



BERLIN

C I T Y B O O K



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B E R L I N

C I T Y B O O K



RICK STUART
Design

MIRANDA HORNER
Development and Editing

BRIAN SCHOMBURG
Graphics

STEVEN BROWN, TOM ONEILL
Additional Graphics

GÁBOR SZIKSZAI & ZOLTÁN BOROS
Cover Illustration

**ERIC COILE, JEFF REBNER, BRIAN SCHOMBURG,
SCOTT SCHOMBURG, PETE VENTERS**
Interior Illustration

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WE'RE
STILL HERE!

THEY CAME,
THEY SAW,
THEY KICKED OUR

ASSES

JUST BECAUSE YOU'RE
PARANOID DOESN'T MEAN
THEY WEREN'T
OUT TO GET YOU

MOBIUS IS PROOF POSITIVE
THAT THERE IS DEATH AFTER LIFE...

malraux is proof positive science
can bring about artificial
ignorance



SOMEBODY PLEASE HELP ME DON'T LET THEM GET ME

INTRODUCTION

The following information has been compiled by the Zorn Republik Consulate in Geneva, Switzerland, at the request of the Berlin government's *Buro von offentliglicher Auskunft* (Office of Public Information).

This material is intended for use as an official guidebook for visitors planning to journey to the Free City of Berlin in the near future. Care has been taken in the preparation of this material to provide an objective and politically unbiased depiction of life in this divided city as it currently exists.

The reader should note that whenever specific warnings are issued or conclusions are drawn in this sourcebook, these references represent what is believed to be a fair and impartial assessment of conditions now in place within the city's confines.

The reader should likewise be advised that, under certain circumstances, the Zorn Republican government cannot be held responsible for, nor automatically guarantee, the safety of private citizens visiting any of the alternate reality zones presently in place in portions of the city.

The Geneva Office of Foreign Affairs also wishes to include at this time the following official warning:

Travel to and from the city of Berlin should be considered a hazardous exercise for the foreseeable future. Visitors are advised to enter the city at their own risk.

DIMMING THE LIGHTS

The lights are going out all over Europe ... We shall not see them lit again in our time.

— Lloyd George, speaking on the eve of the First World War

The light of civilization is being extinguished throughout all civilized Europe. It is being crushed out of existence by unimaginable horrors. Our once proud city has been home to one of the most majestic cultures in history. Today, we are reduced to ashes and despair. Yet, out of our pain and despair, like a Phoenix reborn from those ashes, a New Berlin will some day rise up to shake off her oppressors. She will lead the way to a new freedom for all Humanity. Every day brings us closer to that day of final victory. The invaders think us beaten. The fools! We have not lost our true strength. We have surrendered none of our dignity. We need only have patience, awaiting the enemy's critical miscalculation, which must eventually come. While we wait we nurture the Will. We will know the moment when it comes. The final reckoning shall be ours.

— Reinhardt Geisen, Gruppe Leader Greif, Berlin Zondern Commandoes, speaking in the wake of the Tharkold occupation of Berlin.

For centuries, Berlin had been a proud center of Human culture. Over the years, it had been home to

many of the world's greatest philosophers, scientists, and political thinkers. In the wake of the High Lord's invasion of Earth, however, many feared for the loss of their city's proud heritage. Eventually, a few came forward with the courage of their convictions and declared their beloved city a neutral zone — free and open to all — Human and non-Human alike. It was hoped, in this manner, that a meeting of minds might take place to resolve differences, heal the many wounds, and return the planet to some semblance of normalcy once more.

Not everyone was interested in peace, however.

The arrival of the Tharkold invaders was an act of unspeakable horror. As the streets ran red with the blood of the city's defenders, the techno-terror from another place and time threatened to quickly overwhelm a city of innocent men and women. The brutality of their attack was soon rivaled by the horror of their atrocities against helpless civilians. But for an unexpected turn of events, the Tharkold sneak attack might well have succeeded. In the end, however, the attackers failed in their mission: Berlin remained in Human hands. Though gutted and dimmed by so many sacrifices, though altered and misshaped in the light of strange, new realities, the light of freedom still shone dimly in the city's streets.

With the rest of the world involved with their own crises of the moment, the prospect of receiving aid from well-meaning allies was unlikely from the start. In desperate times, desperate measures must be adopted. A truce was eventually concluded that evolved into an understanding and then into a recognized accord among nations. The upshot of this truce has seen the division of Berlin into separate "zones of alternate space" or spheres of influence where other Possibility Powers hold sway. While the city's defenders maintain their control over their own section of the city, so too do the Outworlders.

Today, Berlin is a city of contrast and a place of widely differing racial and reality origins. Within the city's confines, modern technology and weird science stand side by side. Here groups of ragged paramilitary militiamen stare nervously across barbed-wired checkpoints and watch their Victorian counterparts in their bright red and tan parade dress carrying out close order drill. In the early morning hours, commercial airliners can be seen bringing in precious food and medicines, while, not far away, zeppelin dawn patrols guard the sky and count their arrivals one by one. At night, patrons of the arts can still enjoy a concert or an opera extravaganza, catch a film, or drop in on a racy cabaret show. Under cover of that same nightfall, others not so fortunate fight for their lives in back alley shadows. Not all win out to see another sunrise.

ONE LAST BEAUTIFUL DAY

... Sunday had been a beautiful day. I remember the bells from the cathedrals ringing their invitations to morning service. The sky was a clear, cobalt blue, so rich and deep as you could never imagine. The troubles of the world seemed so far away that day. That one last beautiful day. But at dusk everything changed. Forever. Everything faded away, in more ways than one. Without warning, the maelstrom bridge crashed down into the middle of the university quadrangle. The roar was like all the oceans of the world colliding at once. The sky was obscured by thick clouds, roiling with unimaginable colors that hurt the eye and pained the mind to watch for long.

And from the heart of that kaleidoscopic nightmare, they came. Pure evil they were. They came singly and in pairs. They came by their tens, by their hundreds, and by their thousands. Spherical metal machines spitting searing light that killed in horrible silence.

In their wake came a multitude of gigantic beasts with metal limbs and claws of steel.

The police arrived, alerted by the screams and the crash of tall buildings. The first were cut down by flying reptiles with metal wings.

More followed, and more were cut down in turn by strange men coming out of the clouds, men whose metal faces and metal arms gleamed the color of hot blood. There was nowhere to run. No place to hide. The only choice was where to die on that killing field. Many tried to run and were seared to a crisp by weapons of unknown power. Others knelt in each other's arms, praying for the terror to end. It didn't. They did.

It is funny, don't you know. I spent that entire afternoon cramming for my physics examination the next day. I was so worried I would not pass my finals. Now, I'll never know if I would have passed or not. Professor Herr Doctor Klausnitz is gone. My classmates are gone. The physics building is gone. Today their people got in and burned the library. It hurt so much to see those precious works consigned to the flames.

Who could imagine what this day would be like. If only I had known, somehow in advance. I would have spent that one, last, beautiful day so differently.

— Extract from a diary left by an unidentified graduate student, Humboldt University.

This, then, is the Free City of Berlin: a city where anything is possible, and the impossible is often commonplace. Life is cheap here and heroism carries a heavy price tag. It is here that the best and worst Earth has to offer come together, some for fame, others for adventure. It is also here that costumed heroes and heroines meet evil villains and slinky villainesses to square off in battle royale.



Eric Coile

USING THIS SOURCEBOOK

This supplement is designed for use with *Torg: Roleplaying the Possibility Wars*. It is intended primarily to familiarize gamemasters with the wide range of roleplaying opportunities to be found in the Free City of Berlin. Players can also benefit from using this information tool as a source of background data.

In these pages, the reader will encounter new heroes and villains, mysterious secret societies, rival political factions desperate for power, paramilitary organizations looking for a fight, new equipment, and numerous places of interest. Also awaiting discovery are a collection of new character templates, each uniquely representative of this dark city and its people. Any, or all, of this material can be used by gamemasters or players to liven up current adventures or inspire new ones.

Equally important, this sourcebook aims at providing an accurate sense of atmosphere: the dark and brooding, raw and raunchy atmosphere that filters through the city at night. The reader will find a mixture of different perspectives on a city divided into competing spheres of influence. Through various descriptions and personal accounts included in these pages — the

hopes and fears of Berlin's citizenry — a sense of what it's like to live in a modern city torn by conflicting realities slowly emerges. Mix in a generous amount of random violence, a dash of wanton terror, and a sprinkling of hope, and you have a picture of the city unique in the *Torg* universe today.

NOTES

Throughout this sourcebook are various notes. These notes are included to provide additional clarifying information to the reader, and, where appropriate, to suggest possible adventure lines based on material contained in the text.

However this material is used, keep in mind Berlin is a city in transition. New people are arriving every day. Some eventually contribute to the fight for freedom, others add to the difficulties others must try and overcome. If the reader does not see something or someone that seems appropriate to this setting, feel free to incorporate the missing pieces as you deem necessary.

Welcome to the Free City Of Berlin. We're glad you came.

Here's hoping you can get out alive again.

ONE

FREI STADT BERLIN

Berlin, Berlin, wat macht et? Mit eenem Ooge weent et, mit eenem Ooge lacht et.

Berlin, Berlin, what is it doing? It cries with one eye and laughs with the other.

— local German colloquialism

A NIGHT LIKE ANY OTHER

... A cold rain trickled down the back of the boy's neck. Search beams, winding down from a pair of zeppelins cruising overhead, illuminated a bleak, lunar landscape below. Somewhere in the dark the sound of a woman screaming could be heard.

The boy ran, away from the lights, away from dark shadows coalescing around him.

Off to the right, he heard the sputter of an automatic weapon. Over to the left, he watched the flash and glow of tracers darting in the sky. From that side street over there, the sound of claws came scrabbling on cobblestone, and a squishy sound of flesh being torn apart followed shortly.

The boy ran faster now, faster than he would have believed he could run.

Leap over a body lying face down in the street. Dodge through a ruined grocery store. Watch out for that slithery thing going into the sewers. Ignore the sound of insane cackling on the wind.

There. The next street over. There is home, there is light, there, at long last, is safety. Just one more sprint, one last dash and never mind the growling at your back.

"Father, I'm back. I got you the evening paper like you asked."

"Good boy. Any problems along the way?"

"No, father, it's a quiet night out tonight. Just like any other."

Such are the impressions of a fourteen year-old boy as he would remember them many years later. Such are the childhood memories of one who once lived in a city under occupation by Powers from other universes. This is the Free City of Berlin: a city where, presently, more than one reality holds sway. It is a city whose citizens have been parcelled up among the various Possibility Powers. These are the Outworlders, the cosmic invaders who have come to claim this universe as their own,

and in the process, warp it to a semblance of their own alien realities.

This is a city of contrasts and conflicts; a city many see as a symbol of Core Earth reality surrounded by menacing alternatives. Despite its occupation, the Free City of Berlin is a modern showpiece, as well as a monument to Germany's rich — and sometimes chaotic — past. Here, restored baroque palaces and medieval churches stand side by side with modern office buildings. Here, too, soldiers armed with automatic weapons keep a wary eye on their counterparts using antique firearms a century old. In this city, religion and magic vie for control of men's souls. Free Berlin is a city unlike any other in the world. No other city has as many secret agents, foreign adventurers, caped defenders, evil villains and villainess, heroes and heroines. For those seeking action, adventure, and excitement, Berlin is the place to be.

But be careful to watch your step.

Not everyone who comes to Berlin lives to show off their holiday snaps afterwards.

WHY BERLIN?

How is it this particular city became so uniquely transformed? Why Berlin, and why now? These are not easy questions to answer, but some educated guesses can be made. Long before the arrival of the Tharkoldu, Berlin was a city of free thinkers, dissidents and rebels. Though only recently reunited, many of its citizens, nevertheless, felt stronger ties to their native city than to a "foreign" central government. Many in Berlin were less than enthusiastic about heeding a government itself uncertain how best to prosecute a war against the newly-arrived Possibility Raiders. As is detailed elsewhere (Chapter Three), this skepticism and division of loyalties eventually led to an outright split with the federal authorities in Bonn. Such a split perhaps unknowingly set the stage for what was to follow.

The invasion of Berlin by the Tharkoldu was a shock few, if any, native Berliners have yet completely recovered from. Still, while seeming to come — quite literally — out of the blue, the decision by the Tharkold High Lord Jezrael to invade Berlin was far from a sudden whim of fancy. In point of fact, it has all the indications of a well thought out, deliberate act of war.

Consider how the large amounts of modern technology present in the city (especially computers and aerospace industries) could easily make Berlin an attractive target. Secondly, the occupation of Berlin would allow the Tharkoldu control of a key rail and communication nexus running east to west across the length of Europe.

WITH US ON OUR SHOW TONIGHT ...

"... Professor, *Herr Doktor*, exactly how is it that a pair of alternate realities come to exist within the confines of our beloved Berlin? How is it, also, that representatives of so many other Possibility Powers are also present in the city at roughly the same time?"

"Boy! All that in just five minutes! Well, to be honest, those are not easy questions to answer."

"Are you saying, *Herr Doktor*, that the subject is above our heads?"

"Dear me, no — simply that any discussion including the mathematics of intra-dimensional reality transfer as a rule is going to be very boring! However, with a little patience, perhaps a glimmer of understanding can be communicated in a timely fashion without putting the audience to sleep, *nicht's wehr*? Here goes ...

"Life as we know it on the Earth — our physical laws of science, the way animals interact in the wild, the basic principles of our religion and our society — everything we can experience on a day to day basis, all this we refer to as reality. Reality, as we perceive it, works the way it does simply because that's the way things are.

"And, yet, that doesn't mean that 'the way things are' always has to be the same, for everybody, everywhere. Think of it like this. There are people in other countries whom I've never seen, but I know they're out there somewhere because I've heard about them on television. So too, even though we don't know it, there are other universes out there — other worlds, other places very much like this one we live on. Only, those other places are different from ours. The way things work for people there and the way things simply are for them is different. In these other 'places,' the people living there go about their lives in very different ways — not knowing they are different — because their reality seems perfectly normal, for them. For example, here we can say, 'there is no such thing as magic,' while someone living in a different reality might say, 'there's no such thing as science.' Thing is, we'd both be right. In the end, it all comes down to, quite literally, whatever works for you!

"Now then, these other places — these other realities — exist side by side with ours. Just like those other people I've heard about over there in India or Japan — I've never seen those people, but they're still very real. Sooner or later somebody in a couple of these alternate realities found out about us. Eventually they decided we had a lot of something they wanted to have. So, they reasoned, why not just come on over and take what they wanted and the heck with us. Okay, but the thing is, you can't get from there to here just by hopping on a plane. You have to prepare the way first.

"Now, if you're an ambitious would-be world conqueror and the Earth looks pretty appealing to you, you don't just move in all sudden like. You start off by sending over a few of your people to 'case the joint' first. They report back, and then you decide whether things are as promising as you originally

thought. Assuming they are, you still can't just drop on in unexpectedly. You have to get a prime location picked out and secured first. Think of this as grabbing hold of a beachhead in enemy territory.

"The way you secure this beachhead is by sending over your people with a bunch of what we might think of as 'boundary markers.' These boundary markers are called stelae. You send your people over with a few of these stelae and they go out and secretly plant them, here and there, in all the right places. When they're done planting enough of these markers, the land in between them will eventually become your beachhead. So, once you get your beachhead all mapped out and you gather up enough energy, you create this enormous bridge between your reality and the one on Earth. When this bridge touches down on your beachhead, we get a huge and very violent effect called a reality storm that kicks up a lot of dirt! That is what happened here in Berlin. This High Lord known as Jezrael had her people secretly plant these boundary markers — these stelae — throughout the countryside in preparation for her arrival. When she had enough in place she created the bridge that smashed into Humbolt University. All the lightning and the clouds of fire was the reality storm that was caused as a result.

"Everything should have gone off real smooth-like. Hey, this Jezrael character caught us flat-footed. A regular 'Pearl Harbor,' as the Americans say! But, at the last moment, something went wrong. What happened was another group of folk working for a rival High Lord, Dr. Mobius down in Egypt, got wind of Jezrael's plans. More importantly, they found out where one of her secret stelae were planted. Not wanting Jezrael to take over, lock, stock and barrel, (for reasons of their own), they replaced Jezrael's boundary marker with one of their own. Now then, what you have now is a situation not unlike having conflicting deeds to the same plot of land. Only, these types of disputes aren't worked out in a court of law, they work things out themselves — usually in a rather violent fashion actually.

"Here's where it gets, as they say, 'tricky.' When one of these Outworlders gets a beachhead somewhere here on Earth, inside that beachhead he brings along a little portion of his own reality with him. Inside that beachhead, things work for him here on Earth just like they would back home, because inside that beachhead it is just like home. Expand the size of your beachhead and more and more of good ol' Terra Firma starts looking like the home you left behind, until finally, all of it becomes exactly like home. That's what these folk are about — among other things they're trying to remake our homes into theirs! Quite literally.

"The thing is, when you have different stelae in the same area, it's like having competing claims for the same homestead. And good 'ol Mother Nature, she doesn't know whose claim to believe, so she just lets the folk fight it out for themselves. When those Egyptians dug up Jezrael's stelae and replaced it with one of their own, Mother Nature decided to let both sides slug it out



for themselves. Now, whenever this sort of thing happens, usually one side or the other wins out after awhile. But in this case, it was a draw. So what happened? Well neither Dr. Mobius nor Jezrael got the beachheads they wanted. Instead, they both got a part of the same one. Instead of having a home away from home, they both wound up with a kind of 'duplex apartment' with each other as rather noisy next-door neighbors.

"We see this 'duplex arrangement' intruding into our world as two different explanations of how things work, and how things are playing themselves out. At any given time both realities are right. Depending on where you happen to be in the city, one explanation works better than the other or one is stronger than the other. Still, no matter where you are in the city, both explanations — both sets of 'This Is How It Works' sort of rules — continue to function. It's just that they don't always apply in the same place at the same time."

"Okay, Professor, I think we follow you so far. But if these two different sets of rules are operating everywhere in the city — just not always with the same strength — explain how people like the Victorian brigadiers or the Aysle magicians can also have, call it, 'their own way of doings things,' too? Sounds confusing!"

"It isn't really. Think of it like this. When you go on a trip far from home, you take a little bit of home with you wherever you go. It's not just the pictures, or the little mementoes your spouse packs for you. You carry along with you your memories of home, all the good times, your plans for the future, that sort of thing. In short, you carry a little piece of home around inside

you, wherever you go. Now, people like the Victorians or the Ayslians, they do the same thing.

"Now remember, as soon as Jezrael sent those people over to the university and the Egyptians decided to 'crash the party,' from that point on Mother Nature threw up her hands — locally speaking — and said 'you people work things out for yourselves.' Which is exactly what happened! So what about the 'latecomers'? Well, what gets interesting is when enough people with the same little pieces of home rattling around inside them get together at the same place and at the same time. If there are enough of them, and their faith is also fairly high, and all their little pieces added together is strong enough, then, sometimes, they can create their own little bit of home right where they are. Never mind who was there first. Remember that duplex apartment arrangement? Well, what you've got here in Berlin is a duplex apartment with a bunch of strangers subletting the basement and attics on both sides!"

"And we're stuck with it!"

"Well, at least until the landlord decides to throw out the entire lot of them!"

"I'll drink to that day! ... We've been talking with Professor Itsack Azahoff, professor of physics at the Berlin Technical University. Thank you for setting us straight, Professor. On tomorrow's show our guests will be ..."

— excerpt from an interview with Professor Doktor Itsack Azahoff, recorded live from Berliner About Town with host Manfred Borschten

Equally important is how such an invasion might, in turn, affect the plans of the other High Lords. Used as an important staging area, the occupation of Berlin would serve to aid the Tharkold in their seizure of other key cities in Europe. Such a successful campaign would also serve as a bulwark against further Aysle expansion from the north. At the same time, the eventual occupation of Germany as a whole would place the Tharkoldu in a classic "central position" from which to strike at either the Cyberpapacy or the Nile Empire. Once established, the Tharkoldu could play one side against the other while cutting a deal of their own design and striking out at a time of their own choosing.

As to the Human element, a major Tharkold presence in central Europe permits the concentration of Tharkoldu forces as key locations, while forcing their Human opponents to disperse theirs on different fronts. With Berlin completely occupied, allied forces facing the Cyberpapacy would be forced to either abandon the city altogether, or face a weakening of their defenses in the west. And, at the very least, once the occupation was completed, Berlin would provide the Tharkold High Lord with a strong slave labor force at the expense of allied morale.

That the occupation did not succeed was, in the end, due to three unexpected factors. The first was the presence of Nile Empire agents in the region who managed to remove one of the Tharkoldu's important stela at the eleventh hour and replace it with one of their own. This, in turn, permitted a mixed Nile-Tharkold reality to emerge at a critical time. The second reason was the unexpectedly stiff resistance put up by the city's defenders. In the end, both factors were just enough to thwart the best-laid plans of top Tharkoldu strategists. The third was the arrival of reinforcements from the German Federal Army, the *Bundeswehr*, who, though few in number, helped hold the line against the last, terrifying assaults.

