

Contents

Map..... 2

Additions and Fixes..... 3

 Portland, ME..... 4

 How does it exist in a state that is nearly taken over by outlaw or demonground?..... 5

Changes and Fixes 6

 Changes to Pull 6

 Dianne & Joan Nicholl plot fixes 7

 The Victims of the Globules 8

 Dianne {Seaford} and Dr. Weems and how much he tells 9

The Globules..... 10

Malsumis..... 11

Captain John Hennesy..... 12

 Daemon Gitaskog (Great Horned Snake) 13

 Gitaskog True Form (equivalent Water Naga)..... 14

 Gitaskog Sea Serpent 15

 Malsum Wolves {Dire Wolves} 16

 Tatoskok {Dire Snake} 17

The Town..... 18

 Additional Background..... 18

Adventure 20

 Basics/Pull: 20

 Push: 22

 Core Encounters 23

 Gimmick 26

 Enigma..... 27

Appendix 28

 Daemons 28

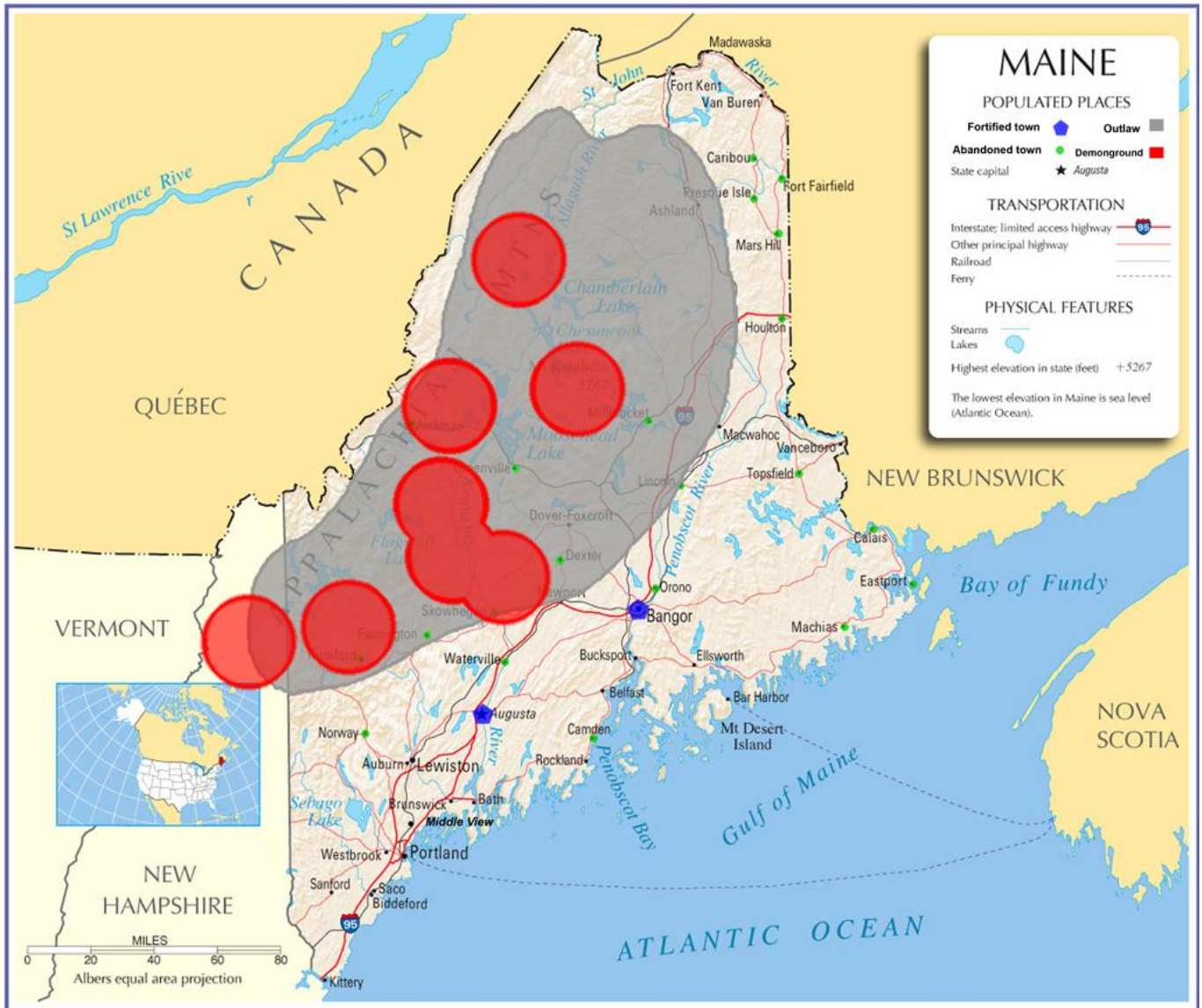
 Globule Queens..... 30

 Globules 32

 Breshingridge Center 33

 Savage Worlds Conversions 34

Map



Additions and Fixes

Location: Middle View, Maine

Maine is a state that is all but forgotten. Half the state (the mountainous part) is taken over by either outlaw lands or demogrounds.

The North portion of Maine above Bangor has been severely affected by climate change. The winters are long and extremely cold and the summers are hot but short. Anything north of the Bangor is 80% of the year under extreme snow storms. Any towns in that area are made up of hardcore survivalists and isolationists or simply abandoned. There are rumors that the Abenaki Indian nation has reclaimed portions of the frozen wilderness but no one has confirmed that rumor.

South east of the fortress city of Bangor is what is left of Maine. The population that did not migrate all the way to the Boston region of News Boswash settled in the southern coastal towns of Maine, the largest being Portland. There is some semblance of a state government here, with a state militia and working railways. Some megacorporations see this region as a reasonably viable market, so some needed supplies make it up to Maine from the big cities. Some megacorporations maintain robotic fish farms based out of Portland, which employ some of the citizenry of this region of Maine.

Middle View is a small old town in main between Portland and Freeport along the I-95 corridor. Much of the area was mill towns at one time. The people of Middle View are rugged survivors

Folklore Notes

The area is the former home to the **Androsoggin Indian tribe** before it migrated north escaping the English onslaught. These are part of the **Abenaki** nation (“**people of the dawnlands**”)

Gluskab/Glooskap and Malsumis– beings created by the creator god; forces of good and evil respectively.

*Legend has it that **Tabaldak**, Creator, when creating humans, made **Glooskap** from the dust in His right hand and made **Malsumis** from the dust in His left hand.*

*In jest, **Malsumis** bragged that he was invincible, although there was one thing that could kill him: the roots of the fern plant.*

***Malsumis's** spirit went underground and became a wicked wolf spirit that still occasionally torments humans and animals, but fears the light of day.*

He's responsible for such dirty tricks as putting thorns on plants and giving the insects their sting.

