Following Pages

Zombie

STR: 6
 INT: 2
 WIL: 2
 DEX: 3
 HP: 12

Abilities:
 Armor: 4

Combat Information

Range attack: None

Melee attack: die + 6
Melee Damage: 7r2y
Melee Defense: die + 3

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Mage

STR: 3
 INT: 6
 WIL: 5
 DEX: 4
 HP: 12

Abilities:
 Armor: 5
 major advantage: 3
 harm with Magic: 7

Combat Information

Range attack: die + 7
Range Damage: 7r (ignores armor)
Ranged Defense: die + 5

Melee attack: die + 7
Melee Damage: 7r2y (red ignores armor)
Melee Defense: die + 4

Die Rolls

1	9
8	9
2	9
3	5
4	4
8	1
10	1
3	6
8	10
1	3

Tayho (Loup Garou)

STR: 7
 INT: 3
 WIL: 7
 DEX: 6
 HP: 20

Abilities:

Impervious to Pain 4
 tracking 3
 Hands as weapons 5
 Hand to hand combat Defense 5
 enhanced Speed 6
 Hand To Hand Combat 6

Combat Information

Range attack: none

Range Damage:

Ranged Defense: die +6

Melee attack: die + 16

Melee Damage: 8R4y

Melee Defense: die + 10

Die Rolls

4	9
8	9
2	9
3	5
6	4
8	5
10	3
3	6
8	10
9	3

Tom Anderson

STR: 7
 INT: 6
 WIL: 8
 DEX: 6
 HP: 50

Abilities:

Impervious to Pain 4
 tracking 3
 Hands as weapons 5
 Hand to hand combat Defense 5
 enhanced Speed 6
 Hand To Hand Combat 6
 Harm with Magic 7

Combat Information

Range attack: die + 7

Range Damage: 6r6y (ignores Armor)

Ranged Defense: die +6

Melee attack: die + 16

Melee Damage: 6r6y (ignores armor)

Melee Defense: die + 10

Die Rolls

4	9
8	9
2	9
3	5
6	4
8	5
10	3
3	6
8	10
9	3