Typical Bundeswehr (German Federal Army) Soldier

Reality: Core Earth

DEXTERITY 9

Dodge 10, fire combat 10, heavy weapons 10, maneuver 11, unarmed combat 10

STRENGTH 9

Climbing 12, lifting 10

TOUGHNESS 9

PERCEPTION 10

First aid 12, land vehicles (armored fighting vehicles) 12, scholar (small unit tactics) 12

MIND 10

Willpower 12

CHARISMA 8

SPIRIT 11

Faith 12, reality (Core Earth) 13

Possibility Potential: some (20)

Equipment: M-16 rifle, damage value 20, ammo 10, range 3-40/250/400; bayonet, damage value 19 when mounted; grenades, damage value 19, ammo 1, range 1-6/15/40, burst radius 0-3/8/15; combat boots and fatigues, helmet +3, armor value 20; field radio or walkie-talkie; backpack.

Description: The Free Berlin troops have one advantage over other Core Earth anti-occupation forces. They are veterans. Most of these troops have fought against the Cyberpapacy or in other parts of the world.

In addition to the roughly 600 Zondern commandos and auxiliary police units operating within the government zone, and the 350 men comprising the 3rd Battalion, the 17th Bundeswehr Infantry Brigade are also serving within the confines of the Zonder Zone. Though nominally under control of NATO authorities in Brussels, for the duration of the present "crisis" in Berlin, these forces have been "nationalized" and report to Zorn Government President Zeitenburg.

BERLIN: GEOGRAPHY 101.1

Looking at a map of modern-day Berlin for the first time may be more than a little confusing at first glance. With the local geography divided into so many different "zones" and "sectors," the city appears to be partitioned to an even greater degree than it was following the last war. In reality, such a "partitioning" of Berlin is largely a way to simplify things for the average person.

At the present time, there are two alternate realities present within the geographical confines of the city. These are the physical laws and axioms relating to the Nile Empire and the Tharkoldu. These different Orders of Nature are in overall balance with each other throughout the city. For various scientific reasons, in some portions of the city one or the other reality is locally perceived as being stronger than the other. For convenience, these areas of localized dominance have been designated New Alexandria and the Tharkold Occupation Zone. These designations refer to the strengthening of individual Nile Empire and Tharkoldu axioms in the area. In either case, however, please keep in mind that the world laws of each are still in effect throughout the city. This is why you can find weird science devices built in New Alexandria still functioning in parts of the Tharkold Occupation Zone, and why Tharkold occulttech will continue to operate on the grounds of the Nile Embassy.

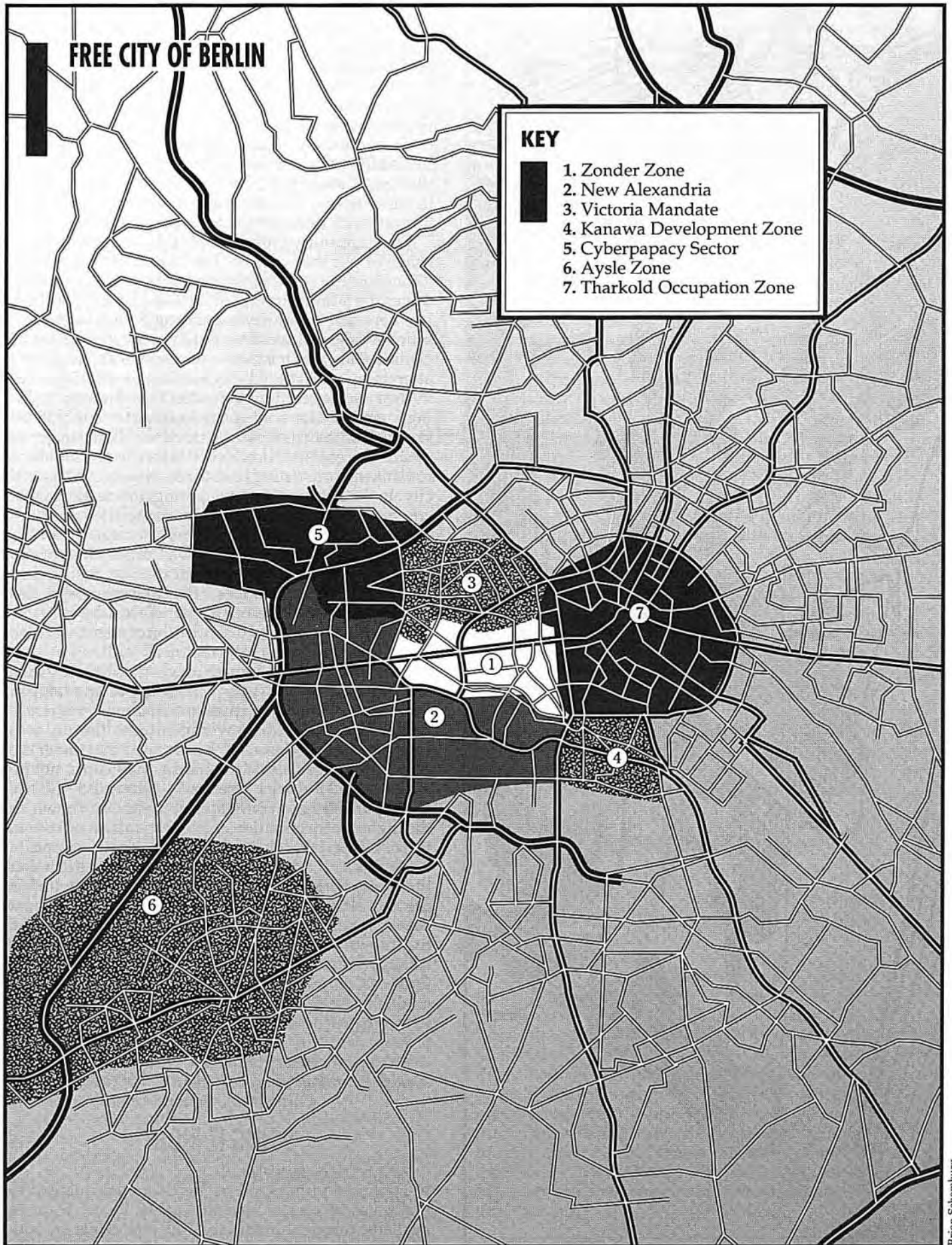
However, these designations also indicate political as well as scientific realities. The New Alexandria "Zone" represents that portion of the city over which the Nile Empire is acknowledged to presently have provisional autonomy. Within this designated region, citizens of Berlin are subject to the laws of the Nile Empire. This is in accordance with the Articles of Free City Maintenance (see "Standard Operating Procedures," Chapter Three) established by the Zorn government.

In the case of the Tharkoldu, there has never been any formal armistice, nor conditions of peace signed between our respective governments. We consider the inhabitants of that portion of the city currently inhabited by the Tharkoldu to be under foreign occupation. To this end, we maintain a military presence along the Tharkold "zone of occupation" in anticipation of renewed attacks from that quarter. I might add, in passing, that we have had our difficulties with the Alexandrians as well. The Nile Embassy maintains the present boundaries of New Alexandria extend farther west than originally agreed upon.

FREE CITY OF BERLIN

KEY

- 1. Zonder Zone
- 2. New Alexandria
- 3. Victoria Mandate
- 4. Kanawa Development Zone
- 5. Cyberpapacy Sector
- 6. Aysle Zone
- 7. Tharkold Occupation Zone





This "disputed" area is often seen as an area enclosed by dotted lines on your street maps. It is also an area in which numerous clashes with roving *Frei Korp* groups have resulted in some serious injuries of late. In a similar manner, the Victoria Mandate designates a sphere of influence held by the Victorians. Not all of this region is even occupied by Victorian personnel. Indeed, some sectors have been heavily infiltrated by Tharkoldu in recent months. The best way to think of this "mandated" region of local Victorian autonomy is to view it as a "buffer zone" between neighboring factions with different political agendas.

Even considerations of high finance influence the shape of our maps today. The Kanawa Development "Zone" in the eastern portion of the city is presently under the administration of the Kanawa Corporation. It is here that the Kanawa Corporation has the largest number of local investments and properties under its control. This administrative zone came about shortly after the initial Tharkold attacks. Kanawa security forces in the area successfully defended their business holdings against Tharkold incursions. After a few brief skirmishes, the Tharkoldu decided to shift the majority of their forces elsewhere. Nevertheless, we are indebted to Kanawa for assisting us in the defense of our beloved city. In the aftermath of the fighting, this section of the city was physically cut off from the territory held by government forces. It seemed only natural, under the circumstances, to ask the Kanawa Corporation to help administer the area for the duration of the present crisis. Other considerations of big business — in this case big profit margins on the part of wealthy industrialists — have prompted the inclusion of members of the Aysle government into the region as well.

Diplomacy has its impact on geography, too. Take the formation of the Cyperpapal sector as an example. From the beginning, the question of allowing representatives of the Malraux government into the city was hotly debated. In the end it was decided that under the Articles of Free City Maintenance they could not be excluded. The area presently occupied by the Cyperpapal legation is that portion of the city in which the highest concentration of cyber agents were known to exist. This determination was made by the people in military intelligence. However, to denote the fact that these persons are not on the same diplomatic footing as are the other Possibility Powers present, the Papal region appears with a "sector" designation as opposed to a "zone" designation. While the Cyberpope likes to think of this patch of suburbia as being the "Cyberpapal Zone of Control" in Berlin, in point of fact it is more of a zone of "exclusion" than anything else. It exists to keep other people out of the area more than anything else.

— extract from a lecture delivered by Professor, Doktor Franz Bahnenheim, Department of Geography and Cartography, Berlin Technical University.

DOING IT RIGHT

700: Services Available

First time visitors to Free Berlin are encouraged to make use of one of several Reality Escort Services available throughout the city. RES attendants are spe-

cially trained and extremely knowledgeable individuals whose expertise will add considerably to one's enjoyment of the city. More than simply tour guides, RES attendants are also bonded to Zorn civil authorities as licensed bodyguards capable of providing professional protection with discretion and professionalism. Each is also fully acquainted with conditions presently existing in two or more different reality zones. We want you to enjoy your stay in the Free City of Berlin. So Do It Right. For a list of the nearest RES approved agency in your area, contact your local Zorn Chamber of Commerce representative, or phone 1-6-4468 for assistance.

— RES Public Service Message

CITY OVERVIEW: LIFE IN FREE BERLIN

Despite the Tharkold invasion, Berlin remains, for the most part, an easy city to get around in. Much of the city retains the influences of the last century, including streets that form a sensible grid network that is easy to follow. Aside from the nuisance of occasional armed checkpoints and random passport scrutinies, much of the city can still be seen on foot, excepting of course those areas directly under Tharkold control. What makes Berlin so unique, however, is the cultural spirit that struggles to survive even under the present state of affairs. Culturally, Berlin has over thirty theatres, as well as musical ensembles of international fame. Despite the massive destruction to the Humboldt University grounds during the Tharkold attack, Berlin remains one of the finest educational centers in the world. Berlin is also a center for experimental movie houses, student hangouts, popular music, and even a resurgence of the 1920-30s style cabarets.

Native Berliners have long had a reputation for being brusque and impatient. Perhaps it is because they have waited for their freedom for so long, and are now forced to wait longer still. Nevertheless, Berliners are proud of their city, proud of their past accomplishments, and proud of what their city will be in the future. The physical manifestation of that pride can be seen in the presence of several Core Earth hardpoints within the Zonder Zone.

These hardpoints are locations holding special significance to native Berliners. Some serve as reminders of their native homeland before the coming of the invaders. Others are matters of civil pride and a sense of accomplishment. Whatever the reason behind them, these various hardpoints exercise a noticeable influence over physical laws operating in their immediate vicinity. As a rule, space extending outward in a radius of 50-200 meters reverts to Core Earth normal. Within this protective sphere, occulttech and other devices and/or weapons based on "foreign" realities cannot function. Some notable hardpoints within the government zone are the Brandenburg Gate, the Reichstag building, and the Siegessaule Statue.

But a word of caution is advised. Berlin also has its dark side.

The very culture native Berliners have enjoyed with pride for so long is in danger of splintering in the face of the Outworlders' continued intrusions into everyday life. In many parts of the city some modern conveniences, public conveyances, and various goods and

services taken largely for granted simply no longer function. This is not due to any lack of power or mechanical failures on a massive scale. It is simply that the world itself in which such things reside has been changed, and such things no longer fit in. Many people are having increasing difficulty coping with the new realities of life in Berlin. Since the coming of the Outworlders, the number of cases involving mental illness has risen at an astronomical rate.

While many people have turned to a revival of religion to combat their growing sense of alienation from their own world, many have opted for just the opposite. Many are known to have joined secret societies promoting a broad spectrum of political agendas. Some have become enticed by the lure of magic — a very real and powerful force in areas such as the Aysle Zone. Others have simply opted to take to the streets and grab onto as much as they can for as long as they can. Organized crime, always a problem in major metropolitan cities, has profited from the weakening of civil authority in recent months. While unconfirmed, many civic leaders believe this rise in local crime is due to the clandestine support of both Nile Empire and Tharkoldu agencies. Something else that is equally disturbing is that many of Berlin's young people are feeling alienated and alone more than ever before and are drifting into gangs that threaten honest citizens with seeming impunity. Some have even joined the ranks of the Tharkoldu.

For these reasons and others, Berlin remains in many respects like a city under siege. Legal assembly in some portions of the city is banned. While clashes between rival soldiery are rare, the streets are, nevertheless, filled with hundreds of intelligence operatives, saboteurs, black marketers, back street smugglers, thugs, and a host of secret societies and dozens of paramilitary groups, all with their own viewpoints and priorities to defend. In the end, it is rare that a chill autumn day or a cold, rainy night goes by without the sounds of violence ringing in the air somewhere in the city. Berlin is indeed a city of contrasts, in particular the contrast between freedom and oppression.

BERLIN NIGHTLIFE

Berlin sleeps with one eye open.

— local Frei Korp slogan

ADVENTURE HOOK

Core Earth reality hardpoints need not be limited only to those mentioned above. Think of places like the Brandenburg Gate as being the most important of many different locations. An adventure could easily center around one of a dozen "minor" hardpoints within local communities, or the discovery of a new, hitherto unrecognized hardpoint. Moreover, the repeated success of government Storm Knights over a period of time might lead to the formation of a new, albeit minor, hardpoint as well. A series of adventure plots could be constructed with this ultimate goal in mind.

Yet, in spite of hostile invasions, political chaos in the streets, and murder in dark alleys, native Berliners love to enjoy themselves. Far from being diminished by recent troubles, native Berliners seem all the more obsessed with having a good time. Berlin entertainment by night can best be described in three words: radical, racy, and riotous. In almost every part of town (excluding the Tharkold Zone), a simple walk around the block will reveal corner street carnivals, bongo drummers, street mimes, or political demonstrators protesting the latest injustice of the moment. Just about any form of entertainment imaginable — good, bad or only slightly illegal — can be found under the stars. And with the coming of the Outworlders, some very unusual additions have come to town.

There is, for example, Alasanda's in the western Charlottenburg district, not far from the Nile Embassy. This chic nightclub is known for its imported seafood specialties, as well as its offerings of dancing till dawn and all the free champagne one can drink! Admittance can only be gained by ringing the doorbell and getting the doorman's approval first. Such approval is offered or denied based on the appropriateness of one's evening wear — only strictly ancient Nile fashions allowed! At the nearby Cafe Monge, 1920s-style telephones are positioned at each table so you can call that attractive person in the far corner and ask for a dance. At the Kartoon Haus, vintage animations from the 1930s and 40s are shown each night. Patrons usually come dressed as their favorite 'toon star. Down in the Kanawa center, several Houses of the Floating World are available to provide talented geisha entertainment for discriminating customers.

Those who enjoy a livelier atmosphere can while away the hours at any one of several dozen discos around town. Most are located in the most unlikely of places — abandoned field hospitals, left-over bunkers, underground restrooms, bombed-out factories, and so on. Also popular, but no less unconventional, are the multitude of punk rock bands offering live music in a host of corner *Kniepen* (pubs). If gambling is your pleasure, the city's largest casino can be found just over the Budapest Strasse bridge at the Europa Center in New Alexandria.



BERLINISCHE TAGEMUNDER

PERSONAL ADVERTISEMENTS:

Had a change of heart lately? Want one? Coronary implants a speciality. Satisfaction guaranteed or your body back. Voron Bio-Electronics, 35 Deron Strasse TZ

Memorial wreaths at bargain prices. Cheaper by the dozen. Try Blumenmacht Floral Arrangements, for that special someone. Cash and carry and quantity discounts available. ZZ

Recycle For A Better Tomorrow! Used body parts wanted. Don't bury that unwanted cadaver. Recycle it. Free pickup. Call New Horizons Medical Institute 2-6-7546. TZ

For Sale: One slightly warped cricket bat. Good conversation piece and excellent personal defense weapon. Free instructions given with purchase. Call Cpt. Flowers 6-4-3165. Best offer. VM

Wanted, Information: Leading to the location of the goalie for the NAlx Crocodiles who shot down the winning goal by the Kawana Shoguns last Sunday with his KO8. Call Mikuma 4-3-7925. KD

Perhaps the best known of all Berlin's night time activities, however, is the cabaret. This uniquely German institution (so say native Berliners) combines the best (and worst) of the traditional nightclub, music house, comedy club and Bohemian restaurant. Cabarets featuring female impersonators have long been a Berlin speciality. Many offer performances by some of Germany's leading entertainers. Most offer their fair share of talented illusionists, chorus line cavalcades, songbirds and, above all, satirists. Tradition has it that anyone can say anything about anyone they like in a Berlin cabaret. Sooner or later, most usually do.

Berliners work hard and enjoy playing even harder. Most take their playing seriously and appreciate the value of someone who can make them forget the troubles waiting outside, if only for a few moments. (Recently a well-known, and much admired actress announced her intention of leaving the city, pleading growing poverty as the reason. Within three days of her announcement appearing in the *Berlinische TageMunde*, anonymous donors had contributed over \$3,400 in bank notes, vouchers for seven month's rent, twelve bags of groceries, three cases of wine, two kegs of beer, and seven new sequined evening gowns, to persuade her to stay. It can be said that especially in these troublesome times, Berliners appreciate the value of a good performance.)



THE CITY OF HOPE

Berlin remains a city of hope. In spite of Outworlder invasion the telephone exchange is back on line, though many are still having trouble making connections in some of the Ayslish districts. Despite continued harassment by Tharkold techno-demon night-flyers, the city's famous double-decker buses are running again, (albeit with a bit more armor plating than before). For every hostile villain that appears out of nowhere, a Storm Knight appears to challenge the blackguard. For every local crime boss who takes his job a little too seriously, a costumed crusader steps in to oppose him. Berlin is a city divided, but a city whose people are united in their devotion and determination to save their homeland, come what may. Perhaps, just this once, the Outworlders have bitten off more than they can swallow.

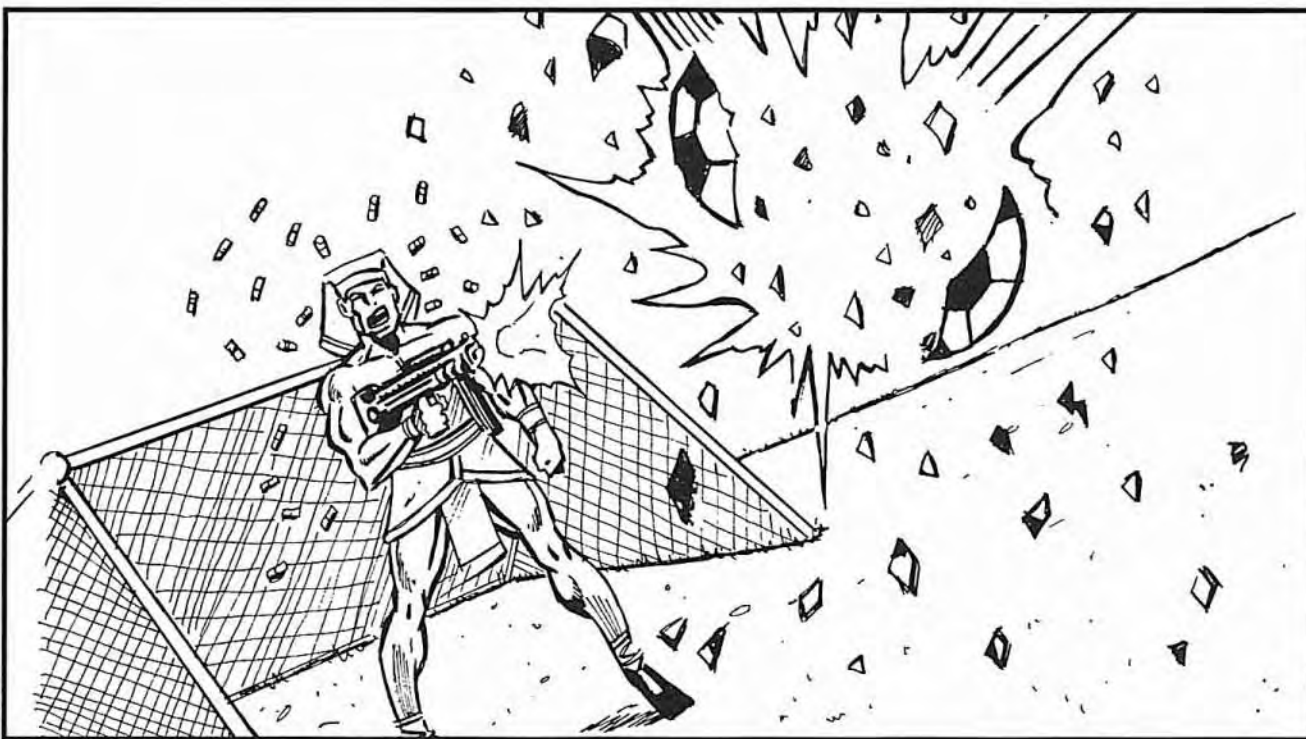
BUREAUCRACY MARCHES ON

One of the first orders of business following the Tharkold invasion was the reestablishment of normal telephone and mail service within both Core Earth and neighboring zones. It was clear from the very first, however, that the old ways of doing things could no longer apply.