Mee-koom-wee-soo – assistant to Gluskab; wields a white bow. Me-koom-wee-soo was Gluskab's assistant and wields an ivory bow. He has a ***fierce temper and gains weight as he gets more angry***, eventually, it is said, he sinks into stone. Gluskab and Me-koom-wee-soo had an archery contest once; Me-koom-wee-soo fired an arrow into the top of Mt. Washington, creating a pond, while Gluskab's arrow created a hole in the sky that was then called **msatawa** (the Evening Star).

Kee-Wakw – a giant cannibal, half-animal and half human creature that inhabits the woods.

Atosis – reptilian creature, shaman that feeds on people

Kita-skog/Gitaskog – horned snake creature. **Kita-skog** "Big Snake" or **Pita-skog** "Grand Snake" - a Horned Serpent who fights the Pa-don-gi-ak

Pa-don-gi-ak - The thunder and lightning spirits of the Abenaki. They are seven white-skinned, golden-haired brothers, half human and half bird. At one time they inhabited Lake Champlain.
{Ancient Aliens}

A-senee-ki-wakw – a race of stone giants, the first people Gluskab created but then destroyed because they crushed other animals and injured the earth with their great size

Wabanaki – Dawn Lands – the region and language

Portland, ME

The largest city in southern Maine is Portland. Several mega-corporations maintain robotic fishing facilities along the coast and the citizenry there upkeep those facilities. There is also a Maine State Coast Militia station that answers to the state government in Augusta.

How does it exist in a state that is nearly taken over by outlaw or demonground?

Coastal areas are relatively outlaw free and continue to survive, if barely. Most of the towns are independent townships surviving on their own by however means possible. Trading and bartering between towns is common. The other major towns are Lewiston-Auburn, Portland, Brunswick Bath, and Freeport. Many of the other towns have been abandoned and refugees have moved to these 5 major towns.

The Androscoggin River serves as a major thoroughfare for trade and fishing. This is a major source of food for the area. The railway running from Portland through Lewiston operates as long as there is diesel but they have an old steam engine available as backup. The rail connects these towns to the state capital, Augusta, which is not a fortified town.

The 5 major towns in this local trading alliance have worked together to form the Southern Maine Volunteers to act as security for all 5 towns. They primarily report to the Augusta militia.

Changes and Fixes

Changes to the overall plot

- Globules are alien entities that entered through a dimensional gateway. {keep or modify}
- Globules take over through Joan and her farm {see changes to Joan}
- "Government official" Captain John Hennesy is a daemon and works with the ET globules {needs to be changes or fleshed out}

{The arrival of the globules and the bargain struck with the daemon seems odd. Perhaps tie in the Abenaki folklore of the spirit of evil. See changes to Captain John Hennesy.}

Changes to Pull

- ~~(1) Players are minion hunters travelling into Maine. They come across a car being chased down by a black van, gun fire being exchanged. They may choose to help the victims. If not?~~
- (2) Players are assigned by a underground minion hunting organization that "sensed" a strange disturbance in the fabric of time and space near Middle View. They also got warnings from their Indians shaman friends in the north that there are signs of something ancient returning to this world. They then stumble across the attack between the Dianne and the doctor and the soldier/mercenaries.

{some how} A select few in the group gain knowledge of a deeper reason for the mission – search for signs of **Gitaskog** and find any connection to who he is working for.

{or}

A select few PCs get a foreboding warning from a shaman about the Lord of the Wolves, and The Master of Snakes; the Great Horned Serpent will be seen again; other folklore connections warning them there is more to this story than they know.

Dianne & Joan Nicholl plot fixes

{It did not make sense that the sister was visiting the farm and that the sister was a screen writer as well. Why would a screenwriter live on a farm and why would they live out in the middle of Maine in Dark America? }

{Not sisters. Dianne was staying in a nearby farm and saw swamp lights that attracted her to Joan's farm. This where she saw Joan escorting people to the pond, bright lights, and people later acting weird. }

Dianne Nicholl {change her name to Dianne Seaford} - Dianne is a former reporter and now eco-terrorist on the run. She is hiding out at her friend's farm {~~when she makes the discovery of the cult~~} near Middle View, ME. At a neighboring farm, she discovered something strange in the farm pond – “swamp lights.”

She contacted her friends in the ecoterrorist network, who in turn makes plans to investigate. They investigate to learn, from their perspective, that there was a strange environmental disturbance that occurred near the farm and there is a strange substance in the pond. They suspect industrial dumping and try to contact the authorities at the Maine capital.

~~Learning that the cult leader was not human and had some dark plan through their investigation, they formed a plan to kill the cult leader. Unbeknownst to Dianne, one of her is captured and subjected to globule possession. The Cult leader (who is **Gitaskog**/Hennessy) learns of the plan and thwarts it, in a great battle that takes place on the farmland between the cultists and the resistance.~~

{NOTE: The resistance never learns of the true nature of the Globules.}

~~All they know is the cult leader had a strange effect on the people. The most she can say is that she saw “odd orb-like things in a pond near the revival, something she thought was containers of some kind.”~~

The call to the capital was intercepted by agents of **Malsumis**, who knew of his activities in the region. Instead, a special unit of corrupt soldiers (in black vehicles and black uniforms) is sent from **Malsumis's** {organization} to “clean up the spill.”

Once the {clean up/military unit} takes over, the surviving resistance members including Dianne laid low. The soldiers seemed like corporate security and made Dianne too nervous. The unit took over the town, closing it off (as in the adventure). Dianne and her friends investigated this only to find out more sinister. They made an attempt to kidnap one of the scientists and were thwarted. Only Dianna and the Dr. Weems escaped.

Joan Nicholl – lives on a farm in Middle View, Maine. It has recently been refitted to be a working farm to help feed the town. She has several head of cattle, and several hands that work the land. The farm is on the northwest side of town.

When Joan is taken over of the Globules, she then converts her staff and then lures others to the farm. This is when she meets {Father Josiah/***Gitaskog***} and gets involved in his cult revival.

{IDEA – Globules taking over the farm animals? If these creatures are any different there has to be an explanation}

~~**Religious/Cult revival**—Religion in the outlands of Dark America is one of the few things that peaceful human beings can cling to that keeps them sane. However, religious zealots and con men that take advantage of this need are quite common.~~

~~Joan, already a fairly religious person, is convinced by {Father Josiah} to stage a series of religious revivals on her lands, first taking over her church, then allowing it to spread to other churches. Evidence of these revivals is still around town on flyers posted in public places.~~

~~After the attack by the resistance, **Gitaskog** resorts to plan B, where shape shifts into one of his other personas (Hennesy), calls in his military unit and takes over the town.~~

The Victims of the Globules

The 230 children are being held at the farm as food for the queens. They are kept in a large barn, fed by the farm hands like cattle. – see The Children in encounters.

