

**And the Seas Boiled**-Assured of his alliance with the Sons of Yantuk, *Agon Sharktooth* sent the Maw of the Deep to the straits where the Mahlieon River meets the sea, east of Tarris. However *the Sons of Yantuk* had set a cunning trap for the Ancient Evil. **General Vulfrym & the Lions of Earth** had already set up *the Glory of the Right Hand* crystalline array weapon in the hills on either side of the straits. When the Maw of the Deep entered the straits, the array was activated and the hundreds of fish and sea monsters that formed a protective shield burst as their blood was boiled from the inside out. The heat of the boiling sea creatures caused the normally frost covered northern sea to begin to boil as well for a few moments. On this signal, Tarrisian Rebels serving the Sons of Yantuk stood up on the shore and focused their salvaged Iron Republic. MPGs and pumped missile propelled grenades into the exposed host carcass of the Maw. With a final roar of triumph, *Amdis of the Sons of Yantuk* drove a spear forged from a Doomwurm's fang through the Maw banishing it from our realm.

For their bravery the Tarrisian provisional government, under newly appointed **President Pamela Bergin**, declared Amdis the government's Minister of Technology. As part of an agreement freeing Tarris, General Vulfrym & the Lions of Earth were put in charge of the Tarrisian military and as EEF diplomats.

With his Ancient Evil banished, Agon Sharktooth gathered his loyalists and fled to Makuf, beginning to reestablish the Sea Kings, with him as their new leader.

With his final ally gone, the Creeping Darkness fled back into the cold darkness of space, leaving his Avatar, Desolation in the hands of the Tarrisian Authorities.

**The Angels of Desolation** unleashed a plague of Legion Executioners, rapidly reproducing larvally infected Manslayer Aliens. These technomantic monsters have been focused on eliminating "Unity connected" like Legions, Minions and Cleansed. Rumors of a full scale infestation of the Unity Core by these dangerous pests have been confirmed by Builders Halls on Refuge. In the confusion they have fled Tarris, and their whereabouts are unknown. *Lady Lindsay* has fled from Tarris after suffering terrible losses, and headed towards the Quantum Gate.

Week 49 of 52

**And the Sky Fell**- Above the Itashi capital, the flagship of Grand Magi Itash and Calphas' Warship were locked in a heated air battle. Itashi Gliders on both sides hunted each other down in the clouds above the crystalline towers of the metropolis. Finally Calphas' ship rammed the Itashi Flagship, and locked up with it as boarders charged the Grand Magi's bridge. Once Itash was in custody, Calphas opened an Energy Bridge back to the Land of the Sylvan and signaled to his allies in the EEF. The sky was lit as an EEF ICBM struck the locked Airships. Across the border at the Castle of the Sun, a similarly tense battle had been going for weeks.

**Lord Hassan of Wintermute** sent Undead War Devourers upgraded with Acid Cannons stomping towards the wall of Castle. They melted easily through the walls of pikes, trenches and earthworks that protected the defenders. As they came within range of the castle walls, their vampire pilots were shocked to see the entire castle meld into the ground. As the Adepts of the city meditated with their allies among *the Monks of the Dark Ohms*, they were able to submerge the entire castle and its inhabitants safely using an Earthmeld. At the same time they created a powerful Shadow Ward.

With the ward in place, the Wintermute forces faltered, Vampires and other Undead beginning to feel ill as their faux lifeforce dribbled away.

The forces of Wintermute never expected PeaceLord Quatain to renounce his allegiance to Itash; sacrifice his wealth and position to become a peasant. Now **Quatain of Korpu**, he declared his loyalty to the Scarlet Hammer and led a stunning ambush using his Meteor Artillery. It crushed and destroyed both living and undead enemies in a hail of meteors at the same moment that Itash's flagship was destroyed. Then the Korpuvians pierced the hearts of enemy stragglers with blessed crossbow bolts. Quatain's Triad squads and stolen Itashi WarGiants finished off the Wintermute WarGiants at the Castle of the Sun. Before **Sir Bartholom** could breathe a sigh of relief at his rescue by Quatain & the Korpuvians, Wintermute's ally **Cha'ain of Ft. Lendill** arrived. All were shocked to see **Unity** Obelisks teleporting onto the field of battle, led by the **Bishop Kasanth**, and firing their beam weapons at all sides.