Many postal districts, for example, had been ravaged by the attackers and simply no longer existed. Many areas of the city did not have a single phone working. Things like postal zip codes and telephone prefixes based on established, conventional tables of organization were useless. Disliking this state of disarray, Berlin civil authorities came together to work out a common set of postal/telephone six digit designator, e.g. 6-4-3165. In the case of both mail and phone usage, the first digit refers to the various major zones within the city (see below). The second digit refers to the individual police precincts within the zone established prior to the invasion. The last four digits refer to individual phone number or zip code assignments. If nothing else, the arrival of the Tharkoldu has made possible a bureaucratic fusion of purpose never before seen in the annals of civil administration.

Major Zones of Berlin

- 1 Zonder Zone (Core Earth Sector)
- 2 Tharkold Zone
- 3 New Alexandria Zone
- 4 Kanawa Development Sector
- 5 Ayslish Sector
- 6 Victoria Mandate
- 7 Cyberpapacy Sector
- 8 Akashan Zone



STAYING HEALTHY

Traveller's Advisory

Travellers to Berlin face a far greater risk to their health than those travelling to many other locations in Europe. While tap water is generally safe for consumption, the lack of replacement part availability for many months has seen the temporary shutdown of outlying water purification systems. In addition, in some areas where an influx of magical applications have been reported, filtration systems are known to be completely non-functional. The best precaution is to always ask first if local water supplies are for drinking. If you are uncertain, consider the purchase of bottled water in government zone stores. Also note, for reasons not yet understood, many marine food chains in Scandinavian waters have been severely disrupted in recent months. The result has been the increased importation of seafood from North Sea areas that are known to be high in pollutants. All seafood should be cooked to make sure it is edible. Most physicians in Berlin speak English; however, the Zorn Consulate maintains an updated list of recommended practitioners and specialists. German *Apotheken* (Apothecaries) also rotate emergency care service. Those not currently staffed will post directions to the nearest emergency facility in the shop window. Caution is advised when seeking medical assistance outside the government zone. Due to the alteration of physical laws affecting the practice of medicine as well as the "Hard" sciences, the quality of care provided in these non-government zone regions cannot be guaranteed. Remember, under the Articles of Free City Maintenance governing the treatment of civilians in Berlin, a Core Earth physician or nurse must be provided for you upon demand. Remember these precautions. Stay healthy. Stay alive.

PERMIT ME EIN WORD WITH YOU ...

The statement "*Ich bin ein Berliner*," was once used by an American president to express his support for natives of Berlin during the Cold War. The president's statement was intended to convey the sentiment that, "I (too) am a Berliner." Unfortunately, the literal translation of the president's statement is "I am a jelly doughnut!" To say one is a citizen of Berlin, native Berliners would leave out the "ein."

There are quite a few subtle nuances in the German language that most tourists are not at first aware of. Since the arrival of the Outworlders, many new words and phrases, as well as old words with new meanings, have cropped up in the vocabulary.

Here are just a few examples:

Asie: (n) A corruption of an East German word (*Asocials*, or *Asis*), today used to denote someone suspected of collaborating with the Tharkoldu.

Autonomen: The autonomous, literally — the "unaffiliated," used to refer to those persons no longer a part of the real world, i.e. persons living under Tharkold occupation.

Brandwein Brandy: a contraction for *Bradwein Mädchen*, female informants who sell information obtained from drunken clients.

Bruderschaft Brotherhood: a generic term referring to any one of many secret societies flourishing in Berlin.

*Flederjäger*s: Flying techno-demons who stalk their prey by night.

Karree: Small shopping mall serving as the center for cyber gang activities.

Kneipen: pubs where anyone can be served, no matter who or what you are, no questions asked.

Prenzlauer: Dissident; generic term for anyone living in areas not a part of the government zone.

Schickeria: A less than complimentary term for wealthy Germans living under Nile Empire rule who have made "accommodations" with their provisional rulers.

Stamtisch: Private meeting place (usually a specific table reserved in a beer house) for members of the underground resistance movement.

TWO

PEOPLE, PLACES & PICTURES

Anything you want, you can find in Berlin. The question is, are you willing to die for it?

— Baron D'Armontaine, French Cyberpapal
Envoy (Without Portfolio) to Berlin

Berlin is a city that has withstood the test of time. Often divided (and divided still as never before), it remains a city where hopes and dreams, fears and nightmares all come together in a kaleidoscopic vista of people, places, and pictures. A blend of the old, the new, and the unimaginable, today's Berlin is a city of adventure that brings out the best and the worst in people.

This chapter details the attractions to be found in Free City of Berlin. For ease of use, information is arranged according to the major divisions of the city. Please note these divisions are not always accompanied by physical barriers or demarcation points! While the presence of sand-bagged fire pits manned by grim-faced commandoes may warn you where the Tharkold Occupation Zone begins, in other cases the first indication a person may have of having moved from one zone to another is the sudden stalling of one's automobile or the unexplained stopping of one's electronic wristwatch. For this reason, it is suggested that arrangements for personal guides be made and vigilance be maintained at all times.

THE ZONDER ZONE

The Zonder Zone (or government zone) is that portion of the old city of Berlin currently under the civil

administration of the Zorn provisional government. Sometimes referred to as the *Mitte*, or "middleground," it is presently bordered by two primary reality zones: New Alexandria (Nile Empire) and the Tharkold Occupation Zone. In addition, the Victoria Mandate lies along its northern boundary. There are ten different checkpoints around the government zone's perimeter. Movement to and from each area is monitored by guards on either side with tourists and business people generally being admitted without incident. Any attempt to cross from one zone to another illegally, however, can result in armed efforts to forestall such an attempt. In such cases, the Zorn government is powerless to intervene.

OVERVIEW

Encompassing the northern half of the ancient city district of Tiergarten and eastern portions of the Charlottenburg district, the present-day Berlin Zonder Zone is bounded by the sprawling Spree river to the north, portions of the Landwehr canal to the south, Hardenberger Strasse stretching northwest to the Ernst-Reuter Platz in the west, and Ebert Strasse to the east. Bisecting the Zone roughly in half is the majestic main avenue — the Strasse des 17 Juni.

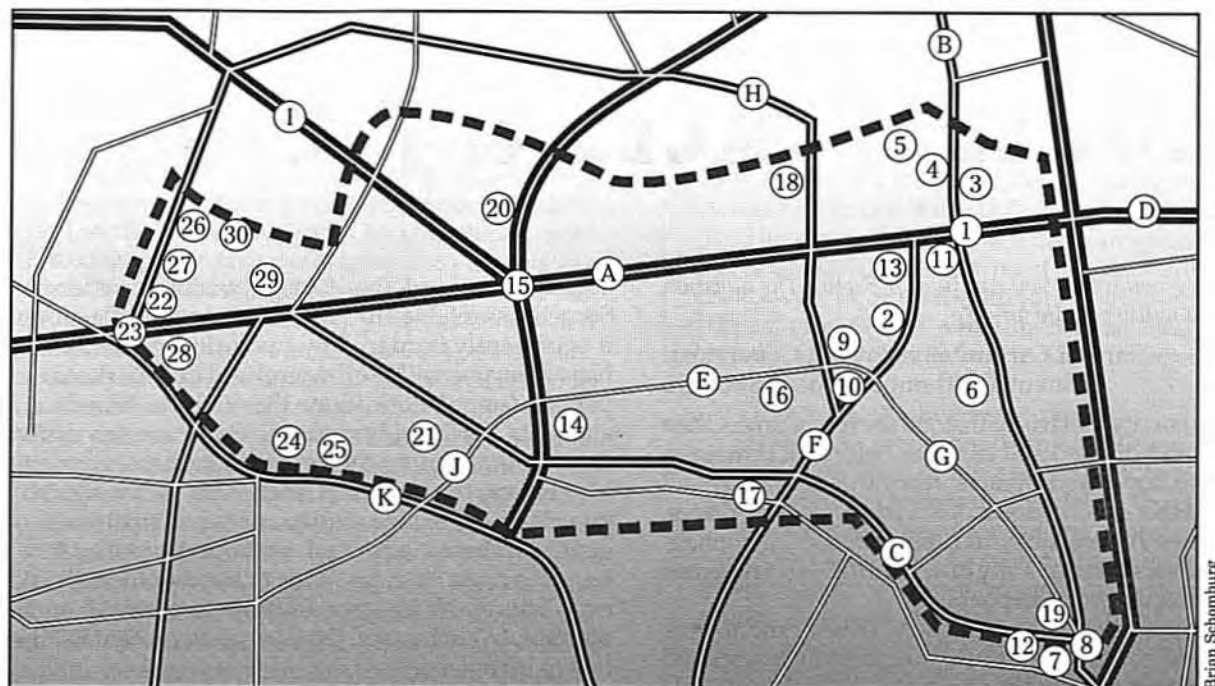
A quick look at the accompanying map will reveal that much of the government zone is dotted with park lands. Collectively referred to as the Tiergarten, (from which the surrounding district gets its name) these

A WORD TO THE WISE

While wishing you the very best of holiday stays in the Free City of Berlin, the Zorn Committee On Tourist Safety would like to offer this friendly advisory. While taking pictures of local citizens is often an enjoyable pastime, this hobby can sometimes be viewed as an unwanted intrusion. Be advised that in the present political climate, native Berliners are very sensitive about having a camera pointed at them without warning. While a polite request will not guarantee compliance, it will often yield positive results. Be prepared to offer verification of your tourist status. Be advised, however, that local police authorities are understandably nervous about intelligence operatives photographing sensitive government or military installations. In such instances, local officials are within their legal rights to detain suspected operatives for questioning. To avoid un-

necessary inconvenience, do not attempt to photograph police or civil authorities in the pursuance of their duty. At no time should you ever attempt to photograph particulars surrounding a military installation, however "attractive" a particular composition against the backdrop of a historic building may seem. Furthermore, be warned that care must always be taken to avoid taking photographs outside the Zonder Zone. Individuals caught violating local ordinances within non-Zonder reality zones will be prosecuted in accordance with local law. Intervention by Zorn government authorities in such matters can, in no way, be assured. Lastly, under no circumstances should you attempt to take photographs of any kind if you are transiting the Tharkold Occupation Zone. Such actions can invite extremely hazardous responses.

BERLIN: ZONDER ZONE



KEY

1. Brandenburger Tor
2. Siegessäule
3. The Reichstag Presidential Palace
4. The Reichstag Government Building
5. The Kartoon Haus
6. Hotel Esplanade
7. Open Air Market
8. Monorail Station
9. Musikinstrumenten Museum
10. Berlin Philharmonic
11. Berlin Police Central
12. Weinhaus Huth
13. Nissenhutte
14. Bauhaus Archive
15. Siegessäule Statue
16. Kunstgewerbe Museum

17. Margrite Forum
18. House of World Cultures
19. Potsdamer Platz
20. Schloss Bellevue
21. Zoologischer Garten
22. Siegfried Dom
23. Ernst-Reuter Platz
24. Cabaret Kaiserin
25. Hotel Coromonde*
26. Cabaret Monge*
27. Art Market Square
28. Die Fliegenfleisch*
29. Berlin Technical University
30. Germania Boutiques

Main Thoroughfares

- A. Strasse des 17. Juni (recently renamed Bismarck Strasse; becomes Heer Strasse in New Alexandria Zone)

- B. Wilhelm Strasse (becomes H. Matern Strasse beyond bridge checkpoint)
 C. Reichpietschuffer
 D. Unter Den Linden Strasse
 E. Tiergarten Strasse
 F. Potsdamer Strasse/ Leipziger Strasse
 G. Striessemann Strasse
 H. Moltke Strasse
 I. Altonaer Strasse (becomes Levetzow Strasse after bridge checkpoint)
 J. Budapest Strasse (becomes Kant Strasse in New Alexandria Zone)
 K. Hardenburger Strasse

sculptured walkways offer some well-preserved tranquillity amidst the surrounding turmoil. Originally a private hunting preserve, these beautiful parks boast numerous lakes and ponds, manicured gardens and dozens of scenic rest areas. So many people have taken advantage of this well-preserved solitude of late that government officials (despite protests from local security officials) have ordered selected portions of this area remain open around the clock. While some of the easternmost regions and sections running along the

northern Spree have been damaged in the Tharkold attacks, the majority remains largely intact and a source of enjoyment for tourists and picnickers alike.

Note: The parklands referred to above are a constant source of concern for government security forces who must nightly sweep the areas in search of curfew violators and infiltrators from other neighboring zones. Their presence also provides a wealth of secure meeting places from which to conduct a variety of clandestine affairs. For these reasons, individuals who are

stopped by authorities and do not have a plausible reason for being in any of the zone's parklands after dark will most likely find themselves confined at police headquarters until their stories can be checked out at leisure. The Hansa-Vierte section described above is also noteworthy for the presence of numerous suspected "safe houses" thought to be used by different covert operatives while on missions into the government zone. (The district may also include government-owned equivalents as well.)

While much of the eastern half of the zone is taken up by government buildings, defensive installations, museums, and municipal centers, much of the western half of the zone is dotted with modern housing and urban development dating back to the post-war years. Known locally as the "Hansa-Vierte," stretching out from the banks of the Spree river south to the Landwehr canal, this western section of the Zonder zone was extensively bombed during the last war. Largely rebuilt, it now contains a variety of modern houses, churches and recreational centers, most of which have been spared damage in the recent crises.

While the Zonder Zone is generally safe to travel around during the day, visitors are warned that the unstable political climate in Berlin threatens the continued safety of the area. Much of the city's commerce flows through the Zonder Zone at one time or another. For this reason, it is not unusual for political extremist groups, *Frei Korps* members, local gangsters and other assorted ne'er-do-wells, to occasionally attempt to disrupt civil affairs by blocking vital food and medical supplies as they move through the zone. Often mass rallies by one political extremist group or another adds to the confusion. The conflicting political views vehemently expressed at these gatherings often lead to violent outbursts which threaten civilian property and the safety of local citizens. In many instances, the civil authorities are often ill-prepared or unable to resist.

Note: Tempelhof airport south of the city is still open for commercial traffic. However, due to the intrinsic temporal instabilities in the region, periodic "mini-reality storms" often disrupt normal traffic flowing into the area (often with tragic results) for long periods of time. The ability to maintain a free flow of commerce through the zone to all parts of the city cannot be understated. Any activities that threaten to disrupt this vital lifeline must be considered a matter of the highest priority.

While relatively safe during the day, the situation changes dramatically at night. Few people go about at night unless accompanied by friends or unless they go to places where crowds are normally to be found. It is an acknowledged fact that foreign agents and covert operatives routinely travel through the Zonder Zone with the coming of night. When not otherwise engaged in intelligence gathering operations, often these individuals are employed on missions of sabotage. At other times they may be involved in terrorist activities aimed at undermining the government.

Equally important, with the night come numerous champions from neighboring reality zones — people known to possess extra-normal powers and abilities.

THE DISORDER AND THE NATURE OF THINGS

The city of Berlin is presented under the influence of two different realities. While local hardpoints and alternate reality "sectors," (one is tempted to say "ghettos") dot the landscape, the primary laws of social interaction have been bent to adopt to these all-pervading influences. Within the confines of Berlin, axioms have been stretched to conform to the new order of things. This adaptation can best be summarized by the cosm "Laws," each of which should be considered to be in force throughout the city. Unless specifically countered by the influences of Core Earth reality hardpoints in the vicinity, the effects of each law should be considered as the "norm." To find out more about each of these laws, consult the *Torg Worldbook* or the books *The Nile Empire* and *Tharkold* for comprehensive explanations of how these laws will affect characters.

The following are the laws that are in effect in Berlin:

Law of Domination (Tharkold)

Law of Ferocity (Tharkold)

Law of Pain (Tharkold)

Law of Action (Nile)

Law of Drama (Nile)

Law of Morality (Nile)

Keep in mind that elements of both the Nile Empire and the Tharkoldu residing in Berlin are not immune to the effects of this twisted joining of axioms. For example, Tharkoldu leaders may find themselves enjoying forgoing the "direct approach" in favor of crafting devious, well-thought out plans of attack — the more intricate the plans are, the better to prove one's superiority. A Nile gangster, up till now willing to live in relative peaceful coexistence with rival gangs, may suddenly develop an urge to reenact the St. Valentine's Day Massacre.

These mysterious individuals generally operate at night as they go about their own personal agendas. Sometimes these agendas can include personal vendettas against rival champions or Storm Knights that spill over into the civilian sector. In such circumstances, innocent bystanders can be seriously injured. Indeed, clashes between groups of these paranormal individuals typically occur somewhere in the city on any given night.

Most threatening of all is the continued presence of Tharkold raiders. Though no overt renewal of hostilities between the Tharkoldu and the civil authorities has erupted so far, covert penetrations of the government zone by Tharkold raiders are an almost nightly occurrence. In particular, hardly a night goes by without civil authorities responding to reports of Tharkold *Flederjäger* — winged techno-demons — attacking isolated individuals seemingly at random. For this reason a 2:00 a.m. to 6:00 a.m. curfew continues in place throughout the zone, and military forces stationed along the outskirts of Wilhelm Strasse are on a constant state of nightly alert.

PLACES OF NOTE

Despite occasional inconvenience and sometimes peril, Berlin remains a city well worth seeing. Listed below are some of the more interesting attractions to be found within the Zonder Zone. (Please note the numerical designations given with the descriptions below correspond to location identifiers found on the accompanying map.)

Note: An asterisk accompanying a location description below indicates additional information for the gamemaster's eyes only is included in Chapter Four.

Berlin: Zonder Zone Map Key

1. Brandenburger Tor (The Brandenburg Gate)*

Just past the center portion of the Tiergarten district, at the end of the Unter den Linden, this huge entranceway to the old, Imperial city was built between 1788-89. Its massive Doric columns were originally fashioned after the Propylaea of the Acropolis in Athens. Napoleon Bonaparte confiscated the Gate's huge statue of Nike, Goddess of Victory when Berlin was occupied in 1806. The statue's crowning piece was restored after 1814, but was destroyed during the Tharkold invasion. Despite this, the gate served as a symbolic stronghold for government troops and civilian supporters in the hours following the initial invasion. The Nike replica now adorning the gateway has recently been donated by the Nile Governor of Occupation, Strategos Nikanor.

2. Siegessaulle

Not to be confused with location 15, the Siegessaulle is a garden walkway lined with various statues, all depicting various triumphs of German culture. Much of the statuary was destroyed by shrapnel and energy weapon fire during the Tharkold attack. This point marks the farthest point of the Tharkoldu's advance westward. Today a flaming torch located at the site (surrounded by artillery emplacements) commemorates this victory.

3. The Reichstag Presidential Palace

Once a building housing the chief representatives of the German government, this gleaming structure has been all but destroyed by the advancing Tharkoldu. While occupying a position in what is more properly "no-man's land" between the two reality zones, the Zorn government refuses to abdicate its authority over the site. While unoccupied, these ruins remain an official part of the Zonder Zone.

4. The Reichstag Government Building*

Rebuilt following the pre-war fire of the 1930s, this huge edifice is the present day home to the Zorn government, with both the Berlin Bundesrat (lower assembly) and the chief executives meeting in full session once a month. Given the closeness to the Tharkold frontier, this important site also commands the protection of over 300 Zondern commandoes and auxiliary police detachments as well.

5. The Kartoan Haus*

Located in the remains of an abandoned hotel damaged in the first days of the Tharkold attack, this basement walk-down night club is a favorite of Berlin's

counter-culture groups, including various cybergangs who treat the location as neutral ground. Modest prices and reasonable fare are backed up by nightly showings of vintage cartoon animations from the 1930s and 40s. Patrons usually come dressed as their favorite 'toon star. Many see the relative closeness of the club's location to the Tharkold Zone and the nature of the entertainment offered as a Berliner's way of escaping the grimness of city life by "laughing" in the face of the Tharkold threat.

6. Hotel Esplanade

Residing at the corner of Potsdammer and Bellevue Strassen, the Hotel Esplanade was once one of the most elegant accommodations in all Berlin. Sporadic rebuilding efforts after the war came to an abrupt end when the structure was gutted by the Tharkoldu. Today only a portion of the building remains standing.

7. Open Air Market*

Despite the recent turmoil in the city, nothing can stop native Berliners from their traditional gathering each weekend to exchange goods in the large open air market near the intersection of Wilhelm Strasse and the Reichpietschuffer highway. On any given weekend, patrons of the market gather to buy and sell in large numbers. Recently goods from both the New Alexandria and the Kanawa Development zones have begun appearing in the market stalls. The private sale of Egyptian silks and Japanese miniature televisions, among other items, have generated renewed interest in open air shopping (and not just by the average tourist either). The result is even greater numbers of bargain hunters coming out in search of that "something special" at reasonable prices.