Dianne {Seaford} and Dr. Weems and how much he tells

Dr. Weems is an average scientist within the {mysterious science division} and was sent along with the other scientist to perform certain duties under the command of **Cpt. Hennesy**. However, Dr. Weems is unknowingly empathically talented and somewhat resistant to the mind control/corruption of ***Malsumis*** and/or **Hennesy**. Eventually, the influence on him wore off and he found himself doing despicable things to the town's people.

Dr. Weems however was captured by the Captain's cronies and put through Empathic interrogation where much of his memory was damaged as they tried to break down his defenses. He gained his freedom when a group of resistance fighters led by Dianne attacked the tent compound Weems was in and freed him along with several others. Unfortunately, in the chaos that ensued as Hennesy's soldiers counterattacked, many of her team was lost and the freed prisoners were also lost or scattered to the winds. She was only able to escape with Dr. Weems. Dianne is unaware of the status of the remaining resistance and is sure by now they have been killed or captured by the occupying force.

Dr. Weems reveals everything about the secondary cover story of the government. The government claims that there was an outbreak of alien origin in the town and the National Guard had to be moved in by order of the CDC. The entire town has been cordoned off. All roads are blocked and the terrain surrounding the town is patrolled by armored all-terrain vehicles and tanks.

Of what is really happening, Weems has only a cloudy memory of. He remembers seeing towns people being lined up into tents, forcibly by soldiers. He remembers not seeing any children or elderly, only young to middle aged men and women. Once they left the tents, they seemed different in some way. He is not only worried about what they are really doing to these adults but also what they did with the children and elderly.

The Globules

[The swampy area of **Massachusetts** known as the **Bridgewater Triangle** has folklore of ghostly orbs of light, and there have been modern observations of these ghost-lights in this area as well.]

[The **Bridgewater Triangle** refers to an area of about 200 square miles within southeastern Massachusetts in the United States, claimed to be a site of alleged paranormal phenomena, ranging from UFO's to poltergeists and orbs, balls of fire and other spectral phenomena, various "bigfoot" sightings, giant snakes and "thunderbirds", as well as the mutilation of cattle and other livestock.]

Legends of will-o-wisps in the swamps of Maine. Swamp Lights and Sweamp Spirits. - The area around Middle View is where the Globules on occasional have peeked through to our dimension to create the folklore surrounding swamp lights and will-o-wisps.

They are alien creatures from another dimension, with little understanding of our world. They were easily persuaded to ally with the daemon, with the promise of food and hosts.

{Playing off the Queen as the Victim?} – When the players meet the queen, she may try to manipulate them by saying they were forced by the daemon in this region. Although, she is in fact being forced by the daemon, she is probably more dangerous than the daemon.

{Change the appearance of the Queen} – it appears like several Globules stacked on top of each other in a deformed pyramid.

Malsumis

Malsumis is the master daemon. He arranged for the gate for the Globules to enter our world.

- He picked Middle View because {*some mystical reason*}.

Mystical connection: Some locations with a reputation of supernatural occurrences and/or paranormal activity are actually areas where the dimensional fabric is weaker than normal. Many of these areas are now demoground as they were the first areas that the dark minions came through and started influencing our world. Others are slightly stronger or have been sealed in some fashion or another.

Malsumis arranged for **Cpt. John Hennesy** to command a {*Army or military unit of unknown origin*} unit to take the town. {*Under what authority? Who needs authority this far out?*}

Malsumis arranged for false {*CDC or science division of unknown organization*} scientists to the town to help with the conversion.

Most of these doctors are also under the influence of either **Malsumis** or Hennesy's empathic control. Some of these doctors are Igors, serving **Malsumis**. {CORRUPTION from True20}

Malsumis in the real world runs a corporation in the Boston section of the New Boswash megaplex. From this megacorporation {name}, his influence spans much of the northern portions of New England. There is a lot of supernatural energies to be absorbed and manipulated, and **Malsumis** plans to take advantage of all of it.

Megacorporation – **Wolfen Arms & Tactics**.

Captain John Hennesy

{edited from the adventure}

Physical Description: John's true form is that of a hairless, jet black humanoid with red gleaming eyes, a mouth filled with silvery teeth, and no nose. {changed, see *Gitaskog* true form}

It is a limited shapeshifter and can assume the likeness of virtually any humanoid of its height. Its current form is that of a healthy, middle-aged man with short black hair and blue eyes.

Personality/Motivation: Being a lesser daemon (related to the daemon), John is a creature of evil whose main motivation is to acquire power and use that power for its own enjoyment. This enjoyment consists of causing others to suffer. Its preferred mode of inflicting suffering is via **military operations** or **personal combat**. The race of lesser daemons it comes from is a very militaristic race, and hence it is suitable for the role it is playing in its daemon master's plans. Its master (**Malsumis**) is wisely staying out of the action and will not be encountered during the adventure. Oddly enough, it has some form of twisted concern for its soldiers (it sees them as fellow warriors, though of a very inferior sort) and will kill any globule that takes over one of its soldiers (unfortunately killing the soldier in the process). When playing the role of the captain, it acts like a strict officer, a role it can play very well.

Government Official (the lesser daemon)?? - {Why is he here? Why does he have command of so many soldiers? Why is he loyal to them? Why does he have such strong influence with the state officials? Who does he work for really?}

*All the adventure says is that a government official noticed the globules activities and moved in with a military force. This government official does not have to be Captain Hennesy. He could be someone Hennesy serves – **Malsumis**. **Malsumis** sends in the Army with Hennesy in charge.}*

Captain John Hennesy is a **lesser daemon** that serves the daemon named **Malsumis**, which is the basis for the **Abenaki** evil spirit folklore. **Malsumis** has arisen recently and is influencing the area. **Malsumis** has infiltrated the federal government and is manipulating things from the inside.

Captain John Hennesy (real name: **Gitaskog**) is a lesser daemon and can empathically instill loyalty his followers {Corruption} on behalf of **Malsumis**. He is command of an corporate covert special operations unit that does various duties for the corporation in the guise of National Guardman, US Army and other federal units.

Daemon Gitaskog (Great Horned Snake)

[Lake monster, serpent; an underwater horned serpent, common to the legends of most Algonquian tribes.

Gitaskog is said to lurk in lakes and eat humans. All of its names are variants on the meaning "great serpent" or "big serpent."]

An offshoot of the Naga race of daemons.