## EEF Grenadier Heavy Tank contributed by Don Winters

### V.A.R. Tank Armor with reactive Plates

vs. Melee 80  
vs Missile 80 E.P. 30  
vs Energy 60

Takes half dmg from Melee & Missile

Move 10

Crew 4: Driver, Gunner, Loader, Tank Commander

175mm Rail Cannon- 40 (Half A.R.) Missile dmg  
x2 dmg to Vehicles and Structures.

No A.R. on Wargiants (Except Ord-Knights, Roan's Bruisers and Sylvan WarRiders)

Pintle Mounted EPRs(x2)- 8 (Half A.R.) Missile dmg,  
x2 dmg to Vehicles. Burst Fire(+4 Dodge T#)

**Special Ammo - Penetrator Round (x?)**

60 Missile dmg +30 Energy dmg, x2 dmg to Vehicles  
Zela Tipped- Automatically drops Shields and Leyas

This type of tank has just recently began to roll off the Assembly lines. Its use of tracks makes it less expensive to produce and lessens the maintenance needed to keep it in the field. The tank still manages to be fairly fast and can fire on the move (+2 T# to hit target) while its low slung hull makes it somewhat more difficult target than a hover tank, especially in a hull down position. Early reports for the crews are very positive at this time. Recently a group of five Grenadiers supported by two infantry platoons routed a group of ten war giants without losing a single tank.

One in five tanks carry a Penetrator round. Once this round has made contact the Zela metal sabot exits the round and kinetic energy pushes its plasma core into the target.

**Tank Tread Boogie** (if 6 are destroyed Tank cannot Dodge or Move)  
VAR melee 10 (½ dmg) missile 10 (½ dmg) energy 10 (½ dmg)  
Requires a called shot (+5 T# to hit)

Special Defense

**Explosive Reactive Plates**-The first time an attack that would Lower V.A.R. & S.A.R. hits any facing of the tank all damage is ignored. After this first hit damage is applied normally.

**Upgradable Weapon Loadouts**-A/V Laser + Grenade Launcher\*

# Legion Executioner

contributed by  
**Amanda Marcos**

Manslayer with  
enhanced Legion Larva  
H.P. 27

F.S. 8 # of Attacks: 4

A.R. Self-Repairing Shell

vs. Melee Immune

vs Missile 11

vs Energy 11

vs Chill 8

Move 8, Swim 8

x2 dmg from EMP & Acid

Immune to Melee, Chill, Disease, Poison & Pain attacks.

**Special Attack:**

**Nanite Injector Talons-**  
1d4+2(No A.R.) dmg +  
injects Retibution Nano-  
Plague

**Reinforced Crab Claw-**  
3d8+6 Melee dmg  
Lowers V.A.R. &  
S.A.R. by 3d8 pts  
No A.R. to WarGiants

The Angels of Desolation saw the threat Lady Lindsay's forces presented with their Unity Praetorian Legion. The Angels traveled to the far ends of the distant shores. To the frozen icechoaked glaciard fields that surrounded the river Styx, where they captured a Manslayer that was pregnant with a clutch of forty eggs. Taking this specimen back, they infected each of the captive Manslayers eggs with specially altered Legion Larva, the Executioner Strain. E-Strain affected Manslayers had fur that could provide enough surface temperature control to fool thermal sensors, and chameleon-like stealth abilities. An E-Strain Manslayer could be hacked apart by swords and will simply stand back up undamaged to strike with one of its two nano-plague Mandible Talons. The Nano-plague it injects will instantly kill Legion & related Larval brain parasites.