8. Monorail Station

Extensively damaged during the Tharkold attack, plans are underway to have a joint Zorn-Kawana project team head up the restoration of monorail service between the two zones. Actual reconstruction efforts have been delayed due to problems obtaining transit authorizations from the Nile Empire. If eventually restored, the renewed service will bring added economic benefit to both partners.

9. Musikinstrumenten Museum (Museum of Musical Instruments)

This is a museum devoted to the collection of rare musical instruments from around the world. Violins from the 17th century can be found side by side with ivory flutes, rare keyboard instruments and modern mechanical devices.

10. Berlin Philharmonic

This huge tent-shaped, trapezoidal design is a lasting monument to German ingenuity and the grim determination to survive. Despite some minor damage by long-range shelling during the Tharkold attack, this unique structure has remained intact and continues to bolster civilian morale with weekly concerts at cut-rate admission prices. Inside, ten large, billowing sound-enhancing sails provide unusual kinetic properties so as to give the illusion of the building's swaying with the music. Recently given over to a revival of German classics, the philharmonic provides weekly performances of the three B's: Beethoven, Brahms, and Bach. For security reasons, admission is limited to residents of the Zonder Zone or visitors with corresponding visas only.



Erte Coile

11. Berlin Police Central

Located just south of the Brandenburg gate between Ebert Strasse (west of Wilhelm Strasse) and Strasse des 17 Juni, Berlin Police Central has been transformed into a paramilitary camp off limits to unauthorized civilians. Given its proximity to the Tharkold Occupation Zone, this building is being upgraded to serve as a major strongpoint in the event of any further aggression. The exterior has been reinforced with concrete revetments and heavy weapons emplacements. Individuals detained for questioning will often be transferred here from local district offices. The building itself contains stores and munitions capable of withstanding a siege.

12. Weinhaus Huth

Despite damage caused to other structures in the wake of reality storms along the Tharkold-New Alexandria borders, the Huth winery has retained its reputation for controversy up to the present day. Originally built at enormous cost, this modern building was originally constructed with a massive steel skeleton that helped it withstand numerous bombings. When it finally ceased operation several years ago, the property was bought by the Berlin Senate. Their plan was to demolish the structure to make room for additional highway services. The hue and cry of the local citizenry, outraged at the thought of losing their long-standing landmark, forced a quick abandonment of the proposal. Today the building is operated by the Zorn government and houses the Government Consulate Offices.

13. Nissenhutte

Located in what was once an old British army barracks, the refurbished Nissenhutte is currently headquarters to the Zondern Commandos. Capable of housing over three hundred officers and men, the Nissenhutte serves as home for those soldiers not otherwise on detached duty in other parts of the city. Local grounds

around the barracks proper have been leveled to accommodate a field hospital and an airlift capable of several operational helicopters.

14. Bauhaus Archive

This stark-white building was originally designed to house a variety of documents, designs, and blueprints relating to the history of architecture and graphics arts in the city. Throughout its history, however, it has often served as a meeting place for a variety of political organizations and has on more than one occasion been closed down by local authorities. Today this tradition continues. The Bauhaus Archive is presently the headquarters of the newly formed *Scharnhorst Frei Korp*, a paramilitary group thought to have ties within the government. Whether true or not, the *Frei Korp* remains the largest armed force in the area. As such, it is not surprising to find bands of Scharnhorst members patrolling the streets along the edge of the New Alexandrian zone not far to the south.

15. Siegessaule Statue (central oval)

Dominating the center of the Zonder Zone is the Siegessaule Statue. Nearly 180 meters tall, this large column is topped with a gilded, winged figure commemorating the Prussian victory over France during the Franco-Prussian war, heralding the formation of the 1st German Reich. An observation platform near the top offers a panoramic view of the surrounding areas. This platform is presently occupied by military authorities who use it to visually monitor activities in neighboring zones. In recent months, it has become the center for numerous *Frei Korp* demonstrations against the Cyberpapacy, not all of which have ended peacefully.

16. Kunstgewerbe Museum (Arts & Crafts Museum)

Located in the Kopenick palace, this museum houses a collection of jewelry, fine furnishings, weapons, and art spanning several centuries. The most recent addition has been the donation of a newly constructed



Viking longship from the Aysle government. A detachment of Bundeswehr infantry are stationed at the palace, which is used as a headquarters for patrols covering the southeastern districts of the city.

17. Margrite Forum

This is an open-air combination park and forum meeting ground. Situated on the site of a once prosperous horse riding academy, today this ground is used to host mass rallies of different political persuasions. Permits for assembly are required and can be obtained at any local police constabulary office. (The lack of proper documentation, however, does not often stop conflicting parties from attempting to hold multiple rallies at the same time, often with serious consequences.)

18. House of World Cultures

This was the scene of bitter fighting during the Tharkold invasion. With their forces to the southeast eventually halted and thrown back, the Tharkoldu attempted a last-ditch effort to break the city's defenders. Their plan was to force a crossing of the Spree river to the north and eventually cut the main Strasse des 17 Juni road, halting the flow of men and material to the front lines. In the end the Tharkoldu did manage to cross the Spree, but were stopped several hundred meters north of this location. The eventual failure of that operation forced the withdrawal of the last of the Tharkold forces from what is now known as the government zone of control. During the engagement, the House of World Cultures served as a field headquarters for allied Berliner forces. Though hit several times by energy weapons, it escaped the full brunt of the enemy attack. Today, this ultra-modern building also serves as a headquarters of sorts. First, it provides a central location for various allied relief agencies working to coordinate activities within the city. Though not as well known, the World Culture center is also the meeting place for "unofficial" talks between the Zorn government and representatives of the Cyberpapacy.

Note: Beyond the obvious political symbolism involved, members of the Cyberpapal delegation particularly enjoy this location as a private meeting site due in part to the nearby 45 meter tall carillon whose 68 tower bells resound daily at noon.

19. Potsdamer Platz (Potsdam Square)

The Times Square of the government zone (complete with all manner of Human night life), this busy intersection hosts an abundance of apartment buildings, hotels, offices, night clubs and conference centers all crowding in on each other. This area is still very much alive and thriving despite its closeness to the Tharkold Occupation Zone.

20. Schloss Bellevue (Castle Bellevue)

Located just north of the towering Siegestaule, this 18th century castle was originally built in 1785 by Prince Ferdinand, brother to Frederick the Great. Largely destroyed during the last war, the castle has been the official residence of the German president for over three decades. It is presently occupied by president Zietenburg and his military chief of staff, Colonel Reinhardt Geisen. A presidential guard is maintained in and around the premises at all times.

21. Zoologischer Garten (Zoological Gardens And Aquarium Complex)

This is Germany's oldest and largest zoological garden as well as one of the world's leading zoos. The adjacent aquarium and crocodile house have been raided by (unconfirmed) Nile Empire agents who have spirited away many of the specimens as added security attractions in unknown locations within the Nile Empire zone.

22. Siegfried Dom*

This medieval church is believed to be the location for various militant clergy activities through the city. The four-story apartment building complex opposite houses the headquarters of the *BlucherBund Frei Korp*.

23. Ernst-Reuter Platz

A particularly pleasant-looking hardpoint of Core Earth reality, Reuter Platz boasts a small island in the middle of this crowded intersection supporting a large, ornate water fountain that serves as a pleasant reminder of days gone by. The nearby Renaissance Theatre provides a combination of Shakespearean and modern dramas weekly.

24. Cabaret Kaiserin (The Empress Cabaret)*

This is one of the most risque, decadent and scandalous of all Berlin's many entertainment spots. Touting itself as a "free house in a free city," the Empress cabaret will serve anyone and do their best to please any personal taste — no matter what reality you may be from. (6) The nightly entertainments ranging from comedy routines to scantily-clad crooners draw a packed crowd six nights a week. Anybody who is anybody in Free Berlin eventually finds their way to the Empress at least once.

25. Hotel Coromonde*

Situated in the heart of some of Berlin's spiciest entertainment centers, the Hotel Coromonde is a modern four-star hotel offering accommodations to anyone willing to pay their exorbitant prices. Despite their high prices, the hotel management prides itself on satisfying its guests any way they can, no questions asked. A further point in its favor, the Coromonde management has a reputation for not always keeping government-required records of their clientele's comings and goings. The ability to keep a low profile while expecting top-level service is a combination many guests of the Coromonde find hard to pass up.

Just several blocks to the southeast is the Bahnhof Zoo. More than just a collection of rare animals, this location is noteworthy as having one of the highest crime rates in the city. Here many of the city's homeless gather as a last refuge, only to be preyed upon by petty gangsters and local cybergangs. Despite continuous police sweeps, even in the best of times the situation remained virtually unchecked. With so many of the city's police manning the eastern barricades, the incidence of crime in this region has become, if possible, even worse.

26. Cabaret Monge*

A carabet done-up in 1920s vintage style, this establishment even has 1920s stylephones at each table, so patrons can call and invite one another to dance the night away.

27. Art Market Square

A magnet for aspiring artists and would-be collectors of fine art (at reasonable prices). With its many local

cafes and beer houses, this spot is a favorite of young and old artists alike who enjoy showing off their latest creations. The recent events in the city have had a noticeable affect on painter as well as patron. Many of the new exhibitions seen here are dark and sombre creations that reflect a new style in painting dubbed the *Jugenkummer* (Youthful Sorrow) movement.

28. Die Fliegenfleisch*

A made-over warehouse turned burlesque theatre, die Fliegenfleisch has a motif imitating a 1930s air base, complete with trophy room containing pieces of enemy aircraft shot down and pictures of celebrated flying aces. House staff dress in replica flying garb cut to revealing proportions.

29. Berlin Technical University

With the fall of Humboldt University in the Tharkold zone, this has become the leading center for the "hard sciences" still under government control. Following Ayslish claims to territory near the university, more and more students from the Ayslish zone have begun appearing on the university's grounds. With the unexpected donation of a substantial amount of money by an anonymous source, funds have been allocated to establish a new College of Magic at the university. Students from all over Europe have already begun arriving for classes in what is certain to be the most unusual curriculum ever offered by this institution.

30. Germania Boutiques*

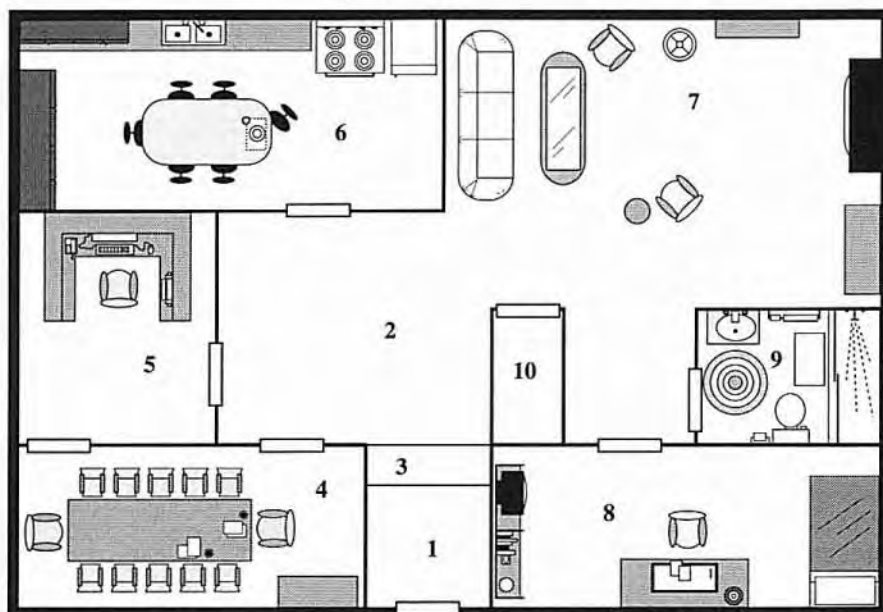
This is actually a collection of specialty shops, restaurants, and other points of shopping interest. Among the many different shops to be discovered here are

HOME IS WHERE YOUR SAFE HOUSE IS

The term "safe house" is a generic term used to refer to any place of relative safety where an individual may temporarily reside while seeking a more permanent place of safety far removed from the scene of danger. In the past it has typically referred to a location where individuals fleeing from a totalitarian regime were hidden by members of an underground movement. In the present parlance, a safe house refers to the temporary lodgings of Storm Knights, or various other Heroes and Heroines newly arrived in the city. These are used as a base from which to plan and carry out their operations. A safe "house" need not, necessarily, be a family dwelling. It can also be an apartment or high-rise flat, or even a spacious suite of offices. The accompanying diagram provides the floor plan for a typical safe house. While minor variations will occur, depending on what part of the city one is in, this reference plan is sufficient to give an idea of the type of accommodations that are generally available.

Andromeda's, featuring romantic evening wear for women including some stunning period pieces; the Magister, devoted to supplying authentic goods and services to practicing followers of Wicca and professional magicians; Shuggelmen's Furs, side by side with

TYPICAL SAFE HOUSE FLOOR PLAN



KEY

1. Main Entrance (generally well-lit and covered with sensors from overhanging beams).
2. Foyer
3. Metal Security gate separating living area from main entrance-way
4. Conference Room
5. Communications Room/Computer Terminal Access
6. Dining/Kitchen Area
7. Living Area
8. Bedroom (two or more beds as required)
9. Bathing Facilities
10. Storage Closet

Steve Brown

Kostantina's Leathers; Sanigar's Emporium, an impressive movie theatre renovated from a 1930s dance hall; the Grubner, three stories of English language comic books and comic art; Shrill's Megastore where young and old Berliners alike can come and "earbrowse" through thousands of pieces of music; and the Lieden Cafe, famous for its strawberry torte.

NEW ALEXANDRIA (NILE EMPIRE)

OVERVIEW

New Alexandria refers to that portion of the city claimed by the Nile Empire, one of the two major realities in the newly transformed Berlin. Geographically, New Alexandria holds sway over the largest section of the city, dominating portions of the old Charlottenburg, Kurfurstendam, Wilmersdorf, Schoneberg, and portions of the Kreuzberg districts. Within its general sphere of influence can be found some of the richest, and the poorest, sections of the city.

Beginning with the northernmost Charlottenburg district, just west of the Hardenburg Strasse and the Ernst-Reuter Platz is a collection of opera houses, theatres, museums, nightclubs, cabarets, and restaurants, all overshadowed by the Nile Embassy and the Charlottenburg Castle, home to the Egyptian Aegema Guard. The Berlin Opera Company performs locally from mid-August to early June. In addition, special musical events are also hosted in Oak Hall at the Charlottenburg Castle (at the Nile ambassador's invitation only). Beyond the main streets, life is less hectic, with quiet, residential areas catering to upper level "Schickeria." Perhaps the one blot on the Charlottenburg district is the presence of Thebes prison, still housing a variety of "political criminals."

Extending south and east through Kurfurstendam, south of the Landwehr canal into the stretch between the Landwehr canal and the Budapest Strasse, is a center for tourist activities, capped off by the Europa Center & Casino. This area is also a nexus for major criminal activities in the city — many of which are covertly sponsored by the Nile Empire. While many of

the city's biggest hotels and most elegant shops are located here, so too are bombed out districts lacking repairs and seedy rundown "pocket communities" largely given over to lower class criminal elements.

East, towards the junction with the Kanawa and Tharkold zones is the district of Schonberg, or "pretty hill." What began here two centuries ago as assorted cattle pastures is now the Bayerisches Viertel, an upscale residential area hosting all manner of age groups.

Treatment of civilians and overall standards of living within this zone depend largely on where one happens to reside. Native Berliners think of New Alexandria as being three separate districts: the wealthy northern third which is most heavily patrolled by Nile military forces, the central third lying between Kant Strasse and Joachim Stahler Strasses where cybergangs and local crime bosses vie for control of choice real estate, and the eastern third extending towards Wilhelm Strasse/Mehring Damm, which is largely a "no man's land" at night in which local authorities enter at their own risk.

PLACES OF NOTE

Listed below are places of special interest to visitors to the New Alexandria zone. Note that travellers in this area are expected to produce identity papers confirming their visitor status and place of residency upon demand by local Nile authorities. Such "transit papers" are generally issued at airport nexus points or through the Nile Embassy in Charlottenburg. Failure to produce these documents upon demand can result in detainment by Alexandrian authorities. (Please note the numerical designations given with the descriptions below correspond to location identifiers found on the accompanying map.)

Berlin: New Alexandria Zone Map Key

1. Nile Empire Embassy (Ägyptische Museum)*

The Nile Empire Embassy is located in the Egyptian Museum at Schloss Strasse 70. Originally one of several underground centers for Nile agents operating in Berlin, it is believed to be (though as yet unconfirmed) the resting place of the missing Tharkold stelae taken prior to the latter's invasion. In addition to housing artifacts from all the major Egyptian dynasties, this heavily guarded and well fortified museum is now home to the official Nile Empire legation in Berlin.

2. Charlottenburg Castle

Lying roughly opposite the Nile Embassy, this structure has often been described as both stuffy and ostentatious. Originally a gift from the Prussian Elector Friederich III to his wife Sophie, the Schloss is a kind of "mini-Versailles." Presently it is used as the main Egyptian armory in the area and houses contingents of the Aegema guard.

3. Charlottenburg Tor

Originally meant to rival the huge Brandenburg Tor, this large colonnade, topped with newly erected statues depicting members of the Egyptian pantheon, stands as a symbol of continued Nile Empire interests in the city.

4. Antikenmuseum (Museum of Antiquities)

Formerly the barracks of the Prussian Garde du

MERE CHILD'S PLAY . . .

A favorite sport of young children in the Charlottenburg part of town is a variation on the old shell game called *Hutchenspiel* (hunt the ball). Teams of young children often set up little sidewalk stalls on street corners near places like the Nile Embassy or the Sphinx cafe where rich Alexandrians are known to frequent. Working in pairs, with well-rehearsed dialogues that change with each new location, successful players act as bait to lure unsuspecting Egyptian nationals. As soon as the rube Outworlder places a rather large bet, the ball is very cunningly removed from play, to be followed quickly thereafter by the players themselves. Monies won in this way are used as "flash money" to further an even larger scam elsewhere in the city the next day.

Corp, this site was eventually given over to the housing of antiquities from the near east (along with Egyptian mummies and Roman frescoes). With most of these "relocated" to the Nile Embassy, the building has reverted to its former function and serves today as the headquarters of the Aegema guard.

5. Boss Bash's Mansion*

Once a private Schloss belonging to a Prussian aristocrat, this heavily guarded area is presently the home of Boss Bash, one of the most influential crime lords in the city and one known to have close ties with the Nile Empire.

6. Temple To Nephthys

An industrial trade center redesigned to house several private Egyptian chapels surrounding a central

temple of worship dedicated to Nephtys, patron Egyptian god of commerce and trade.

7. Hotep's Eisshop

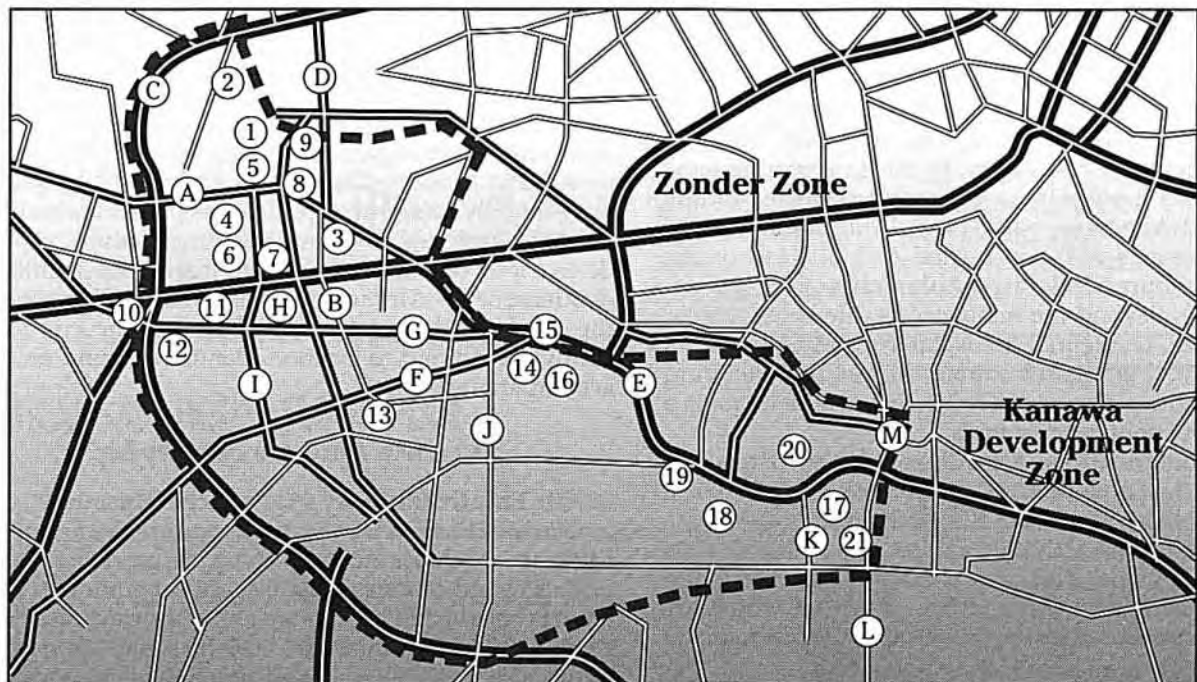
A favorite haunt of well-to-do Nile Empire and native Berliners alike. Here over 200 different flavors of ice cream — from licorice to champagne — can be found at reasonable prices. The location also includes a mammoth soda fountain where over a hundred patrons can be served simultaneously.