In its true form, a **Gitaskog** is a horned black creature that has a humanoid torso and serpent-like lower body and has red glowing eyes. However, it is a shapeshifter. Its primary form when on Earth is any variation of a human. It usually mixes features of humans it has already met as it doesn't have the imagination to create real human features. So in the beginning, it has been known to doppelganger humans after killing them.

The **Gitaskog** must feed on human flesh periodically to live. When feeding, it can open its mouth extremely wide and has long silvery teeth. It also must soak in fresh water periodically or dehydrate. Its native environment is a body of fresh water and it must stay hydrated. They also drink an inordinate amount of water.

When in water, it can shapeshift to Huge size. In its natural habitat, it is a huge sea monster-like creature. A **Gitaskog** is very vulnerable to fire and heat.

Gitaskog True Form (equivalent Water Naga)

Type: 7th Level Aberration

Size: Large

Speed: 30 ft., swim 50 ft.

Abilities: Str +3, Dex +1, Con +4, Int +0, Wis +3, Cha +2

Skills: Concentration 10 (+13), Notice 10 (+13), Swim 0 (+11)

Feats: Lightning Reflexes, Power (4)B, Power (2)

Traits: Darkvision 60 ft., Poison, Powers (rank 10, Cha, save Difficulty 16, Elemental Blast +12, Illusion +12, Light Shaping +12, Second Sight +12, Suggestion +12, Water Shaping +12)

Combat: Attack +6 (–1 size, +6 base, +1 Dex), Damage +7 plus poison (bite), Defense Dodge/Parry +6/— (–1 size, +6 base, +1 Dex), Initiative +1

Saving Throws: Toughness +9 (+2 size, +4 Con, +3 natural), Fortitude +6 (+2 base, +4 Con), Reflex +5 (+2 base, +1 Dex, +2 Lightning Reflexes), Will +8 (+5 base, +3 Wis)

Poison, Bite: Fortitude Difficulty 17 resists; initial and secondary damage 2 Con. The save Difficulty is Constitution-based.

Skills: A water naga has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Water nagas are human headed snakes with hypnotic emerald green patterns along their sides, and bright red spines along their backs. Water nagas speak Aquan and Common. Water nagas prefer to stay mostly concealed in a body of water while they launch an attack using their supernatural powers.

Gitaskog Sea Serpent

A sea serpent form of **Gitaskog** has a snakelike body between 30 and 200 feet long with slender fins and the head shaped like a snake.

Species Traits

Improved Grab: To use this ability, the sea serpent must hit an opponent at least one size category smaller than itself with its bite attack. If it gets a hold, it automatically deals bite damage each round that the hold is maintained, and it can swallow in the next round.

Skill Bonuses: The sea serpent's coloration and shape grant it a +10 species bonus on Hide checks made while it is in water.

Swallow Whole: If a sea serpent begins its turn with an opponent two or more size categories smaller than itself held in its mouth, it can attempt a new grapple check as though trying to pin the opponent. If it succeeds, it swallows its opponent, automatically dealing bite damage. Once inside the sea serpent, the opponent takes bludgeoning damage equal to the serpent's tail slap attack plus 1d6 points of acid damage per round from the monster's gullet. A successful grapple check allows the swallowed creature to climb out of the gullet and return to the sea serpent's maw, where another successful grapple check is needed to get free. Alternatively, the swallowed creature can attack from inside the gullet using claws or a Small or Tiny slashing weapon. Dealing at least 20 points of damage to the gullet (Defense 25) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed creature must cut its own way out. A Huge sea serpent's gullet can hold 2 Medium-size, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Sea Serpent

Huge demonic beast (CR 7)

Init +7

Spd swim 60 ft.

Defense 11, touch 7, flat-footed 8 (–2 size, +3 Dex)

BAB +9, Grap +25

Atk +15 melee (+12, tail slap)

Full Atk +15 melee (2d6+8, bite or tail slap)

FS 15 ft. by 15 ft. (coiled), **Reach** 10 ft.

SQ darkvision 60 ft., improved grab, low-light vision, swallow whole

SV Fort +9, Ref +9, Will +5, TOU +9

Str +8, Dex +3, Con +3, Int +0, Wis +2, Cha 0.

Skills: Stealth +0 (+10 in water), Notice +7, Swim +10. **Feats:** Improved Initiative, Power Attack.

Malsum Wolves {Dire Wolves}

Type: Large Animal (CR 6)

Speed: 50 ft.

Abilities: Str +7, Dex +2, Con +3, Int -4, Wis +1, Cha +0

Skills: Notice +0 (+6), Stealth 9 (+9), Survival 0 (+1)*

Feats: Attack Focus (bite), Improved Trip, Night Vision, Run, Skill Focus (Notice), Track

Traits: Scent

Combat: Attack +5 (-1 size, +4 base, +2 Dex) (+6 with bite), Damage +10 (bite), Defense Dodge/Parry +5/— (-1 size, +4 base, +2 Dex), Initiative +2

Saving Throws: Toughness +6 (+2 size, +3 Con, +1 natural), Fortitude +8 (+5 base, +3 Con), Reflex +7 (+5 base, +2 Dex), Will +6 (+5 base, +1 Wis)

Skills: A dire wolf has a +2 racial bonus on Stealth, and Notice checks. *It also has a +4 racial bonus on Survival checks when tracking by scent. Dire wolves are efficient pack hunters that kill anything they can catch. Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds. Dire wolves prefer to attack in packs, surrounding and flanking a foe when they can.

Tatoskok {Dire Snake}

Huge Animal (CR 5)

Initiative: +5

Speed: 30 ft., climb 20 ft., swim 20 ft

Defense: 13 (-2 size, +5 Dex); touch 13, flat-footed 8

Attack: Bite +10 melee **Damage:** +14 plus poison

Reach: 10 ft. by 10 ft. (coiled)/10 ft.

SA: Constrict 1d6+10, improved grab, poison

SQ: Low-light vision, scent

Save: Fort +8, Ref+ 10, Will +6

Ability: Str +7, Dex +5, Con +4, Int 0, Wis +1, Char 0

Skills: Acrobatic +14, Climb +15, Stealth +7, Notice +10

The Town

Additional Background

Local Notes

Nearby in the town of Brunsick, there is an abandoned Navy base
LL Bean was based out of this area.

In the distant past ...

The area that Middle View is located was once sacred ground to the Native Americans of the area. It is where it is said the great warrior killed Malsumis (or helped take down Malsumis) { *Mee-koom-wee-soo* }

Folklore Notes: *GLOOSKAP AND MALSUMIS* Finally, as Glooskap could tell no lies, he confided that he could be killed only by an owl feather.