**Retribution Nano-Plague:** Instantly transforms a Legion, Minion, or Cleansed Larva into a silent acid bomb.- 3d8 Acid dmg to host brain & body

**E-Strain Legion Larva-** Legion Immunities (Nk Guide pg 130) + Host Manslayer lays 4d10 eggs each day (24hr cycle) which mature to full age Legion Executioners in four hours. Host shell becomes invisible to scanners and heat sensors.  
+4 bonus to stealth tests. +4 Bonus to Hacking

## Fort Lendill Ward Rail Combine

contributed by  
**Jeremy Thorn**

A combined weapon system consisting of two 600 cal. Rail Cannons that have been retro-fitted with 30 round auto reloading magazines. The Rail Cannons sit side-by-side much like a large brass double barreled shotgun. Mounted on top of the Rail Cannons is a Greater Ward Magi Cannon. This cannon is actually 5 separate artifacts(one for each element), slaved together to fire simultaneously. As this takes a massive amount of energy the Greater Ward Magi Canon has a rate of fire of every other turn. Each Combine is mounted on a turret and manned by one Ft Lendill Rail Crew. Currently the only 15 of these have been created due to level of craftsmanship needed.

**Rail Cannon-** 50 Missile Dmg, +5 bonus to hit Flyers

**Ward Cannon-** Creates a Greater Ward(All Elements) at 6 successes on one target until weapon is fired again

**Blackmarket Price 5 Million ghaz**

## Quatain's Levitational Meteor Artillery

contributed by  
**Tim Aldon**

With his declaration of allegiance to his homeland of Korpu, Quatain has given up his castle, his wealth and his title among the Itashis. This sacrifice has allowed him to create 3 perfect artifacts which he wears on his wrist. It levitate boulders into low earth orbit and then launches them at a swath of land or sky.

**Levitate (12 Successes) :** Will draw multiple boulders into the air and hurl them at targets with precision. This attack can only be used once per day due to the time it takes to prepare. **Priceless:** Three of a Kind  
200 Missile dmg, Bludgeon City Effect (+15 Dodge T#)

With the help of the noble K'ias Vir, the brave Von Groont has shown the truth of Warmonger's terrible effect on the K'ias species since that Ancient Evil began to influence their fate. These K'ias have become the zealous and loyal redeemers of the Asylum.

These quicksilver shapeshifters can sneak into any society, stealing memories and data as they go. In the terrible event they run into a Demon, their Annihilation will quickly banish most. They have already infiltrated most of the Northern Kingdoms and await commands from mission control at the Asylum.

**Annihilator's Psychic Sword-** 10 (No A.R.) dmg, Lowers V.A.R.& S.A.R. by 10  
**Rapid Fire Annihilation Bolts-** 8 (No A.R.) dmg, Lowers V.A.R. & S.A.R. by 8  
**Rip Ward-** Destroys all Leyas Wards at Will.

## A'taru Asylum K'ias Redeemer

contributed by  
**John Reynard**

**Heroic K'ias Soldier**  
Asylum Special Forces

H.P. 20

F.S. 8 # of Attacks: 3

A.R Living Body Armor

vs. Melee 8

vs Missile 8

vs Energy 8

vs Chill 8

Move 8, Climb 8

Zela weapons count as No A.R. dmg

Takes all Annihilation as normal Melee dmg (loses No A.R. bonus). Immune to Nano-Plague, Poison & Disease.

**Special Abilities:**  
Regenerate 8 H.P.  
each round

**Perfect Doppelganger:**  
Can use Doppelganger  
with 8 Automatic  
Successes.

### Attacks

**Annihilator's Psychic Sword-** 10 (No A.R.) dmg, Lowers V.A.R.& S.A.R. by 10  
**Rapid Fire Annihilation Bolts-** 8 (No A.R.) dmg, Lowers V.A.R. & S.A.R. by 8  
**Rip Ward-** Destroys all Leyas Wards at Will.

# VLAD Investigation: Dr. Wormwood's Files

## Bishop Kasanth & The Qliphoth

### Devil Bishop Kasanth

Prophet of Warmonger

H.P. 50

F.S. 10      Number of Attacks: 5

#### A.R. Unholy Flesh

vs. Melee      20

vs Missile      20

vs Energy      10

vs Chill        10

Move 5, Move 10 (fly).      Regenerates 10 H. P. per rd.