8. Berlin Opera House

The Berlin Opera House is a major cultural center with performances weekly. This opera house presents a diverse collection of operas with an emphasis on classical themes such as *Antony and Cleopatra*.

9. Municipal Swimming Baths

BERLIN: NEW ALEXANDRIA



Brian Schomburg

KEY

1. Nile Empire Embassy
2. Charlottenburg Castle
3. Charlottenburg Tor
4. Antikenmuseum
5. Boss Bash's Mansion
6. Temple To Nephthys
7. Hotep's Eisshop
8. Berlin Opera House
9. Municipal Swimming Baths
10. Thebes Prison
11. Club Isis
12. International Congress Center

13. Ku'damm Karree
 14. Kaiser Wilhelm Kirche
 15. Europa Center and Casino
 16. Dealer's Den
 17. Zeppelin Aerodrome
 18. St. Matthew's Church
 19. Black Sphinx Nightclub
 20. Alasanda's
 21. Sato Investments Building
- Main Thoroughfares**
- A. Otto Suhr Allee
 - B. Liebnitz Strasse

- C. Spandauer Damm
- D. Cauer Strasse
- E. Kurfursten Strasse
- F. Kurfursten Damm
- G. Kant Strasse
- H. Schloss Strasse
- I. Wilmersdorfer Strasse
- J. Joachim Sthaler Strasse
- K. Reichpietschufer/
Gitschiner Strasse
- L. Mehring Damm
- M. Streesean Strasse

These large public swimming pools have been re-done as Egyptian oases. No longer open to the public, exclusive use is reserved to Nile officials and their families only.

10. Thebes Prison*

Though technically outside the jurisdiction of the Alexandrian Zone (a point local officials dispute), this correctional facility has been given over to housing political prisoners and "dissidents" suspected of carrying out crimes against the Nile Empire. The exact number of inmates present in this facility are unknown at this time. Aegema guards control security in and around the facility at all times.

11. Club Isis*

Little is known about the inner workings of the Isis Club except that it is exclusively for women. Membership is limited to the wives of Nile officials in the zone as well as their guests by special invitation only.

12. International Congress Center*

Once a major center for international forums of one sort or another, now the Congress Center has been transformed into a series of private research facilities overseen by the Nile government.

13. Ku'damm Karree*

At one time a popular shopping mall housing an assortment of variety shops and stalls, this site has been all but completely taken over by cybergangs who battle for control of the region and exact "tolls" from individuals transiting the area at night.

14. Kaiser Wilhelm Kirche (The Kaiser Wilhelm Memorial Church)

Commonly referred to by locals as the "powderbox and lipstick" memorial because of its outward appearance. Only the western tower of the original church built in 1895 presently survives. The modern, flat-roofed, octagonal building has been reinforced and serves as a zeppelin landing site.

15. Europa Center and Casino*

The Europa building with its famous casino on the first floor dominates the largest shopping and business strip in Berlin. This area includes a large concentration of shops, restaurants, bars, cabarets, movie theatres and sports facilities. Near the main thoroughfare is "Embassy Row" which, prior to the Possibility Wars, was the scene of numerous diplomatic legations. Most of these have since been boarded up or otherwise abandoned.

16. Dealer's Den*

Farther off the main pathways stemming from Budapest Strasse is a warren of small shops, pawn brokers, fences, and cheap shops catering to the lower class elements in and around the area. Local mobsters are prevalent in this area day and night, and tourists are warned not to travel alone in this area for any reason.

17. Zeppelin Aerodrome

Situated in what was once the museum of transportation technology, the Memphis Zeppelin Aerodrome houses the Nile Empire's fleet of sixteen Kadesh class dirigibles. No commercial traffic is available from this location, only government sponsored activities. Note that portions of the aerodrome include maintenance facilities that are off-limits to the public.

18. St. Matthew's Church

Located in the Schoneberg district, this religious site and surrounding Kirche is the major center of religious activities for resident Berliners in the Nile Empire zone.

19. Black Sphinx Nightclub*

A posh black-tie only club (strictly enforced by armed retainers), the Sphinx is a scene straight from a B-grade gangster movie. Good food and even better wine complements a twelve-piece orchestra and lead piano singer who'll sing you your favorite "torch" song for an appropriate tip left in the beer glass. A dance floor



completes the picture, along with the bartender with the broken nose.

20. Alasanda's*

This chic Nile nightclub is known for its imported seafood specialties as well as its servers who are dressed as ancient Egyptian slaves. Offering dancing till dawn and all the free champagne one can drink, it is a favorite of Nile administrators and local mobsters alike.

21. Sato Investments Building

Though the majority of the Kanawa Corporation's holdings reside in the main Kreuzburg district to the east, various other properties are scattered about the city. The Sato Investments building and the surrounding area for several blocks, though nominally in a part of town claimed by the Nile Empire, remain under Kanawa protection and control. (Not that the Alexandrian's wouldn't mind seeing that change.)

Typical New Alexandrian Gangsters

Reality: Nile Empire

DEXTERITY 9

Fire combat 12, lock picking 10, melee combat 11, running 10, stealth 11, unarmed combat 12

STRENGTH 10

TOUGHNESS 10

PERCEPTION 9

Land vehicles 11, trick 10

MIND 8

Business (black market) 10, streetwise 10

CHARISMA 7

Taunt 10

SPIRIT 9

Intimidation 11

Equipment: Thompson submachinegun, damage value 20, ammo 20, range 3-15/25/100; brass knuckle, damage value STR+3/13; switchblade, damage value STR+3/13. Groups of four or more will normally travel by motor car.

VICTORIA MANDATE

OVERVIEW

The Victoria Mandate has often been referred to by political commentators as nothing more than a "geographical expression lacking in interest." There is some truth to this cynical observation. Largely encapsulated within the boundaries of the Spree river, the Victoria Mandate is not so much a "zone of occupation" as a collection of convenient rural observation points sprawling across the northernmost suburbs of Berlin. In many ways, the Victoria Mandate also serves as a convenient "buffer zone" between neighboring Possibility Powers and the Berlin government. Then too, unlike the New Alexandria or Tharkold zones, much of the territory officially claimed as being under the "protection" of the Victorian military remains largely uninhabited by their protectors. Indeed, districts along the northern expanse of the Spree are only sporadically patrolled at best.

These observations can largely be explained by understanding the reasons behind the Victorians' pres-

ence in Berlin in the first place. The Victorian contingent sent to Berlin is not a formal corps of occupation so much as a visible means of "showing the flag." By sending troops into northern Berlin, the Gaunt Man is serving notice to all other High Lords that he is not taking a back seat in deciding European affairs. The Victorians assembled for this assignment are largely volunteers representing the cream of various regiments at his disposal. Their presence also serves as a reminder to the Tharkoldu in particular that further expansion in the region will not go unnoticed.

Berlin serves the Gaunt Man in other ways as well. Much of the city's history and traditions support a reputation for decadent Bohemianism and a people ripe for spiritual revival. In this regard, Berlin serves as a convenient outlet for Victorian religious reformers, however unwanted and unappreciated they may be by the local inhabitants. These individuals are useful from a propaganda standpoint. The Gaunt Man's agents are quick to note that these "ambassadors in black" are fostering a spirit of religious revival in a people desperately in need of something to believe in. (This religious "crusade," where successful, also serves the Gaunt Man's aims by indirectly fostering a loss of faith in local authority, both civil and religious.)

Then, too, the Victorian presence in Berlin also serves as a convenient means of gaining firsthand information concerning the morale and stability of Core Earth inhabitants in the region as a whole. Also, if a few new Orrorshan Horrors can be introduced to help destabilize that morale, so much the better.

PLACES OF NOTE

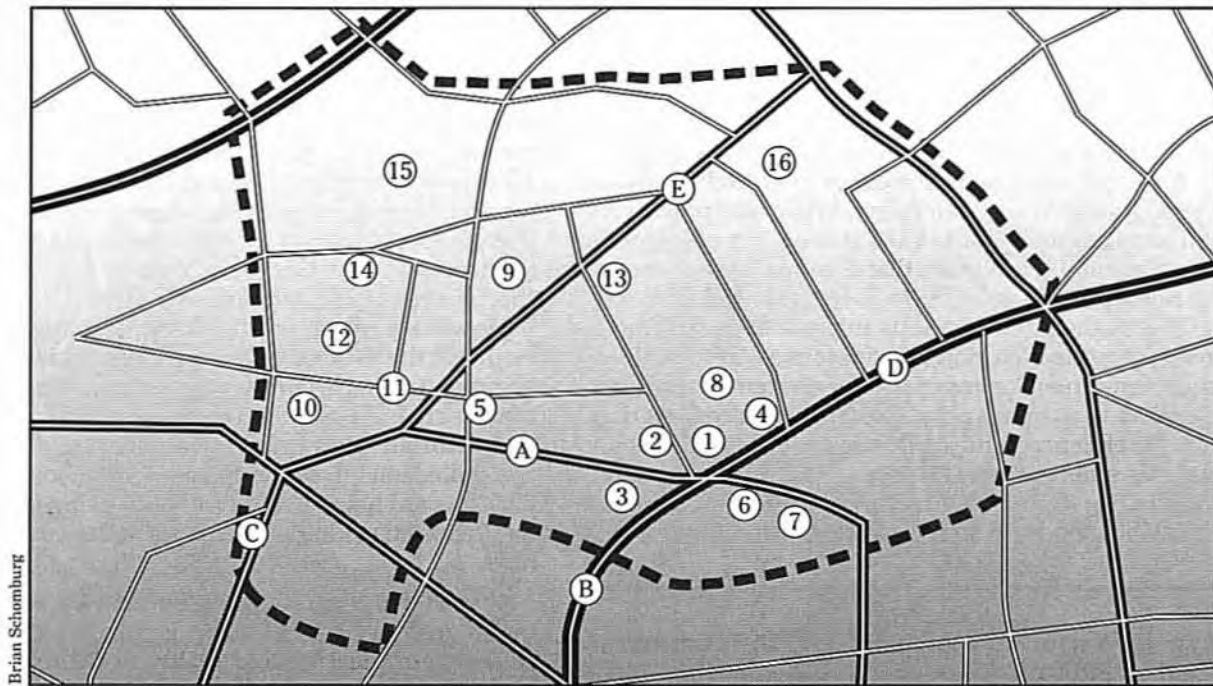
Despite its small size, the Victoria Mandate does contain several points of interest to the local visitor. These places of note are described below. (Please note the numerical designations given with the descriptions below correspond to location identifiers found on the accompanying map.) Unlike other portions of the city, the Victorians consider it their duty to protect local inhabitants whenever possible. Part of this overall protection is the guarantee of freedom of movement maintained throughout the area beyond the outlying checkpoints. Of late, however, the mysterious disappearance of several citizens and the discovery of mutilated remains have generated rumors of strange creatures roaming the streets at night. Many locals are now fearful of going out late at night. The Victorian Consul-General has assured residents that stepped-up patrols will soon restore order once more. This notwithstanding, a traveler's advisory is in effect for this area.

Berlin: Victoria Mandate Map Key

1. Victorian Consulate

This was formerly the Wedding district town hall that has been "commandeered" by Victorian officials and now serves as the civil administration center for the Victorian Mandate. The office of the Consul-General is located here. This office is also responsible for reviewing requests for exit visas to private citizens. A contingent of the Victorian brigade is on duty around the clock at this location.

BERLIN: VICTORIA MANDATE



KEY

- | | | |
|--------------------------------------|--|------------------------------------|
| 1. Victorian Consulate | 9. Consul-General's Residency | 16. Victorian "Red Light" District |
| 2. Victorian Berlin Brigade Barracks | 10. Open Air Bazaar | |
| 3. Tarleton Club | 11. Dilettante Club | Main Thoroughfares |
| 4. Magresten Hotel | 12. Soccer Field | A. Alt Moabit |
| 5. Jordensen Infirmary | 13. The Illustrated Berlin News Publishing House | B. Paul Strasse |
| 6. The Citadel | 14. Fair Grounds | C. Levitzow Strasse |
| 7. Balloon Observatory | 15. Alcroft Riding Academy | D. Invaliden Strasse |
| 8. Telegraph Office | | E. Perleberger Strasse |

2. Victorian Berlin Brigade Barracks

A large, abandoned brewery, newly renovated, is the home for the Victorian Berlin Brigade.

3. Tarleton Club*

A rowdy, noisy night spot frequented exclusively by Victorian NCOs and their guests (much to the chagrin of local patrons who have been summarily ostracized).

4. Magresten Hotel

This is the premier hotel in the area that is home to Victorians and Core Earth Europeans alike. Excellent accommodations and fine fare at reasonable prices.

5. Jordensen Infirmary

Originally a private clinic, this facility has been upgraded to serve as the principle medical facility for Victorian personnel and their families in the region. Overseen by Dr. Mollinery, it caters exclusively to Victorian needs (dispensing a Victorian level of medical science).

6. The Citadel

A private schloss that was originally state property,

this high-walled mansion has been "co-opted" by the Victorian command as the principle place of "military supervision" from which all military activities in the area are coordinated. The Citadel contains the principle parade and muster grounds for the Victorian Berlin Brigade.

7. Balloon Observatory

High atop a small hill, this site serves as the launching point for daily aerial observations of the surrounding regions by the Brigade's balloon detachment. From this location a lighter than air balloon with a three man crew can observe movements in both the Zonder and Tharkold zones, reporting their observations to ground personnel via cable link-up.

8. Telegraph Office

This is the main communications control junction that routes all telegraph traffic between the Consulate and outlying posts throughout the region.

9. Consul-General's Residency

A private two-story residence built in the 19th cen-

tury which was purchased by the Victorians so that it could be used as the Consul-General's private residence. A contingent of the Berlin Brigade maintains security in this area around the clock.

10. Open Air Bazaar

Open every day except Sunday (strictly enforced), this location is a popular meeting place between locals and Victorian civilians seeking to purchase that "something special."

11. Dilettante Club*

An upper-class nightclub taken over exclusively by Victorian officers and their guests. While local patrons are still admitted, many dislike the atmosphere of Victorian arrogance and chauvinism that dominates the scene.

12. Soccer Field

This is the site of various interzonal competitions fostered by the Victorian Consulate as a way of promoting "non-violent competition" between Berlin's natives and newcomers alike. Results have been less than completely successful in this regard, though weekly matches still continue.

13. The Illustrated Berlin News Publishing House

Established by a pair of Victorian financiers, this

newspaper office produces a daily paper whose principle aim is to present the "truth" about the Orrorsh involvement in Human affairs while providing "accurate and impartial" reports of events in the outside world.

14. Fair Grounds

The site of weekend festivals and outings where local Berliners and Victorians can "let their hair down" and mingle freely. While the large amount of local brews typically served at these affairs often offends the average Victorian missionary, most benefit from having an out-of-the-way place where they can get away from it all and enjoy each other's company — making the best of a bad situation.

15. Alcroft Riding Academy

A private riding academy long since gone out of business, the Victorians have reopened this site as their primary stabling grounds for mounted patrols throughout the area.

16. Victorian "Red Light" District*

A collection of gin bars, gambling houses, tattoo parlors, card houses, and brothels serving the needs of the Victorian soldier and civilian under cover of darkness.

Note: However morally upstanding the average Victorian may seem, he or she is also affected by the closeness of the Tharkold reality in the region. Often such subtle influences are revealed in the way officers and NCOs treat their subordinates: rational and reasonable soldiers often inflicting unnecessary punishment details and verbal abuses far in excess of that needed to maintain discipline. Local constabularies, while maintaining the peace, are not above taking advantage of a drunken local now and then. It is perhaps in terms of their moral character that the average Victorian is becoming most affected. Codes of honor and strict morals notwithstanding, the influence of the Tharkold axioms combined with the availability of so many outlets for baser pleasures in the city have promoted a general lessening of personal standards in the private lives of transplanted Victorians. Many find themselves as disguised visitors to the "Red Light" district along the edges of the Mandate or frequenters of similar establishments in other parts of the city where the chance of recognition is reduced. This general state of affairs is likely to continue so long as the Tharkoldu remain in the vicinity.

NEW HORRORS

Victorian soldiers and civilians are not the only types of "creatures" drawn from the Orrorsh realm to inhabit the Victoria Mandate. Several new horrors have also made their way to Berlin. These are detailed below.

Shardrax

The Shardrax is a minor Orrorsh demoness uniquely suited to the often darker forms of entertainment practiced along the back streets and glittering nightclubs of Berlin. The Shardrax is attracted by the baser Human emotions, deriving possibility energy from the interaction with Humans in moments of intimacy or desire.

Typical Victorian Police Constable "Tommy"

DEXTERITY 9

Dodge 10, melee weapons 10, unarmed combat 12

STRENGTH 9

TOUGHNESS 9

PERCEPTION 12

Evidence analysis 14, first aid 13, scholar (Victorian police procedures) 13, streetwise 13

MIND 9

Willpower 11

CHARISMA 8

SPIRIT 10

Faith (Victorian) 12, reality 13

Inclination: Good

Equipment: Wooden truncheon, damage value STR+3/16; helmet, armor value +2/20; policeman's whistle; police uniform; vial of holy water. Both foot and mounted patrols are maintained by these constabulary.

Typical Victorian Missionary

DEXTERITY 8

Dodge 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 9

Scholar (theology) 12

MIND 10

Test of wills 12, willpower 13

CHARISMA 10

Charm 10, persuasion 13, taunt 12

SPIRIT 13

Faith (Victorian) 16, focus 15, intimidation 14, reality 15

Inclination: Good

Equipment: Black vestments; holy symbol; bible; prayer book.



Pete Venters

The Shardrax generally assumes the form of an attractive human female and typically masquerades as a nightclub entertainer, dancer, etc. Once the creature has enticed an unsuspecting prey, the prey is removed to a place of safety where she proceeds to drain the life energy from her victim.

Shardrax

Reality: Orrorsh

DEXTERITY 9

Dodge 11, flight 12, maneuver 10, stealth 12, unarmed combat 10

STRENGTH 14

TOUGHNESS 13

PERCEPTION 12

Find (previous victim) 13, language 14, scholar (Human sexuality) 13

MIND 9

Artist (dancing) 10, streetwise (Berlin nightlife) 12, test of wills 12

CHARISMA 17

Charm 18, persuasion 18

SPIRIT 8

Faith (Orrorsh) 10, reality 10, shapeshift 12

Possibilities: 5

Natural Tools: Claws, damage value STR+2; talons, damage value STR+2; wings, buffeting swipe, damage value STR+3, speed value 10.

Powers: *Magical resistance*, *life-draining kiss*

Corruption Value: 17

Fear Rating: 1/3

Perseverance DN: 18

Weakness: Severe weakness to fire (damage equal to wielder's Spirit or faith)

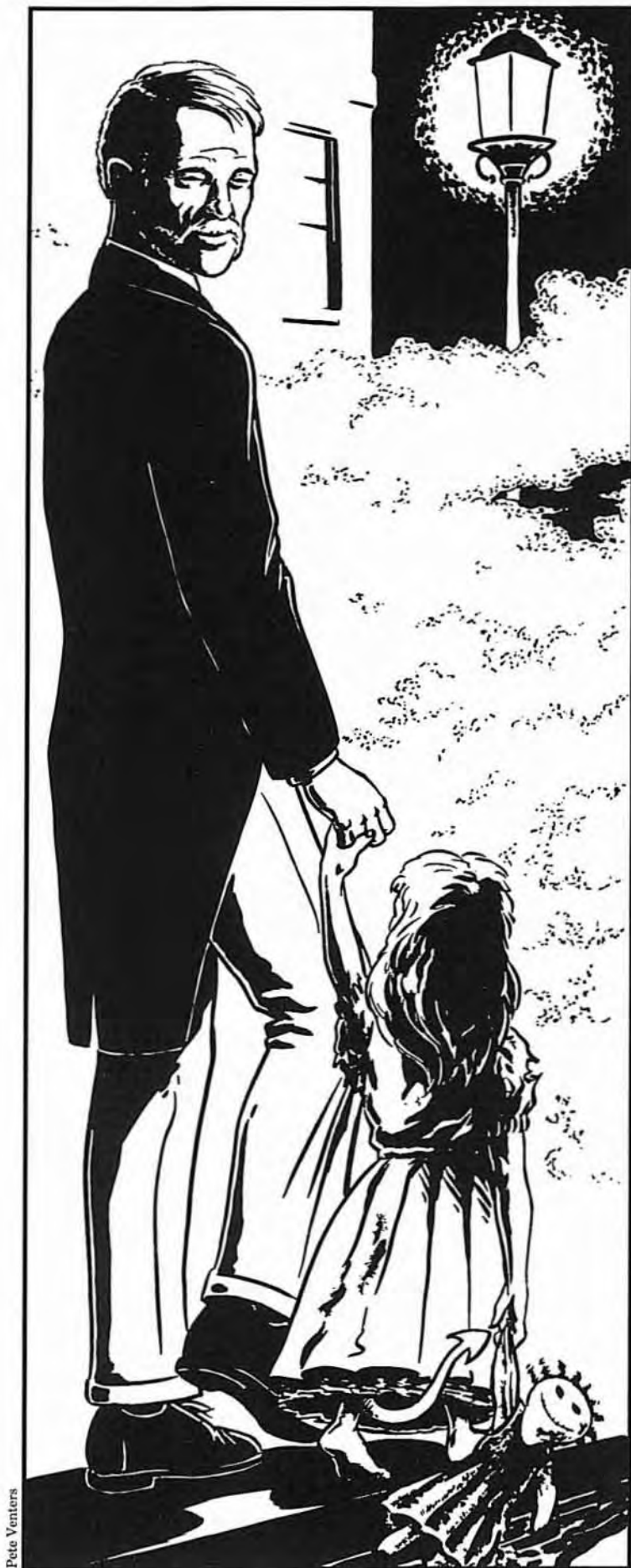
True Death: Dismemberment and burning

Equipment: Cross heavy revolver, damage value 16,

ammo 6, range: 3-5/15/25; sabre, damage value STR+5/14; lantern; occult kit; nice clothes; cane; flask of brandy.