The great Earth Mother had two sons, Glooskap and Malsumis. Glooskap was good, wise, and creative; Malsumis was evil, selfish, and destructive. When their mother died, Glooskap went to work creating plants, animals, and humans from her body.

Malsumis, in contrast, made poisonous plants and snakes. As Glooskap continued to create wonderful things, Malsumis grew tired of his good brother and plotted to kill him. In jest, Malsumis bragged that he was invincible, although there was one thing that could kill him: the roots of the fern plant {bracken fern? Ptaquiloside poison?}. He badgered Glooskap for days to find the good brother's vulnerability.

Knowing this, Malsumis made a dart from an owl feather and killed Glooskap. The power of good is so strong, however; that Glooskap rose from the dead, ready to avenge himself. Alive again,

Glooskap also knew that Malsumis would continue to plot against him.

Glooskap realized that he had no choice but to destroy Malsumis in order that good would survive and his creatures would continue to live. So he went to a stream and attracted his evil brother by loudly saying that a certain flowering reed could also kill him. Glooskap then pulled a fern plant out by the roots and flung it at Malsumis, who fell to the ground dead.

Malsumis's spirit went underground and became a wicked wolf spirit that still occasionally torments humans and animals, but fears the light of day.

The truth behind the Legend

Glooskap was an ancient alien who was drawn here by the weakness in the dimensional fabric.

A local empathic shaman made contact with Glooskap and telepathically communicated. He became known as the hero **Mee-koom-wee-soo (Mee-koom)**, the Wielder of the **White Bow**. The **White Bow** is piece of technology entrusted to **Mee-koom**.

Malsumis was a daemon who broke through the weak dimensional fabric while Glooskap was experimenting with it. In an attempt to confuse the locals and turn them against **Glooskap**, **Malsumis** shape-shifted to a likeness of **Glooskap** (thus the origin of them being brothers).

Glooskap, with **Mee-koom's** help, defeated the daemon in a great battle near Middle View.

The Fern reference was a {braken) poison used to defeat **Malsumis** and his minions.

Malsumis's minions were mutated snakes and reptile he manipulated with his Empanthic abilities into lesser daemons. These included the creation of **Atosis** and **Gitakog**.

Atosis and **Gitakog** remained, hidden for millennia until the return of their master.

Adventure

Basics/Pull:

The party works for a minion hunting secret society – The **Breshingridge Center** – a secret group of minion hunters based out of Boston. This society has a team of Empaths that watch the fabric of space and time to watch for opening gates and/or demonground encroachment. Something was detected in the area of Middle View, Maine.

Although some or all the players may not be aware of it, the society has been on the trail of a particular nasty minion, referenced as General Gamma.

What is known:

- General Gamma is a strong and powerful leader that uses his empathic power to influence large groups of people to follow him.
- It appears that General Gamma is gathering a small army and has access to military grade weapons.
- General Gamma is in service to a greater power and the goal is to somehow get to that power and bring it down
- He has been going up and down the east coast, staying close to bodies of water, recruiting from and uniting outlaw groups.
- General Gamma tells the recruits that he is working for {corporation} who is hiring thugs for various jobs. With promise of cutting edge tech and good pay, many join up. He tends to focus on gangs that have past military experience.
- It is not clear if General Gamma is a power empathic/psi user or a creature of some kind.
- There is a predominance of Native American Folklore that this guy seems to follow or is connected to.
- Investigators report large unnatural wolves and snakes being found in the area where General Gamma sets up.
- General Gamma goes by many names – Harrison, Garrison, Graham to name just a few. He also seems to have an amazing knack for changing his appearance.
- Every time an investigation team has gotten close, General Gamma's followers seem to rise up around him to defend their leader.
- Anywhere this guy has gone, people have disappeared, usually people that resist joining his ranks or generally non-descript individuals no one would normally notice gone.

Rumors in the area are as follows:

- **International Society of Cryptozoology** is based on out Portland is an ally of minion hunters.
- Swamp lights are common in this area
- Sightings of bigfoot have been recorded in the area
- UFO sightings have been reported multiple times in the area
- The **Bridgewater Triangle**, a notorious place of paranormal activity in Massachusetts has rumored to have expanded into eastern New Hampshire and southern Maine.
- Sightings of demon dogs have been reported in the area
- Mermen have been sighted off the coast of Portland
- The Androscoggin River has been a sight of a new Nessie-type creature –some kind of fresh water sea serpent has been seen travelling up and down the river. In the early 1800s, there were sightings of a sea serpent of the coast of Gloucester, Mass. People are connecting these two.
- Legends of the White Moose has resurfaced as people have claimed to have seen the legendary creature haunting the regions forests. Rumored to be an immortal manifestation of an ancient Indian hero spirit, locals see it as omen of good things to come.
- There is a considerable amount of Indian folklore in the area including the Legends of Pamola the mountain spirit, the spirits of Glooskap and Malsumis (good and evil spirits respectively), the horned snake Kita-skog or **Gitaskog**, and stone giants called A-senee-ki-wakw.
- North of Bangor, there are rumors of packs of flesh eating creatures or cannibal crazed humans roaming the landscape. There are also rumors of some travelling further south.

Push:

Initial Encounter: The party encounters Dianne on the journey to the town. She and Dr Weems just finished an engagement with a black military vehicle (humvee type vehicle). The Humvee-like vehicle was destroyed but the doctor is injured and one passenger (Dianne 'love interest') is killed.

{location at some kind of abandoned building – a strip mall or something you would not think abandoned}

Dianne explains that she investigated into the some kind of chemical spill at a particular farm. A “clean up” crew was sent and they locked down the town.

This was a few days ago.

{option 1} – *Dianne is witness to the takeover of the town*

After the discovery at the pond over the next few days, a few people {and animals} began to act weird, primarily people living on the farm and neighbors near the farm. Then one day, a strong, heavily equipped military force rolled in, claiming an alien contamination has infested the area and they have been authorized to place the town under quarantine. Lead by a menacing **Captain Hennesy**, this group rounded up the people and with a team of scientists, set up tents throughout the town square and the town park, performing strange tests.

Meanwhile, the soldiers weeded out any potential resistance, confiscating weapons, and brutally pacified the town. Several of Dianne colleagues were captured and never heard from again.

Before they could get to Dianne, she went underground and tried to investigate covertly. She was able to find Dr Weems who was a scientist but was somehow imprisoned by the Captain for some unknown reason. She escaped the town with Dr Weems and ended up here.

Core Encounters

(A) **Entering the town directly** (non-combat) – (if they go by road) The roads into the town are blocked by a military force and they are not letting anyone in.