#### Innate Attacks

The Claw of Warmonger- 18 (No A.R.) Melee dmg,  
Lowers V.A.R. & S.A.R. by 15 points. Annihilation Attack  
+5 Bonus to Parry. Will Banish Lesser Evils & Fiends it dmgs.

**Indestructable**

### Special Abilities- To Hell & Back-

Kasanth's soul survived the fires of the Hell-Dimensions. He has all the powers of a Qliphoth and is Immune to Poison and Pain. Immune to Mind Control & Psychics.

Qliphoth have **All Leyas at lvl 5**  
**4 automatic successes on Leyas Tests**

The Warmonger has used this opportunity to force the people of Refuge to defeat his greatest enemies among the Ancient Evils. With the Ancient Evils deeply wounded and weakened, Warmonger has laid claim to the entirety of the Hell Dimensions. With it comes power over an infinitude of Lesser Evils and a host of fiends. However these are just chattel compared to the true power the master of the Hell Dimensions holds. All of the above demonic forces require a host, a creature from our reality to act as its body. From an age before time, the Ancient Evils have prevented the true denizens of the Hell Dimensions from being unleashed on our reality, knowing full well these hidden threats would destroy all of the hosts they require. These true denizens, these hidden threats are the 22 Demons of the Qliphoth (pronounced Kliffoth). The Qliphoth are primeval husks, entities that existed before our reality was formed from the primordial source.

They are sometimes called *the Evil Demons of Matter* or *the Shells of the Dead*. They are adverse to the Balance of the Universe, can warp reality with their very presence and are able to even draw on the power of Annihilation Leyas.

The Qliphoth require no hosts, and can take a physical form at will. They are so destructive to our reality that each of the Unique demons often work against each other's goals. While individually not as physically destructive as a Fiend, the power of the Qliphoth is so great that they are unable to be banished. When their body is destroyed the Qliphoth will become a spirit form and won't be able to reform their body until the following Nightfall.

*The Bishop Kasanth Dannon* learned of the Qliphoth over two thousand years ago when he served in the Church of One. His study of infernal texts was so prodigious that he was contacted by the spirit of Warmonger who blessed him as his Devil-Bishop. In exchange for his service in creating the Nation of Kasanth, and for his own soul, Bishop Kasanth was forever changed.

When his physical body was destroyed and he was granted "Final Death", his spirit could not be recycled by the Universe. It was locked in the hell dimension and tortured by the Accuser. Now that Warmonger has conquered the Hell Dimensions, his most devout servant has been restored, to lead the Qliphoth in their destruction of the Balance of the Universe.

### Qliphoth

22 Unique Demons

H.P. 25

F.S. 5      # of Attacks: 4

#### A.R. Infernal Flesh

vs. Melee      5

vs Missile      5

vs Energy      5

vs Chill        5

Move 5

Strength 10

Will 10

Health 10

Immune to Poison, Radiation and Pain

Immune to Mind Control, Banishment and Mental Attacks

Immune to Diseases, the Rot and all Alien Larva

#### Special Ability

#### Death is Inconsequential-

When a Qliphoth is dropped to 0 H.P. it will turn to dust. The following nightfall (or 12 hours whichever comes first), the Qliphoth will reform elsewhere. The location of Reforming is based on Narrator Discretion.

#### Infernal Precision-

Qliphoth ignore all modifiers for called shots. They have no additional difficulty or T# for making a called shot.

#### Unbalance Reality-

Qliphoth will either turn reality into stagnating order or into molecular anarchy. However due to this multiple Qliphoth cannot work together without thwarting each other. On a roll of 1, a Qliphoth will drop any **other** Qliphoth with ten miles to 0 H.P.

### Special Upgrade Infernal Techniques

The Qliphoth will use normal weapons and attacks. However any attack used by a Qliphoth can damage all targets, even those normally immune to that type of attack.

**For Example-** Nightmares are Immune to Poison, but if attacked by a Qliphoth with Poison the Nightmare takes damage.