Skill Notes: To voluntarily shift to demonic form, the creature must beat a difficulty of 9 with its *shapeshifting* skill. To return to Human form requires exceeding a difficulty of 9 plus the time value corresponding to the number of minutes previously spent in demonic form, plus the amount of any shock damage previously taken while in demonic form. Involuntary shifting can occur when faced with imminent danger of immolation or serious burn damage and a *setback* is received.

Special Attack: *Life-draining kiss:* As compared to a normal kiss which has no effect, a *life-draining kiss* is a deliberate attack on the part of the Shardrax involving mental as well as physical aspects. When a *life-draining kiss* is made, the target must make a *passive defense* using *willpower* as the opposing attribute. Failure to make a successful *passive defense* results in the Shardrax rolling one die and draining the equivalent number of possibility points from the victim (minus any possibility points just used in an attempt to re-roll a successful defense). The points lost are immediately added to the creature's own possibility point total. The Shardrax may continue to "press the attack" in succeeding rounds until all possibility points have been drained. If no further possibility points remain after a successful attack — or if the target had none to begin with — the resulting die roll is doubled and applied as shock points. This may be continued until the target loses consciousness at which point no further energy can be consumed. Ords, while not contributing possibility energy, do contribute life energy. For every twenty points of shock damage inflicted by a *life-draining kiss*, the Shardrax may increase one physical attribute by one point for a period of 48 hours. The victim is similarly affected by deducting a



Pete Venters

comparable attribute point for an equivalent period of time. Note that this is an either/or situation: if possibility enhanced individuals contribute possibility energy, they will not contribute life energy. Ordinary Humans may contribute to temporary attribute increases, never possibility energy.

Description: In Human form the Shadrax can shape itself into the image of any Human female it has previously studied for more than five minutes. In its true demonic form, it retains its outward Human appearance, but also adds a pair of leathery wings, taloned feet and small horns at the temples.

Morgrin

The Morgrin is an especially cunning form of evil changing that hunts by night and eats the flesh of its victims. The Morgrin are sometimes referred to as "*Der Teufel Kinder*," the Devil's children, because they invariably appear as a Human child. Outwardly seeming alone and frightened, the Morgrin acts to gain the confidence and sympathy of its victim. Later, in private, the Morgrin will attack its would-be benefactor, killing its prey and feasting on its flesh. Afterwards, the Morgrin assumes the likeness of its victim (albeit a child-like image of the victim) within an hour's time. This physical appearance is maintained until the next meal is slain and the resulting feast triggers the next likeness.

Morgrin ("*Der Teufel Kinder*")

Reality: Orrorsh

DEXTERITY 14

Dodge 15, running 16, stealth 15, unarmed combat 15

STRENGTH 13

TOUGHNESS 15

PERCEPTION 12

MIND 9

Streetwise 10

CHARISMA 9

Charm 12, persuasion 12

SPIRIT 10

Reality (Orrorsh) 12

Possibility Potential: None

Natural Tools: Claws, damage value STR+3; fangs STR+3.

Powers: Identity Adoption

Corruption Value: 14

Fear Rating: 1/2

Perseverance DN: 16

Weakness: Severe weakness to bronze (damage equal to wielder's Spirit or faith)

Skill Notes: Morgrin feed on the flesh of their victims. After satisfying their hunger, the Morgrin thereafter automatically assumes the physical appearance (albeit a child-like image thereof) of its victim, which remains in place until the next victim is found and eaten.

True Death: Piercing by bronze implement.

KANAWA DEVELOPMENT ZONE

You can call this land a Germanic ghetto, I call it an opportunity waiting to be developed.

— Minoru Surijami

OVERVIEW

In recent months, High Lord 3327 has desired to maintain a conservative image in European affairs. In keeping with this directive, the Kanawa Development Zone is an enclave of Nippon Tech influence in Berlin that has emerged more by accident than by design. Over the last few years, Kanawan enterprises have slowly but steadily made headway throughout central Europe. Expansion has been seen in the areas of automotive and power production technology. While Maulraux's Cyperpacy and Dr. Mobius' Nile Empire continue to bleed themselves white in repeated clashes in southern Europe, 3327's Chief of European Market Development, Minoru Surijami, has been quietly expanding Nippon interest throughout Germany in general and Berlin in particular.

While Nippon maintains corporate and private holdings throughout most of the city (e.g. the Sato Investments building in the Nile Zone), the highest concentration of vested interests is located between Tempelhof airport and the Landwehr canal. This area encompasses much of the historic Kreuzberg district and was once an integral part of East Berlin. At first glance this location would seem to have little to offer a prospective investor. The Kreuzberg region is a living legacy of Berlin's Socialist past. Away from the main center of business, most of the area is run-down and sadly lacking in repairs. (Indeed, some of the outlying sections still retain bombed-out remains from the last war.) Yet the very shabbiness of the region — along with its cheap property values — make it ideal as a site for Nippon expansion. In addition, the willingness of local administrators to offer tax concessions to foreign investors willing to help "revitalize" the area is an added incentive. Lastly, a Nippon presence in close proximity to known Nile Empire interests in the city make the "lower east side of town" a strategically wise choice.

All this having been said, CEMD Surijami never expected to become *de facto* governor of almost a quarter million inhabitants of Berlin. That he has become so is largely due to the Tharkoldu. The Tharkold attack on Berlin came as much as a surprise to Surijami's advisors (many of whom have been summarily "reassigned") as it was to the Berlin government. Despite the unpredictability of the attack, Surijami was able to rally his people and mount a successful defense of Nippon holdings in the area using security personnel, local police, and even a few stray Yakuza. After several particularly sharp clashes south of the Landwehr canal, the brunt of the Tharkold attack shifted westward against mounting pressure from government forces. Since that time, no large scale attacks have resumed, although sporadic raiding by both sides continue.

In the weeks that followed, while confusion intermingled with mounting terror, the Zorn government struggled to come to grips with changing realities that were fast shaping Berlin into something dark and dangerous. With more than enough to worry about and appreciative of the Kanawa Corporation's recent assistance, President Zeitenburg decided to place local security forces in the Kreuzberg district under "temporary" control of Kanawa's Surijami. This was followed shortly thereafter by a formal declaration of Kanawan corpo-

SUMMERTIME, AND THE LIVING IS EASY ...

But not for everybody. While the Zorn government may be pleased with the way "Governor" Surijami is handling things in his part of town, many native Berliners are not. Once confirmed in his new administrative powers, Surijami has selectively replaced hundreds of German technicians and support specialists with Nippon personnel in dozens of top corporations within his jurisdiction. In these troubled times convenient excuses are always available: reassignment to a "special" government "black project" that doesn't exist, suspicion of collaboration, unspecified breaches of security, "routine questioning," etc. In the end, however, the net result is the same. The individual returns to find him/herself replaced or their position phased out — or they simply never return.

Many of these displaced Berliners would have difficulties finding work in normal times given the narrow field of specialization many have. Add to this the unsettling conditions throughout the city and an occasional touch of Nippon blackballing, and most Berliners quickly find themselves — and their families — with no visible means of support. Fearful of traveling to strange and unfamiliar portions of the city with little or no resources remaining, many wind up as homeless members of the underground subway community known as the "U-Bahn Untermenschen." Here they trade temporary warmth and shelter for fear of attack by roving cybergangs and the occasional Tharkold raider. It is not a very good life, but for many, it is the best life that the Nippon administration has to offer.

Subway Survivors ("U-Bahn Untermensch")

DEXTERITY 8

Dodge 10, melee weapons 9, running 9, stealth 10

STRENGTH 8

TOUGHNESS 9

PERCEPTION 9

MIND 8

Survival 10, willpower 9

CHARISMA 7

SPIRIT 7

Additional Skills: one at +2 adds

Possibility Potential: some (20)

Equipment: Knife, damage value STR+2/10.

Description: They refer to themselves as the underground sub-humans which is a brutally honest description of the life they now lead. Many are hunted by Tharkold cybergangs who use the underground subway tunnels to mount surprise raids into Kanawa territory. Though intelligent and resourceful, (until recently many were productive citizens) many are despondent and despair of having any future at all.

rate sovereignty in the area within the now famous Berlin Articles of Free City Maintenance. Like as not, Surijami had become Nippon's de facto governor of East Berlin, with all the rights, privileges, and almost constant headaches that went with the job.

Adventure Hook

Local police in the Kanawa development Zone are in a bit of a delicate position. While duty-bound to uphold the laws — including ones Kanawa agents are obviously breaking — they are also under presidential order to accept their orders from the head of the Kanawa Corporation on the scene — Mr. Surijami. While this is a delicate matter for the police, it does offer the gamemaster some interesting possibilities. The gamemaster may elect to have one or more “rogue” constables (with paramilitary training no less) decide enough is enough and go vigilante! Others could be recruited to act as intelligence operatives to infiltrate the Yakuza, or a local secret society, or a local Kanawa corporation, or ... Another possibility is to have local police aided by one or more Storm Knights attempt to break a local cybergang, while others might decide to go into business for themselves! Suffice it to say, there are some interesting “possibilities” here. Complicating matters are the provisions in the Kanawa Emergency Code that place corporate security guards on equal footing with local Berlin Polizei. While resented, local police can do nothing to stop Kanawa Security Officials from doubling up with regular foot patrols, or making arrests on their own initiative.

PLACES OF NOTE

Despite assurances to the contrary, life in the Kanawa Development Zone is anything but easy. Native Berliners have experienced a steady decline in their standard of living as food and fuel supplies become strictly rationed. Adding to their difficulties is the geography the Kanawa Zone occupies. Bounded as it is by both the Tharkold and the Nile Empire's respective spheres of influence, the Kanawa Zone is repeatedly infiltrated by Nile mobs from the west and cybergangs to the north. Each are undoubtedly encouraged by their respective masters. Each seek to carve out their own patches of territory “on the east side” at the expense of local civilians. Occasionally, one group or another manages to set up shop in some isolated neighborhood where they remain until they run afoul of the local Yakuza. Then the shooting starts all over again and the locals head for the basement once more.

Perhaps most damning of all is the growing influence of the Tharkoldu in the region due to the proximity of the alternate reality axioms present. In recent months, numerous gambling houses and “geisha palaces” have sprung up in suburban regions just south of the Spree river. In their wake, gang violence fostered by illicit drugs and sponsored by Tharkold Alphas working out their own devious plans have forced angry citizens from their communities, after which, the cycle starts up again somewhere else.

Note: Because of the ongoing rise in the level of violence throughout the area, the Kanawa authorities

have banned until further notice any assemblies of more than six persons at a time. Suffice it to say, this ordinance has been received with considerable alarm and outcry by native Berliners who see in it a loss of their freedom. For the time being, however, the Zeitenburg government remains powerless to deal with their complaints. Individuals continue to resist the ban, nevertheless, and many have been arrested in recent weeks for violations of Kanawa “civil” law.

For their part, the Yakuza are tolerated by the Kreuzberg Berliners as a necessary evil. Most shopkeepers in the area pay protection to them in some form or another. Such protection does not, however, extend to damage at the hands of other native Germans — principally members of various secret societies or *Frei Korps* — who view such compliance as “aiding and abetting the enemy.”

Despite corporate profits on the rise, local Berliners under Kanawa rule have little reason to be hopeful for a brighter tomorrow. Many, tired of a subsistence way of life, have attempted to emigrate from the area (despite unauthorized travel being illegal under local Nippon law). Many, in their grim resignation, have even decided to try and make their peace with the Tharkoldu. These are never seen again in any recognizable form.

Berlin: Kanawa Development Zone Map Key

1. Victoria Park*

Lying along the western edge of the Kanawa Zone, Victoria park has long been a scene of conflict between Nippon and Nile agents. Recently things have taken an even grimmer turn as Alexandrian agents, working with their Tharkold counterparts, have succeeded in planting a gospog field here. Much of the park grounds are homes to a variety of Yakuza, cybergangs, and local thugs who often clash with various *Frei Korp* bands by night.

2. Tempelhof Airport Zone

While lying outside the direct influence of the major alternate reality axioms in the city, the Tempelhof area is still unstable and is occasionally rocked by a “mini-reality” storm. These are very unpredictable, though most do not exceed Strength level 20. Travellers are warned to stay clear of the area if alternate travel arrangements can be made.

3. Hasenheide Park*

The largest parkland area next to the Tiergartens in the Zonder Zone. While heavily patrolled night and day, numerous incidents of violence involving various cybergangs have been reported in recent weeks.

4. Sudstern Garnisonkirche*

At the foot of Kortestrasse, at the largest intersection in the area is the huge, granite structure of the garrison church with its tall, Gothic spires dominating the landscape. In addition to serving as a prime observation post for security forces, the Cyberpapacy, under special sanction granted by Kanawa authorities, maintains an unrestricted presence in the community.

5. Marheineke Market Hall

This is a cavernous building once given over to serving all manner of fresh fish, produce and fruit. In more recent times, however, Marheineke Hall has been

THE COMP WHO CRIED WOLF . . .

For all their technological and magical advantages, the Tharkoldu do not prefer direct confrontation with neighboring factions, if avoidable. There are several good reasons for this: first, the Tharkoldu lost more in the initial invasion of Berlin than was anticipated. Second, events in other parts of the world require careful monitoring. Third, why expose your people to unnecessary risk when there are hundreds of self-serving, deluded adolescents willing and eager to risk their lives for you? Thus it happens that, while the lone Tharkold warrior can still be found out hunting at night, the Tharkold threat most often encountered by the average citizen comes from one of several cybergangs sponsored by the Tharkold hierarchy. These gangs, ranging in size from several dozen to several hundred members, are principally made up of Berlin's fringe elements: disenfranchised adolescents, right-wing extremists, social drop outs, and collective rebels. Whatever the origins, each is looking for something to believe in and dedicate themselves to; something new, something radical, something that can make them somebody! Enter the Tharkoldu with their cyberware and their weaponry. The results are scores of young mercenaries, armed for battle and looking for any excuse to begin. Among the many cybergangs that add to the Zorn government's growing list of troubles, perhaps the most notorious is the Cyber Wolves. Nothing is too extreme for these cyber-enhanced misfits. Completely given over to the damning reality that is Tharkold evil, these individuals live only to perpetuate new and increasingly more innovative forms of evil. Delighting in pain, immersed in the sufferings of others, they are the shocktroops with which the Tharkoldu wage their shadow wars.

Typical Cyber Wolf

Reality: Tharkoldu

DEXTERITY 8

Dodge 10, energy weapons 9, fire combat 10, melee weapons 9, stealth 10, unarmed combat 10

STRENGTH 9

Climbing 10

TOUGHNESS 9 (12)

PERCEPTION 8

Find 10, land vehicles 9, streetwise 10, tracking 10, trick 12

MIND 9

Test of wills 10, willpower 10

CHARISMA 8

Charm 9, persuasion 9, taunt 11

SPIRIT 8

Faith (Tharkoldu Evil) 10, intimidation 10

Equipment: Kap/3 armor, armor value TOU+3/12; 11/Alph automatic, damage value 14, ammo 21, range 3-10, 30, 50.

Cyberware: Nanocord, darksight eye, talons, STR+2/11; Cybervalue: 7

Typical Yakuza Enforcers

Reality: Nippon

DEXTERITY 9

Dodge 10, fire combat 13, melee weapons 10, unarmed combat 11

STRENGTH 9

TOUGHNESS 10

PERCEPTION 9

Find 10, trick 10

MIND 7

Test of will 9

CHARISMA 8

Taunt 11

SPIRIT 8

Intimidation 10

Equipment: SC Kyogo 144 submachine gun, damage value 14; ZIP77z pistol, damage value 16.

dubbed "Ration Central." Here residents come to obtain weekly rations of food and fuel from the central Kanawan authorities. A large guard with special training in riot control is maintained in and around the area at all times.

6. Urban Hospital*

Originally opened in 1890, this hospital serves as the major medical facility for the region and features the newest medical technology. Rumors abound regarding secret experiments on captured cybergang members at this institution. The hospital was heavily damaged during the Tharkold invasion.

7. Hanamachi Steel Corporation*

One of the first Kanawa corporate fronts to penetrate the Berlin market, Hanamachi's robotics division is a prime producer of automated security defense systems for private consumers. This location is the Hanamachi corporate headquarters for central Europe. The headquarters building itself is encircled by a collection of small bars and restaurants, each providing a different atmosphere and mood for the successful conduct of business outside the office.

8. Furutaka Theatre / Houses of the Floating World

A newly remodeled Kabuki theatre is the center of attention in this portion of the city. Surrounding the Furutaka are a collection of expensive geisha houses that can supply a variety of entertainments for the truly refined connoisseur of Oriental culture.

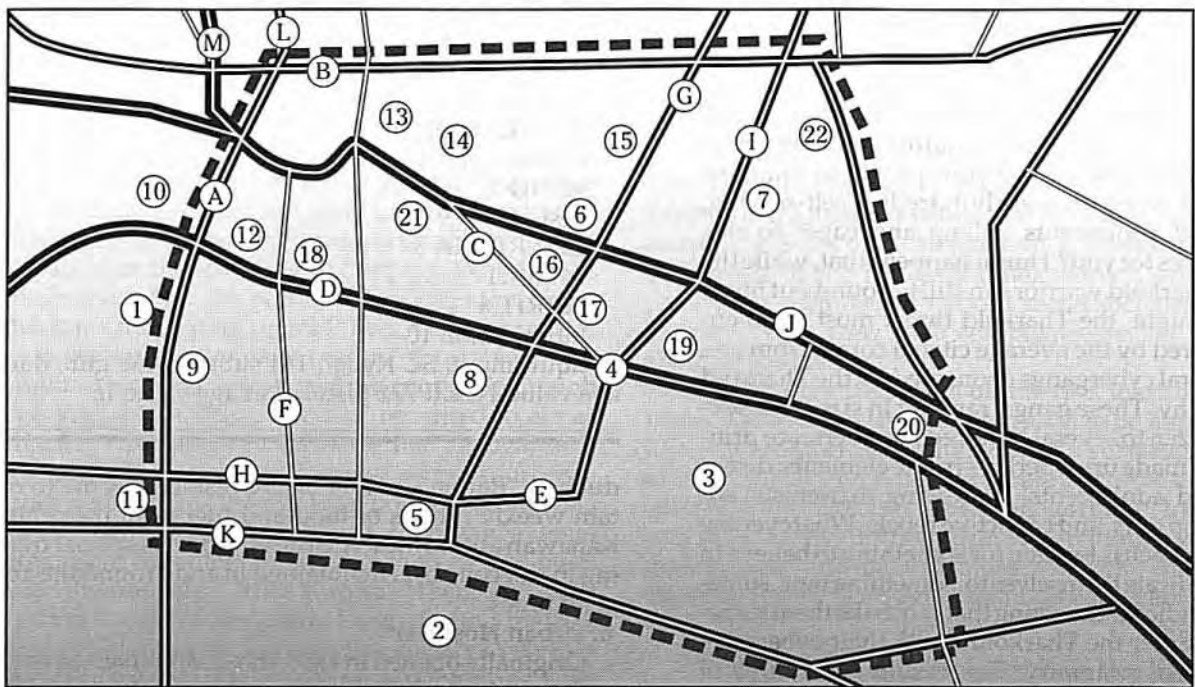
9. Mehinghof Theatre

Gutted during the opening days of the Tharkold attack, this theatre is still abandoned. It is the suspected meeting place for at least one secret society operating in the region.

10. Cabaret Ninjori*

A particularly less-than-successful marriage of European and Oriental cultures, the Ninjori cabaret is almost exclusively reserved for Yakuza patrons in these bad times. Since the surrounding neighborhood is often the scene of numerous rock concerts, patronage at this establishment started dropping off somewhat. Recently, though, the Ninjori's prospects have brightened with its decision to begin offering some of the best Mexican food in the city.