{More clues need to be laid if the initial information is reduced. Perhaps the party will notice a predominance of Native Americans among the medical command staff}

(B) **Wolf Patrol** (combat encounter) – they will be forced to sneak into town. On the way, they will encounter a {dire} wolf pack. This is an important combat in that they cannot make too much noise. Gunfire will attract more attention. 1 or 2 wolves will probably do. More than that will take too long. The wolves are servants of Malsumis.

Other Encounters along the way could be....

- Military patrols of corrupted and empathically controlled soldiers
- Other terrain difficulties – swamps, hills, forest
- Other Beasties – **rock creatures** on the outskirts in rock outcroppings

(C) **Investigation Into town** (combat/non-combat encounter)

What they find upon entering

Middle View is a small independent town with a moderately sized downtown, with a railroad track going straight through the middle of town. A variety of buildings exists downtown including general stores, churches and local government buildings.

a. **Downtown & Town Square:** Here they find tents set in the town square park and people being lined up in each tent. Some are being tested for empathic abilities, others are being tested for particular diseases *{perhaps the globules are susceptible to certain micro-organisms}*, others are being decontaminated and prepped for Globule insertion.

The insertion takes place in a main tent near the **park pond** where some of the globules are being kept. The globules are being transported from the farm to the park pond by a military truck. They can attempt to follow the truck in some way to get to the source.

Peeking in the tents

Military style Tents populate a majority of the central square and around the central lake. An HQ has been set up in city hall, and the scientific/medical staff have taken over the downtown medical clinic that acts as the hospital for the town.

Inside the tents, candidates are brought into the tent city after going through screenings. Those that are overly empathically talented are rejected, and taken to a concentration camp at the high school. They are told that they could be infected with whatever contagion is infecting the town and they must be isolated. Their plans are to eventually corrupt them through other means or kill them.

Some rejects, with the approval of Capt. Hennesy, are saved for the Captain (in Gitaskog form) to feed on in his lair (see his lair).

Some rejects are carted off to the farm where they are fed to the Queen.

The valid candidates are brought into a series of tents to go through final test and preparation. They are decontaminated, given a few shots, and then walked into the main tent where near the pond. They are walked into an area they call the final decontamination pool and are then infused with a globule. It's very hard to get into the area where this happens. It is heavily guarded and kept secret from all other candidates so they cannot see what is really happening.

- b. **True Nature of Capt. Hennesy:** During this investigation phase, they will see **Capt. Hennesy**, along with clues to what he is and his weaknesses. Perhaps in his more candid moments, they will see him drinking water a lot, perhaps devouring raw meat (human flesh), and moments of weakness where signs of his daemonic nature are revealed.

{Insert Daemonic clues here – create basic daemonic mythos}

*{**IDEA – The Lair** – an underground pit, dug by Hennesy near under town hall, where he rests and comes out of him human form. He feeds there, on human victims – rejects from the Globule implantation. It's wet and muddy down below and he had dug a few tunnels that wind throughout the town. The lair can be discovered at night when the Hennesy in Gitaskog form rests or when his feeding victims are brought down and stored in the cages (or strung up) in the lair.}*

*{ **IDEA – Shed Skin** – player find somewhere on the outskirts of town, the shed skin of a giant snake. Every so often, the Gitaskog has to shed its skin.}*

- c. **Computer Hack:** During the Investigation, one party member adept in computers can find the central information command (located at the sheriff station or town hall or the high school). There they can learn what the scientists know of the globules.
- d. **The Hosts:** The hosts are difficult to spot without an empathic scan. They tend to drink a lot of water and carry water with them at all times. {something else} will single out the Hosts.
- A oily sheen over their **skin**, like it's always wet. Wet matted **hair**. **Eyes seem to always be watery, bloodshot, like they have been crying a lot** {"Watch for the crying eyes!"}

(D) **Follow the Truck to the Farm** – Getting past guards and scientists, as well as some empathically enhanced globule-hosts scanning, the players will try to follow the empty truck back to the farm.

At the farm, they find the **Igors** loading the Globules up from the pond, wary of the Queen as it sits in the middle of the pond.

The players must decide what to do from here.

- a. **The Feeding Victims** – Some rejects from the implantation process are brought here to be fed to the queen.
- b. **The Children** – The children of the town are being held at the farm by Hennesy’s men. They are held in a separate barn further away from the pond and being kept for when the Queen is ready to produce another queen (it needs young flesh and empathic energies to do that).

Encounters along the way that might help

- **The Sheriff and his officers**– The sheriff and a majority of his officers are not taken over by the globules yet. They are obligated to take any intruder they don’t know to the high school basement for interrogation by the Captain’s men. The party could persuade the sheriff they mean well and there is something more going on.
- **Other non-hosts hiding in town** – these townsfolk are naturally suspicious of strangers and the more ambitious members of the town may have found ways to hide from the roundup long enough to organize and resist.

{PLOT QUESTION: ***How do the players (1) learn the nature of the globules and (2) destroy the queen?***}

- *Research using the scientist computers*
- *Empathically connecting to one (risk of Corruption)*
- *Empathically extracting it from scientist or host mind somehow.*}

Gimmick

Capt. Hennesy is a minion – a minor daemon serving ***Malsumis***. They can learn this by observing Capt. Hennesy, how he treats others and his behavior in private.

If Capt. Hennesy learns of the characters presence somehow, he may lure them to a secret location and attack them as one of his forms.

They may see the “Loch Ness”-like creature during a time when they cannot account for Capt. Hennesy.

Enigma

This is all part of ***Malsumis's*** greater plan to open up a new demonground in the area of Middle View to start the full takeover of Maine.

Appendix

Daemons

Mythology

Virtually every human culture has its demons or evil spirits that plague humanity. There are the Hindu **asuras**, for instance, enemies of the benevolent gods. Among other things, they include **rakshasas**, a type of being that can only enter this world by taking on the form of an animal, monster, or beautiful woman; - **nagas**, which are serpent demons. There are the Persian **djinni**, spirits with physical bodies much like those of humans but with nearly limitless magic powers. There are also the **ifriti**, similar to the djinns, winged creatures of smoke, impervious to physical weapons, but susceptible to magical attack. There are the Japanese **oni**, huge creatures with hideous faces, horns, and three digits on each extremity; the **tengu**, spirits that possess the bodies of others. In Western myths, there are goblins, bogeys, ghosts, devils, and faeries, and a plethora of other beings. The names of the creatures vary as widely as the descriptions of their powers; nearly every tale describes them differently.

The Reality

In Dark Conspiracy, these creatures are collected under one heading, **daemon**, from the ancient Greek word for spirit (whether good or evil). Daemons are physical creatures, but they are so highly empathic as to seem almost miraculous. The Dimension Walk skill enables them to enter proto-dimensions quite easily, disappearing from the Earth and reappearing at will. As well, they specialize in all forms of psionic skills: Human Empathy, Project Emotion, and Project Thought. These latter they use in conjunction with high Psychology and Leadership skills to manipulate weak-willed people. Some types are also quite good at Pyrokinesis and/or Telekinesis. A few have high Animal Empathy skill ratings, as well.