BERLIN: KANAWA DEVELOPMENT ZONE



KEY

1. Victoria Park
2. Tempelhof Airport Zone
3. Hasenheide Park
4. Sudstern Garnisonkirche
5. Marheineke Market Hall
6. Urban Hospital
7. Hanamachi Steel Co.
8. Furutaka Theatre/Houses of the Floating World
9. Mehinghof Theatre
10. Cabaret Ninjori
11. Villa Kreuzberg
12. Kukoro Automotive

13. Maiati International Hotel
14. Shigari Import/Export Shop
15. Konigawa Broadcasting Company
16. Ronan House
17. Handephan's Book Shop
18. The Deutsche Bundeskraft Bank
19. Tanaka Electronics
20. Kinugasa Do-Jo
21. Club Perditiön
22. Hara Publishing

Main Thoroughfares

- A. Wilhelm Strasse/Mehring
- B. Gitschiner/Skalitzer Strasse
- C. Blucher/Urban Strasse
- D. Gneisenau Strasse/Hasenheide
- E. Columbia Damm
- F. Friesen Strasse
- G. Prinze Strasse
- H. Bergaman Strasse
- I. Admiral/Adalbert Strasse
- J. Urban Strasse/Sonnenallee
- K. Columbia Damm

11. Villa Kreuzberg

At one time a private keep of an 18th century Prussian aristocrat, this location is now the private and heavily guarded residence of CEMD Surijami.

12. Kukoro Automotive

This is a subsidiary of Kokoru Automotive and, like its corporate parent, it is also secretly involved in arms manufacture and distribution. Secretly, KA is responsible for the influx of over 80 percent of all Kanawa-oriented arms deals to private groups within the Berlin metropolitan area.

13. Maiati International Hotel

Prior to the Tharkold invasion, this was one of the nicer hotels east of Frederick Strasse. In the days follow-

ing the initial assault, Maiati International became a stronghold for loyal Kanawan forces against repeated Tharkold attacks. Though much of the establishment was gutted, a successful defense was mounted. Today only a third of the hotel's 120 rooms are as yet available for occupancy, but the management has pledged the remainder will be ready before the year's end. The continued survival of the Maiati is seen as a symbol of continued Kanawan good fortune in Berlin.

14. Shigari Import/Export Shop

This is the largest commercial importer of Nippon household consumer goods in Berlin. It also serves as the largest front for black market operations in the city.

15. Konigawa Broadcasting Company*



Brian Schomburg

Owned and operated by Yamato Broadcasting of Tokyo, KBC is Kanawa's affiliate station in Berlin. Primarily a round-the-clock news network, KBC of late has also sponsored several forums on current events with a decidedly pro-Kanawan bias.

16. Ronan House*

The Ronan House is a privately owned tea house that specializes in stocking over 200 varieties of imported tea in Berlin. With clientele in numerous zones, it is not unusual to find all manner of customers at this establishment on any given day.

17. Handephan's Book Shop

This modest establishment is not far from the Sudstern Garnisonkirche. It is a distributor of pro-Kanawan literature, Japanese language tapes and cultural guides. More importantly, however, this shop presents a modest front for the maze of underground tunnels in which are housed the resources of the The Harvesters of Blood secret society.

18. The Deutsche Bundeskraft Bank

The last remaining non-Kanawan owned financial institution in the zone, the DBK has been suffering recently from substantial demands by depositors. Some say that these demands are privately encouraged by pro-Kanawan interests.

19. Tanaka Electronics

This is Kanawa's major importer of medical technology into Germany. Secret facilities housed in this location are thought to be engaged in modifying important components used in the manufacture of Nippon security robots.

20. Kinugasa Do-Jo

This martial arts academy on the outskirts of the city is believed to be a front for Nippon ninjas operating in the city.

21. Club Perdition

A favorite hangout of the Cyber Wolves in Kruezeberg, this is a large, crumbling building with gargoyles carved on the walls and neon outlines on the door and windows. A line of outrageously dressed local punks can always be found outside at all hours of the day or night waiting for admittance. The entire block shakes from the music coming from inside.

22. Hara Publishing

Hara Publishing is a division of Ichi Entertainments and publisher of children's books and videos. It is suspected of having close ties with local Yakuza organizations.

IF YOU GO THERE, THEY WILL COME ... (AFTER YOU!)

While Kanawa's civil control of Berlin's "lower east-side" has stopped short of actual martial law being declared, few would argue that strangers are not welcome here. Anyone not immediately recognized by local street patrols will be asked to identify themselves immediately. Such requests are never repeated. Those unable or unwilling to comply are summarily arrested on the charge of "contributing to civil disorder," a blanket indictment that covers everything from drunken disorderliness to suspected terrorist activities. In the end, however, failure to provide a sufficiently good explanation for your presence in the KDZ (or sufficient funds up front) will likely mean the accused will never reach the local Polizei Headquarters.

THARKOLD OCCUPATION ZONE

The monkey-city of Berlin is ours for the taking, I find it enjoyable to take it one delectable piece at a time.

— Vutark Gez-Four

OVERVIEW

For Vutark, Demon Lord of Berlin, these are the best of times and the worst of times. In accordance with the orders of High Lord Jezrael, Vutark's surprise attack on European soil came within a blade's edge of taking the entire city of Berlin within the first 24 hours. Had it not been for those meddling Egyptians, they might have done just that. Now those irritating Kanawan's have set up shop to the south, and the Gaunt Man has reacted swiftly by inserting a pack of watchdogs to the west. Something will have to be done about those developments. For the time-being, however, a full third of the city remains in Tharkoldu hands. The spineless monkey-Humans are more apt to roll over and trade away more territory, rather than fight to take back what once belonged to them. Things could be worse ... never fear, they will be!

At present, the Tharkoldu holds most of what was once Eastern Berlin in its grasp. Direct Tharkold control extends from Wilhelm - H. Matern Strasse to the west, to the Landwehr canal to the south, the Spree river to the east and north, across the Spree towards the huge state cemetery in the area. Tharkold attack teams continue to stage almost nightly raids into neighboring zones, and Tharkold-sponsored cybergangs are gradually gaining their own footholds in dozens of border communities in every direction.

Life within the "Tharkold Occupation Zone," as this area is commonly referred to, can best be described as a living Hell. No formal armistice has ever been reached with the Tharkoldu. Short of an all-out push to reclaim this area by the Zorn government — an unlikely prospect for the foreseeable future — inhabitants of the Zone are continually at the Tharkoldu mercy. Nor can the safety of travelers in the area be guaranteed.

The most common threat comes from scores of rival cybergangs whose predatory destruction of property and repeated attacks on civilians have left large portions of the zone virtual wastelands. All manner of creatures from the Tharkold cosm are also known to inhabit portions of this zone. Then there are the Tharkoldu themselves. When not actively acquiring new slaves for their personal use, many younger warriors roam about the city seeking ways to make their reputation at the Human inhabitant's expense.

Note: A large number of Tharkold horrors also roam the streets of the occupation zone. Among the more loathsome are bochdog packs, darkfangs, necros, skats, and swarmrats. In addition, evidence of nanodeath viral infections among various Storm Knight groups in the city can be traced back to this region. Space limitations prevent a review of these creatures here. Readers may obtain additional information on these creatures from the *Tharkold* sourcebook and *Creatures of Tharkold* sourcebook.

Berlin: Tharkold Occupation Zone Map Key

MAP 1:

1. Humboldt Universitat (Humboldt University)*

This was actually a restored palace originally built for Prince Henry, brother of Frederick the Great in the 18th century. This ancient seat of learning was the site of the Tharkoldu's "drop zone" in the initial stages of the invasion. The arrival of the Tharkold bridge in the center of the university commons destroyed most of the major halls in the first moments of the attack. Additional structures were leveled in the days that followed. It is rumored that a warren of underground mazes beneath the rubble exist to support Tharkold operations in the city. It is believed that, although outwardly uninhabited, this remains the center of the Tharkold presence in Berlin.

2. Unter den Linden Thoroughfare*

Dating back to the days of the Imperial Berlin of the Hohenzollerns, this beautiful thoroughfare has suffered considerably in the wake of the Tharkold invasion. It is a source of personal pride to native Berliners that despite considerable personal risks, many of the shattered trees have been replaced and many (if not all) of the craters along the way have been filled in again.

3. Chakeum, Tharkold Torture Pits*

Located below a wrecked building in the former East Berlin, this extensive maze of death is near the Postmuseum, (southeast of Brandenburg Gate). The entranceway is covered in a hologram of rubble.

4. The Barrens

The scene of the fiercest combat during the Tharkold invasion, this area stretching from Wilhelm Strasse east for half a kilometer is a virtual no man's land, beyond which forces on both sides continue to eye each other nervously. While some civilians continue to occasionally transit the area, they do so at their own risk.

5. Berliner Dom (Berlin Cathedral)*

Located along Marx-Engels platz, this ancient church contains a small museum and several notable sculptures by Renaissance masters. Remarkably, the structure has escaped damage in the wake of the Tharkold invasion. On learning of this, the Cyperpacy decided that it was an act of God and quickly moved to have the site declared as "neutral ground" under their jurisdiction. While the Tharkoldu have never formally granted the Cyperpacy permission to occupy this location within their sphere of influence, they recognize the potential gains that may be fostered by dissension between Cyperpapal priests and their native Berlin counterparts. To that end, while not officially sanctioning the arrival of cyperpriests into their midst, neither have they moved to forcibly eject them.

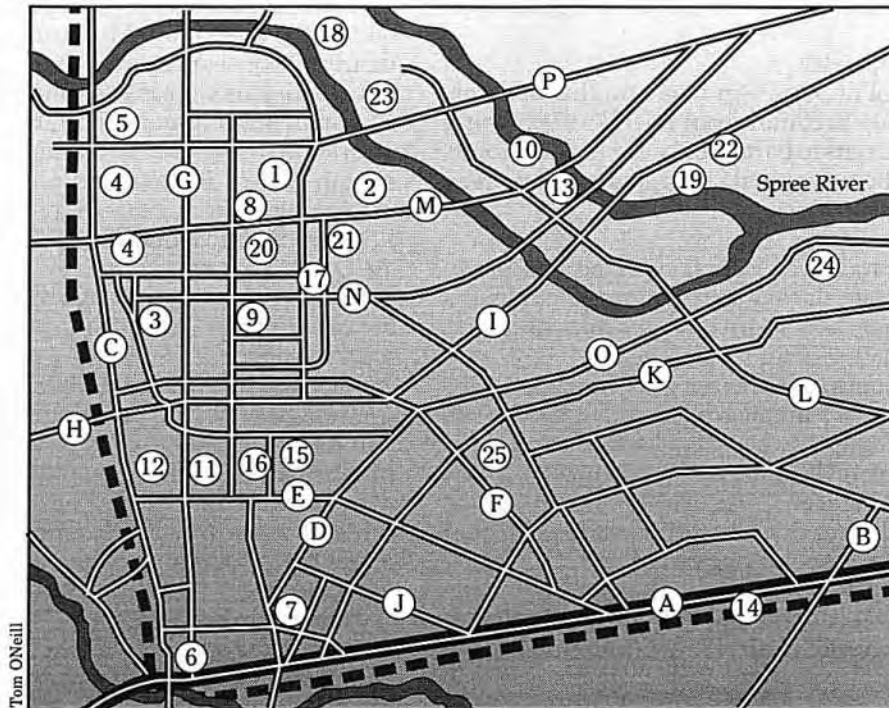
6. Mehring Platz

At the southern edge of the Tharkold zone, this once bustling intersection is now the assembly point for numerous cybergangs staging forays into either Kanawan or Zonder Zone territory.

7. Stadts Bibliothek (The State Library)* (off Potsdammer Strasse)

A gargantuan, multi-storied, cube-sized structure, this center houses the largest collection of technical and cultural works in the zone. Holdings include rare

BERLIN: THARKOLD OCCUPATION ZONE / MAP ONE



KEY

1. Humboldt Universitat
2. Unter den Linden Thor-
oughfare
3. Chakeum, Tharkold
Torture Pits
4. The Barrens
5. Berliner Dom
6. Mehring Platz
7. Stadts Bibliothek
8. Stadts Bibliothek
9. Fransoschise Dom
10. Altes Museum
11. Museum at Checkpoint
Charlie
12. The Final Exit Nightclub
13. Palast der Republik
14. Sulfur Pits

15. Former SS Command
Center
16. Prinz-Albert Palace
17. St. Hedwig's Church
18. Bode Museum
19. Old City Hall
20. Friederich The Great
Statue
21. Armory
22. Zur Letzten Instanz
23. Pergamon Museum
24. Private Airfield
25. Club Maximilien

Main Thoroughfares

- A. Wilhelm Strasse
- B. Prinze/Heinrich-
Heine Strasse

- C. Wilhelm Strasse
- D. Unter den Linden Strasse
- E. Koch Strasse
- F. Oranien Strasse
- G. Freiderich Strasse
- H. Leipziger Strasse
- I. Gertrauden/Grunner
Strasse
- J. Ritter Strasse
- K. Alte Jakob Strasse
- L. Annen Strasse
- M. Unter den Linden
- N. Französische/Werder
Strasse
- O. Wall Strasse
- P. Clara-Zeitkin Strasse

Gutenberg bibles and first editions of considerable value.

8. Stadts Bibliothek (The State Library)* (Opposite Humboldt University)

It is rumored that numerous collections of arcane works and other books of "forbidden knowledge" may reside under lock and key in one of the library's many vaults. Whatever the truth of these allegations, numerous techno-demons maintain a permanent presence in and around the library at all times.

9. Fransöschise Dom

This ancient cathedral is currently controlled by elements of the Cyperpapacy in accordance with an undisclosed "understanding" reached between their representatives, Baron D' Armintaine and Lord Vutark.

10. Altes Museum (The Elder Museum)

Altes Museum is located beside the Berliner Dom on Marx Engles Platz. This museum originally contained an extensive collection of 15th-18th century engraving and lithographs. Now it principally houses pain sculpture workshops and various Tharkold "art" exhibits.

11. Museum at Checkpoint Charlie

This post-Cold War memorial has been taken over as the new headquarters for the Cyber Wolves.

12. The Final Exit Nightclub*

Headquarters to a neighboring cybergang, the Steel Rippers.

13. Palast der Republik

Once a symbol of Socialism in central Europe, this open air square has become an out-of-the-way meeting place for local citizens to barter for badly needed goods and to receive the occasional smuggled care package from outside relief agencies.

14. Sulfur Pits

Partly to deter Kanawan incursions in the area, partly out of malicious spite, the municipal summer bathhouses located in this region have been converted into sulfur pits, forcing the evacuation of local inhabitants.

15. Former SS Command Center

Finding the local "ambiance" to their liking, the Tharkoldu have adopted this site as a new stronghold from which to direct cybergang operations in the vicinity.

16. Prinz-Albert Palace

Prinz-Albert Palace is a Tharkold strongpoint and suspected occulttech operations center.

17. St. Hedwig's Church

Not to be confused with St. Hedwig's Cathedral to the north, this is one of the last remaining functioning

parishes in the Tharkold zone. It is used in part as a food distribution center under the watchful eyes of Tharkold directors from the nearby university.

18. Bode Museum

This museum was originally the East German equivalent of the Aegyptian Museum in the Charlottenburg district. It houses numerous exhibits pertaining to Egyptian history, as well as early medieval Italian and early Christian development. In a rare act of cooperation, the Tharkoldu have permitted the Nile government to station troops in and around the building while a cataloging of the museum's contents can be completed. Located on "museum island."

19. Old City Hall

Now a Tharkold prison where radical forms of "medical experiments" are alleged to be conducted on Human detainees.

20. Friederich The Great Statue

Though battered and chipped, covered with graffiti and decaying food, this commemorative statue of one of Germany's national heroes has miraculously escaped destruction. It is used as a familiar meeting place or drop point for clandestine operatives and Storm Knights working in the zone.

21. Armory

Reputed to be the major Tharkold arsenal and collection point for occulttech devices in the zone as well as equipment salvaged from the university.

22. Zur Letzten Instanz (The Final Appeal)

East of old city hall, Zur Letzten Instanz is one of the oldest surviving taverns in Germany and a Core Earth hardpoint jealously guarded by armed Frei Korp members.

23. Pergamon Museum

Housing numerous Egyptian antiquities, this location has an arrangement similar to that regarding the Bode Museum. (It is also reputed, though as yet unconfirmed, to be the site of a secret collaborative project between Nile and Tharkold occulttech scientists.)

24. Private Airfield

On what was once the private hunting preserve of German nobility, underground resistance leaders have constructed a hidden airstrip for emergency use. Most often used to arrange for emergency shipment of personnel out of the city, its use must be restricted so as to avoid drawing the attention of Tharkold flying technodemon patrols.

25. Club Maximilien

This abandoned Berlin nightclub has been secretly taken over by several members of the Race who arrived with the Tharkold invasion forces. From here they attempt to organize resistance and give aid to local inhabitants while keeping the cybergangs at bay whenever possible.

MAP 2:

26. Yesterday's Gone Club

A "neutral ground" watering hole frequented by rival cybergangs in the vicinity.

27. The Palace of Tears*

The local name given to a Tharkold science center that often requires the services of Human "volunteers."

28. Discos

Such remnants of pre-invasion youth culture are to

(Flying) Techno-demons

Reality: Tharkoldu

DEXTERITY 10

Dodge 14, energy weapons 14, fire combat 12, flight 15, melee weapons 12, missile weapons 12, pain weapons 13, stealth 11, unarmed combat 15

STRENGTH 16

Lifting 18

TOUGHNESS 16 (21)

PERCEPTION 10

Alteration magic 13, divination magic 13, find 14, first aid 11, land vehicles 12, tracking 14, trick 12

MIND 11

Apportation magic 14, conjuration magic 14, test 15, willpower 15

CHARISMA 9

Persuasion 11, taunt 13

SPIRIT 11

Faith (Tharkoldu Evil) 16, intimidation 16

Possibilities: 20

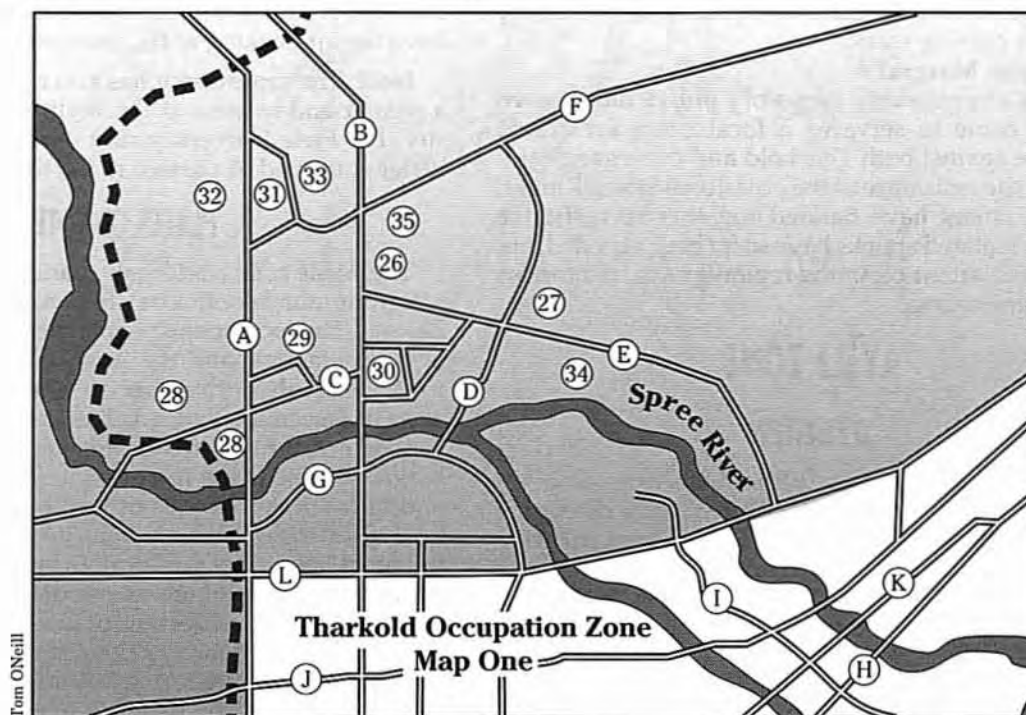
Arcane Knowledges: folk +3, entity +3, inanimate forces +2, living forces +2

Spells: Monkey form, pop, prismatic alteration, telekinesis, silence, weakness.

Natural Tools: teeth, damage value STR+2/18; non-cyber talons, damage value STR+3/19; wing strike, unarmed combat to hit, damage value STR+7/23; wings, speed value 10.

Equipment: Nanocord; Hand Mount with agonizer; Killseeker (+1 to ranged attacks, +2 to ranged weapons); interdermal plate, armor value TOU+5/21; cyberwings (+3 to push with *flight* and lifting value when flying; life cyber. Cyber value: 17; Res-14 laser, damage value 25, ammo 50, range 3-50, 100, 200.