Expansion

Daemons are said to be direct extensions of the Dark Lords' will. They are basically manifestations of Dark Lord power.

General Signs of Daemonic Activity:

- (1) Disturbances in the dimensional fabrics, showing signs of frequent dimensional walking.
- (2) **Corruption** ^(T20) empathically implanted among victims
- (3) Demonground growth around the area.
- (4) A daemon always needs a place to drop his psionics disguises or shape shifting and be itself. {Lair}
- (5) Human suffering and evil seems to dominate the area.

Signs of a Naga or Gitaskog Daemon

- Moisture
- *Shedding of skin*
- Human bones (from feeding)
- An underground lair
- Smells of rotting flesh around him. (??)

Globule Queens

The globule queens look like large, {glowing} gelatinous spheres ~~{containing what looks like a mixture of plants and internal organs from various animals}~~. The globule queens evolved from creatures which dwelled in a section of a proto-dimension that consisted primarily of shallow, stagnant ponds and swamps ~~{full of decomposing vegetation and animal carcasses}~~.

These creatures evolved the ability to produce buds which would break away and drift until they contacted another organism. The buds would attempt to take control of the organism's nervous system and, if successful, they would bring back the organism to the queen and kill it by shorting out the victim's nervous system. Eventually, the buds evolved into intelligent life forms with the ability to control other organisms.

The queens also had the ability to manipulate the minds of other beings for both offensive and defensive purposes. With these abilities, the globules soon came to dominate their section of the proto-dimension. Unfortunately for the other life forms, the globules regarded them only as potential hosts or food, and eventually the globules were masters of a desolate wasteland, virtually devoid of all life but their own. These vile things would have soon died off if it were not for the intervention of a Dark One who saw them as potential instruments by which it could generate fear and suffering. Its minions brought in helpless creatures for the globules to use, and it altered some of the queens so that they could dimension walk and spread terror and suffering into other dimensions.

Globule queens are very vulnerable to drying out (it kills them) and toxic agents in the water they occupy (they filter oxygen through their outer membranes). They are also vulnerable to normal attacks (bullets, knives, etc.)

Each queen produces 20 globules every 20 days. These globules remain dormant for one day and then become active. Every 60 days, a queen produces another queen, but no globules. Twenty days after its production, a new queen produces 20 globules, and 60 days later, it produces another queen, and so forth. An individual queen dies after producing six queens. The globules' main task is to care for the queens by **providing them with food**. The modern globules do not kill their hosts (this would kill the globule) but **bring the queens food**. The queen globules in turn **feed** the globules. If a globule fails to feed for 24 hours, it will perish, freeing any host it might be controlling.

Expansion: The Feeding

- (1) The Queen feeds on human flesh. Some rejects from the implantation process are brought to the barn to be fed to the queen. It not only feeds on the flesh but absorbs the empathic energies of the victim.
 - a. When the Queen is ready to have another queen, it must feed on younger flesh (and empathic energies).

- (2) Each night, the new Globules, upon the Queen feeding, will gather around her base and wait for the queen to regurgitate the human flesh up for her children. Following this, the implanted Gobules (with their hosts) will gather around the Queen from the *{shore of the swamp, or on a dock or on a boat}* to feed from the regurgitated flesh.

Globules

Globules appear as small (basketball-sized) *{glowing}* globes of gelatinous material. Visible within the translucent jelly are what appear to be strips of green lace and black marbles. When dormant, the creatures are harmless and immobile. When active, their internal "organs" swirl about inside.

These beings are extremely dangerous because of their ability to take control of a host organism. The takeover procedure is as follows:

- The host must be in the water with the globule (the queens generally use their Willpower Drain and Projection abilities to lure victims).
- The host must be **drained of all willpower** (again, the queen usually does this).
- The globule must be in direct contact with the victim for at least five minutes.
- The victim is entitled to a *{Difficult skill check against his Constitution}* to see if his immune system rejects the attempt. If this roll succeeds, the victim is not taken over on that attempt, but the globule may attempt another takeover. If a globule is interrupted or fails to take the victim over, the victim suffers no physical harm. If the takeover succeeds, the globule gains complete control over the victim's body, memory and skills.

The globule merges with the victim's body after the takeover. This makes it difficult to tell a controlled person from a non- controlled person. The victim's mind remains conscious and active, but completely helpless. If a host is freed, the experience may have a disturbing effect psychologically (the exact impact is left up to the referee).

Like the queens, the globules are vulnerable to *drying out and to toxins*. When they are in the host body, they drain a great deal of its water, so hosts drink an abnormal amount of fluid. The globules, being spread all through a host's body, cannot be removed by surgical techniques. However, they can be killed by exposing the host to toxic agents, etc. that may kill the globule *{(it has only a 1 Constitution)}* and not the host. The death of the globule frees the host. If a host is injured, the globule is not harmed (it is so diffused). However, if the host is killed, the globule will die with it.

Finally, as has been noted, globules must feed once every 24 hours or perish. The death of a queen has a profound impact on the globules it produced (empathic shock), putting them into a comatose state for 10 minutes. Afterward, the globules will behave oddly (exact behavior left up to the referee) unless another queen is alive to guide them.

Breshingridge Center

{idea} Publically the **Breshingridge Center** is a private mental health hospital – an asylum for the Dreamlands of Boston. But secretly, it has started to investigate the strangeness that goes on.

Through the ravings of many of the inmates of the Center, the leaders learned enough that they hired investigative teams. At first, it was in an effort to diagnose and perhaps cure certain patients but as investigations went on, more was learned of some of the dark conspiracies going on.

Since then, the Center has hired on semi-permanent teams to investigate things they learn about. Some friendly Gray ETs were brought into the hospital for protection from malevolent forces, and in exchange, they help with the Center's operations. They even help with some mental patience and have cured a few.

The Center now has a half dozen teams that go out and solve mysteries, fight the Darkness and kill minions. With these agent groups, the Center is very secretive. Only the leaders and special agents know the true nature of the Center and only these few have actually visited the Center site.

Savage Worlds Conversions

Dire wolves

Dire wolves are very large and feral wolves often used by orcs as attack dogs. They may also be found roaming in packs in the deepest, darkest woods.

Attributes	Agility	Smarts	Spirit	Strength	Vigor
	d8	d4 (A)	d6	d8	d8
Skills					
Fighting d8, Intimidation d8, Notice d6					
Pace	Parry	Toughness			
10	6	6			
Special Abilities:					
Bite: Str+d6					
Go for the Throat: Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location					
Fleet-Footed: Dire wolves roll d10s instead of d6s when running					
Fear					

Gitaskog’s Igors

Gitaskog Igors are humans under the Empathic influence of Gitaskog. This other-worldly influence has an adverse effect of slowly turning the Igor human features slight reptilian. First the eyes change, then the skin begins to get scaly and then the facial features become more reptilian. Eventually the changes become permanent and the victim develops a reptilian tongue and other features. Gitaskog usually feeds on them before this happens.

Gitaskog’s Igors					
Attributes	Agility	Smarts	Spirit	Strength	Vigor
	d8	d6	d6	d6	d8
Skills					
Fighting d6, Guts d6, Notice d8, Shooting d6, Swimming d10, Throwing d8					
Pace	Parry	Toughness			
6	5	7			
Gear:					
Assault Rifle (24/48/96, 2d8 DMG, 3 ROF, 20 shots, AP 2, Auto)					
Sidearm (12/24/48, 2d6+1 DMG, 1 ROF, 7 shots, AP 1, Semi-Auto)					
Special Abilities:					
Aquatic: <i>Gitaskog’s Igors</i> can hold their breath underwater for 10 minutes and swim at Pace 8.					
Tough hide: Armor +1					
Empathic Powers: Human Empathy					

Gitaskog/Captain Hennesy

Human/Humanoid Serpent Form					
Attributes	Agility	Smarts	Spirit	Strength	Vigor
	d8	d6	d8	d8	d8
Skills					
Climbing d6, Fighting d8, Guts d8, Notice d8, Stealth d6, Swimming d8, Throwing d8 Arcane (Empathy) d10					
Pace	Parry	Toughness			
6	6	7 / 9 w/vest			
Gear					
Tactical Vest Assault Rifle (24/48/96, 2d8 DMG, 3 ROF, 20 shots, AP 2, Auto) Sidearm (12/24/48,2d6+1 DMG,1 ROF, 7 shots, AP 1, Semi-Auto)					
Special Abilities:					
Keen Senses: Lizard men “taste” the air, giving them +2 to all Notice rolls. This ever present advantage means they are always considered “Active” when consulting the Stealth results table.					
Natural Swimmers: Lizard men’s tails make them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming skill.					
Bite: Str+d4					
Constrict: In Humanoid Serpent form, Gitaskog may choose to constrict a foe in his coils by making a Fighting attack. The round it entangles and each round thereafter it causes Str+d8 damage. The prey may attempt to escape by getting a raise on an opposed Strength roll.					
Empathic Powers: Dimensional Walk, Human Empathy, Darkling Empathy					
Quick: Gitaskog is frighteningly quick for its size, and redraws cards of 5 or less.					
Shape Change: As an action, Gitaskog can change into male human form with a Smarts roll at –2. Changing back into Gitaskog form requires a Smarts roll.					
Strong Willed: Gitaskog cannot be swayed by threats or taunts. He receives a +2 bonus to defend against Tests of Will					
Tough hide: Armor +1					
Fear -1 (in serpent form)					

Adult Sea Serpent [WC]					
Attributes	Agility	Smarts	Spirit	Strength	Vigor
	d6	d6	d10	d12+8	d10
Skills					
Fighting d6, Guts d10, Intimidation d8, Notice d6					
Pace	Parry	Toughness			
10	5	17			
Special Abilities:					
<p>Aquatic: Sea serpents breathe water normally, and can breathe air for short periods, though they can't move on dry land. They swim at Pace 10.</p> <p>Armor +2: Thick scales</p> <p>Bite: Str+2</p> <p>Fear -2</p> <p>Huge: Opponents get a +4 to all attack rolls.</p> <p>Size +8</p> <p>See Humanoid form for Empathic abilities</p>					

Globules					
Attributes	Agility	Smarts	Spirit	Strength	Vigor
	-	d10 (a)	d10	-	d4
Skills					
Pace	Parry	Toughness			
1 (4 in water)	2	4			
Special Abilities:					
Empathic Powers: *Willpower Drain, Possess					

***Willpower Drain** (Power Points : 2; Range : Smarts; Duration : Encounter)

Some people have a very strong sense of self and empaths find it difficult to influence them empathically. To make it easier, an Empath can spend some time “softening up” a target, lowering their mental defenses to allow other empathic abilities to better succeed.

The empath makes an Empathy skill check against the target’s current Willpower score. Each Success Stage lowers the target’s Willpower by one, to a minimum of 2. This power can be used multiple times, each time lowering the target’s willpower further.

Globules Queen					
Attributes	Agility	Smarts	Spirit	Strength	Vigor
	-	d10	d10	-	d6
Skills					
Pace	Parry	Toughness			
1 (5 in water)	2	5			
Special Abilities					
Empathic Powers: Willpower Drain, Darkling Empathy, Human Empathy, Telekinesis					

Additional Races

Half-ET

Half-ETs are genetically engineered beings created by mixing human and ET DNA, created for some unknown reason. They appear more human than standard humanoid ETs (Grays), allowing them to mingle within human society easier. They don't have the enlarged heads but their eyes are larger than normal and pitch black in color. Most Half ETs commonly wear contacts to cover their odd eye color or have their eyes cybernetically replaced.

Empathic Nature: Half ET characters gain the Arcane Background (Empathy) edge for free.

{+2 Racial Ability Free}

Empathically Fortified: Spirit attribute starts with a d6 instead of a d4.

{+2 Racial Ability}

Half-Human: Half-ETs gain a +2 bonus to Human Empathy power check.

{+1 Racial Ability}

Empathic Inhibitor: Half-ETs are genetically coded with an Empathic Inhibitor. This Inhibitor acts as a signal to dampen the Half-ETs abilities when used against their masters. When using any power against an ET of any kind, the Half-ET must make a Spirit-2 check first. Success means the power attempt may continue. Failure means the power attempt cannot proceed and the Half-ET is *Shaken*.

{+2 Racial Ability est.}

Hunted: Those Half ETs that were able to escape the clutches of their masters are considered abominations. Their creators hunt them down any chance they get.

Ambidextrous – Regardless of Agility, a Half-ET is always Ambidextrous.

Additional Edges**Background Edge****HACKER**

Requirements: Novice, Smarts d8+, Knowledge (Computers) d8+

You do more than just interact with the 'net. You are its master. Able to rewrite network protocols to suit your purposes, you can also affect the real world indirectly by hacking communications equipment, remote devices and even robots; indeed, anything with a connected to the 'net is prey to your skills. You gain a +1 bonus to Knowledge (Computers) rolls in while attempting to hack. Additionally, you gain a +2 bonus to Investigation and Streetwise rolls when doing research on a domain prior to hacking it.