BERLIN: THARKOLD OCCUPATION ZONE / MAP TWO



KEY

- 26. Yesterday's Gone Club
- 27. The Palace of Tears
- 28. Discos
- 29. Deutsches Theater
- 30. Friederichstadt Palast
- 31. Charite Skyscraper
- 32. Charite Hospital
- 33. Dorotheenstaadische Cemetery
- 34. Polizei Haltestelle 64

- 35. Kneipen Margraf's
- Main Thoroughfares**
- A. Wilhelm/H. Mattern Strasse
- B. Friederich Strasse
- C. Reinhard Strasse
- D. Monbijou Strasse
- E. Orianienburger Strasse
- F. Hannover/Wilhelm Pieck

- G. Freiderich Strasse
- H. Gertrauden/Grunner Strasse
- I. Annen Strasse
- J. Unter den Linden
- K. Französische/Werder Strasse
- L. Clara-Zeitkin Strasse

be found in these various discos and music clubs. Most pay protection to local cybergangs, but competition for turf between rival gangs still results in an occasional trashing of one or more establishments a month on the average.

29. Deutsches Theater

Abandoned after being heavily damaged in the invasion, this site is suspected of harboring subterranean Tharkold facilities of unknown purpose or design.

30. Friederichstadt Palast

A Tharkold strongpoint and local garrison house.

31. Charite Skyscraper

Though largely gutted in the invasion, this Kanawa Corporation holding has numerous underground tunnels. Arms, equipment and food stored here support Kanawan personnel secretly maintaining resistance operations against the Tharkoldu. This is done even

though several of the "top-side" floors are known to be occupied by Tharkoldu elements.

32. Charite Hospital

Lying on the outskirts of the Tharkold Zone, this site remains the last functioning major medical facility nominally in Tharkold control. It remains open largely due to an administration policy of permitting equal treatment to Tharkold gang members, no questions asked.

33. Dorotheenstaadische Cemetery

In recent weeks the Tharkoldu have begun planting a new gospog field at this location. It is believed this may be a preliminary step towards further northward expansion in the region.

34. Polizei Haltestelle 64

Polizei Haltestelle 64 is the last operational police station manned by paramilitary government forces in

the occupation zone. Nightly patrols are occasionally reinforced by local deputized "militia" desiring to strike back at the enemy. Clashes with various cybergangs and occasional Tharkold techno-demons in nearby parklands are becoming more frequent and more costly with each passing week.

35. Kneipen Margraf's

This is a large, stone, two-story pub of old renown that has come to serve as a focal point for armed resistance against both Tharkold and cybergang raiders. With the assistance of the occasional Storm Knight, local customers have banded together to resist the invaders. Isolated attacks have so far been repelled, but as Tharkold attention in the region grows, the threats will become worse.

AYSLE ZONE

OVERVIEW

In what was once part of the "American Zone of Occupation," the district of Dahlem, with its county seat of Zehlendorf, is once again host to an occupation "army" of sorts. Where the Americans before them were usually very unobtrusive — often felt, if not always seen — this new army of occupation is both seen and felt each day in the sleepy rural outskirts of Berlin. For that portion of outlying Berlin is designated the Ayslish Zone and is given over to representatives of the Aysle High Lord.

Note: The Zehlendorf area was selected for occupation by practitioners of magic largely due to its having the highest concentration of known Aysle agents (as verified by German intelligence) at the close of the Tharkold invasion. The out-of-the-way setting Zehlendorf provides is also beneficial in that it minimizes the friction routinely caused among ordinary citizens when magic competes with modern day physics in every day settings.

Lying as it does along the edges of the expansive Grunewald forest, this rustic setting is ideal for practitioners of the magic arts. Shortly after the official Aysle delegation arrived in Berlin, local foresters claim that wildlife began reappearing in greater numbers than had been seen in years. At the same time, they were also quick to note that the forests began taking on a darker, more ominous feel. With more and more Aysle clansmen and their families arriving in the months that followed, Zehlendorf has begun to take on the shape and substance it might have worn in the middle ages. Local villagers steeped in historic traditions and lore were quick to adapt. For the most part, daily life between "native" and "foreigner" continues uninterrupted and with minimal friction. However, recent rumors of black masses and strange ceremonies being performed at night in the lakes region have some villagers worried. Most discount these stories as tales manufactured by resentful clergy who naturally view the Ayslish with suspicion.

Perhaps the greatest boon to the local village economy has been the unexpected founding of a magical college at the Freie Universitat. Funds from an anonymous donor have created a fully functional college of magic

within the university grounds. It is staffed by Ayslish magicians and headed by Master Magician Thratis Hurrn. Whatever the locals might think of the value of modern education, they cannot complain about the influx of students, tourists, and curious Berliners who have begun flocking to the university.

Note: The same donor has also made provisions for a similar endowment at the Berlin Technical University. The Freie University staff remains the larger and better equipped of the two at the time of this writing.

PLACES OF NOTE

The Aysle zone has largely managed to avoid many of the crime and conflict-related problems of the "Inner Zones." The local townspeople have adjusted to their new benefactors, and the Ayslish have continued to treat the locals with correctness, if not exactly open arms. Between the two, much of the surrounding area has taken on the feel of a Renaissance fair at Oktoberfest. Magic and medicine intermingle freely with patients opting for both methods of healing. Local merchants have taken to regularly stocking items of reputed magical properties, and the local alchemist shop is busy supplying love philters as a sideline. Whatever the ambitions and dark designs of the Ayslish High Lord, there is little evidence of powerful invaders bent on world conquest here.

Berlin: Aysle Zone Map Key

1. Freie Universität (Free University Grounds)

This has the largest university grounds in the southwestern section of Berlin. Of special note is the recent establishment of a new College of Magical Sciences, staffed and operated by Ayslish magicians. By slow degrees, the institution has been done over and now resembles a medieval fortress. Blazing magical lanterns and torches illuminate oaken halls and leaded glass windows. Into this sombre atmosphere students of magic from Aysle, CyberFrance, and Core Earth mingle freely, while numerous mages and elves prepare new lessons and hold lectures and laboratory demonstrations.

2. Ayslish Embassy

The Ayslish Embassy was the former United States Consulate building and has now been remodeled to resemble a medieval Viking Long House, complete with armed House Jails in attendance. This is the private residence of the Ayslish ambassador and his family. Falconry hunts are conducted here each weekend, weather permitting.

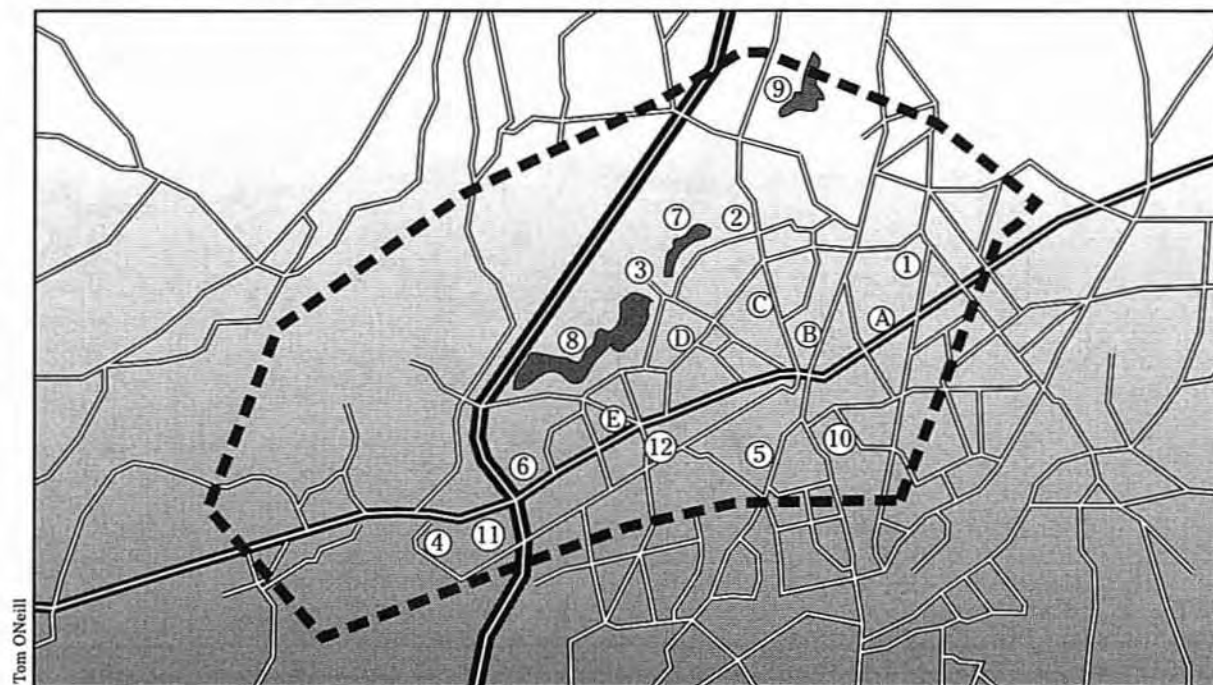
3. Grunewald Hunting Lodge

At the moment, this is the center of occupation for Ayslish elves in the area. Approximately 12 families totaling some 200 elvish retainers live and work here. These elves largely keep to themselves except when called upon to routinely patrol the neighboring forests or to travel to market.

4. Truman Plaza

This plaza resembles something out of a modern day Renaissance fair, except that the people assembled are not make-believe. Truman Plaza is home to the gathering of Aysle and Dahlmer merchants exchanging goods

BERLIN: AYSLE ZONE



KEY

1. Freie Universität
2. Ayslish Embassy
3. Grunwald Hunting Lodge
4. Truman Plaza
5. Alchemist's Shop
6. Schlectensee

7. Krumme Lanke
8. Langes Lanke
9. Grunwald See
10. Frauen Hotel Athenia
11. Troll Toll
12. Red Beard Hostel

- Main Thoroughfares**
- A. Berliner Unter Schloss Strasse
 - B. Clay Allee
 - C. Onkel Tom Strasse
 - D. Argentinsche Allee
 - E. Potsdamer Chausee
 - F. Rail Networks

and services for the support of the local Zehlendorf citizenry.

5. Alchemist's Shop

This thatch roof and white timbered frame is a picture postcard rendition of central European life six centuries ago. It is also a working establishment with the proprietor's shop and store room downstairs and office and home upstairs. No shirt, no shoes, no service!

6. Schlectensee (Schlecte Lake)

7. Krumme Lanke (Krumme Pond)

8. Langes Lanke (Langes Pond)

9. Grunwald See (Grunwald Lake)

10. Frauen Hotel Athenia

A modest little inn, inexpensive and cosy. Ideal for weary travelers. However, read the sign outside: "For Women Only." Rules of admittance are strictly enforced.

11. Troll Toll

Some of the more industrious of Aysle's non-Human residents have discovered an excellent way to contribute to the local economy. A standing, four-lane

toll gate is manned by Trolls round the clock. The enterprising Trolls collect fares (calling them "admission tariffs") at club-point from visitors whose expensive automobiles require "special handling" to get them safely through the area. (Short and long-term barn/garage parking arrangements are also available for that non-functional Mercedes).

12. Red Beard Hostel

Catering to the less affluent of visitors, this youth hostel is a replication of a Scandinavian long house, albeit with all the modern (non-electric) amenities.

Typical House Jarl Guard

Reality: Aysle

DEXTERITY 10

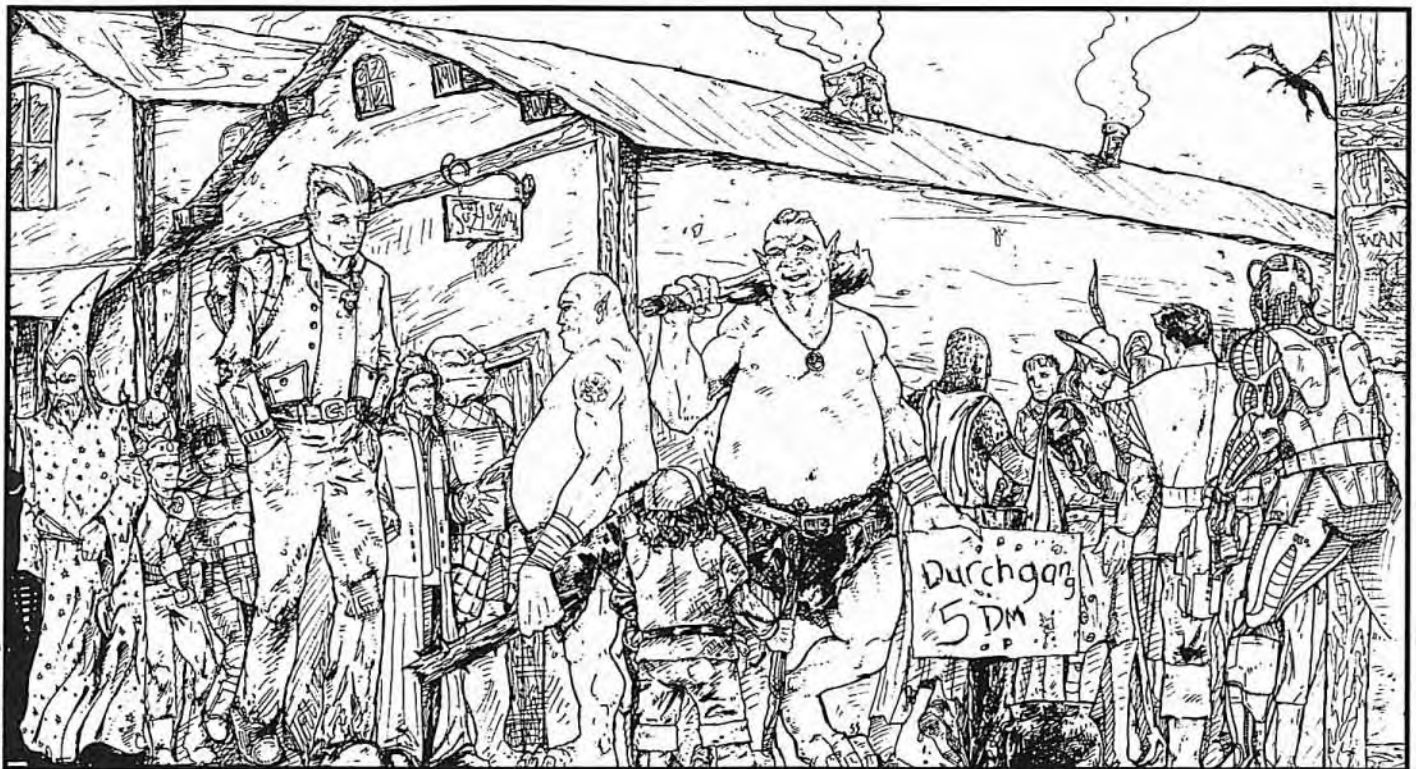
Beast riding 12, dodge 11, melee weapons 12, maneuver 11, missile weapons 12 swimming 12, unarmed combat 12

STRENGTH 10

TOUGHNESS 9

PERCEPTION 7

Language (German) 8, scholar (navigation) 7, trick 9,



water vehicles 7

MIND 6

Willpower 8

CHARISMA 7

Persuade 8

SPIRIT 7

Intimidation 8, reality (Ayslish) 9

Possibility Potential: some (65)

Equipment: Broadsword, damage value STR +6/20; short bow, damage value +5/19, range: 3-10/40/100; 20 flight arrows; throwing axe, damage value STR+5/19, range: 3-10/25/50; chain mail, TOU+4/25. A contingent of 100 mounted riders form a mobile guard on horseback who patrol the town and surrounding thoroughfares, day and night.

Typical Ayslish Merchant

Reality: Aysle

DEXTERITY 8

Dodge 10

STRENGTH 8

TOUGHNESS 8

PERCEPTION 13

Language (German) 15

MIND 10

Business 13

CHARISMA 9

Charm 11, persuasion 12

SPIRIT 10

Reality (Ayslish) 12

Possibilities: some (25)

Equipment: Leather jerkin; leather boots; fur coat; leather breeches; money pouch; ledger book; quill pen; dagger, damage value +3/17.

CYBERPAPACY SECTOR

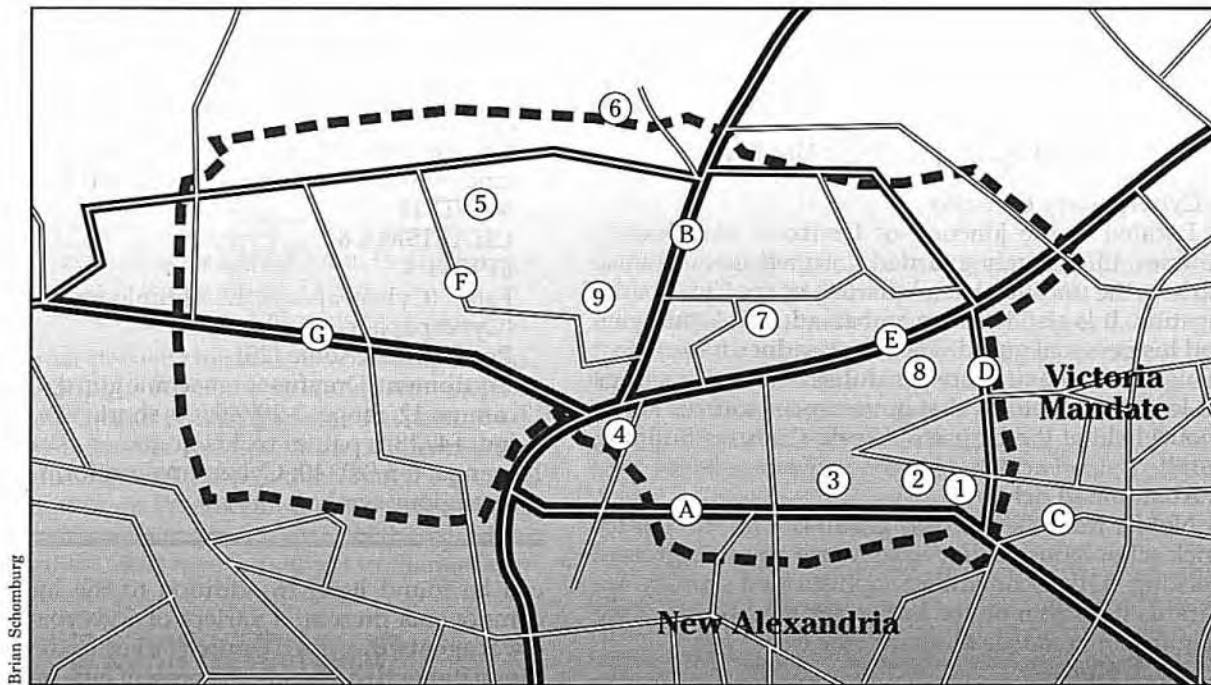
OVERVIEW

While United Germany is still officially at war with CyberFrance (Malraux still holds a southern slice of Germany near Strassbourg), under the Articles by which Berlin is administered as a Free City, the Zorn government cannot deny access to any Possibility Power representative. Taking advantage of this loophole, Malraux has sent his agents into Berlin. While some have been granted special dispensation to care for the spiritual needs of local Berliners in places like the Berliner Dom, the majority are content to preach in the airports and view events from afar. (One exception to this rule is Baron D'Armintaine. See "The Burgundy Gambit," Chapter Four).

Most Berliners are particularly sensitive to the casualties suffered by their people during Operation Central Fire. For this reason, the average cyberpriest is not welcome in the city's interior. Unless provided with special escort from local ambassadors, he or she is subject to attack on sight by right-wing extremists or members of various secret societies. For these reasons, Cyberpapal personnel have been assigned an ill-defined region of exclusion in the city's northwestern suburbs (out of sight and out of mind, as it were).

Bounded by both the Victoria mandate and New Alexandria, these areas serve as further "insulation" against direct Cyberpapal involvement in city affairs. Few doubt, however, that the Cyberpapal Sector is staffed with intelligence operatives and computer science specialists actively supporting anti-government elements within the city. Moreover, any hint of collusion between Cyberpriests and the Tharkoldu is viewed with alarm and suspicion. Whatever the truth to these

BERLIN: CYBERPAPACY SECTOR



KEY

1. Cyberpapacy Embassy
2. Abandoned School
3. Coach House
4. The Dieterstrum Winery
5. Hohenzollern Canal
6. Tegel Airport

7. Old Mill
 8. Konstantine Horse Farm
 9. Krazten Berg
- Main Thoroughfares**
- A. Levitzow Strasse
 - B. Highway 111

- C. Alt Moabit
- D. Beussel Strasse
- E. Goerdeler Dam
- F. See Strasse
- G. Julio Sturm-Nonnen Damm

allegations, the closeness of Nile Empire and CyberFrench administrative zones suggest that more than one Malraux operative in the vicinity is hard at work, attempting to undermine the machinations of his Egyptian neighbors.

Note: The use of the term "sector" instead of the typical designation "zone" when referring to space occupied by the Cyberpapacy is not simply semantics. It reflects, rather, the outcome of a very real near-crisis for the Zorn Government in Berlin. Few native Berliners welcomed the prospect of having Germany's arch-enemies wandering around their neighborhoods. Militant clergy, in particular, along with various Frei Korp groups, repeatedly threatened to disrupt the government's stability. To deny the Cyberpapacy's representatives the right to enter Berlin itself, however, would be to give the other Possibility Powers present an excuse for scrapping the agreed-upon Articles they were — more or less — abiding by. (Then, too, there was the matter of Baron D'Armitaine's secret negotiations ...) To avoid a crisis in government at a time when none could afford it, it was decided that a Cyberpapal pres-

ence could be "tolerated." Such a presence would reside within the general metropolitan area of Berlin but as far removed from the heart of things as possible.

That this area bears the designation of "sector" rather than "zone" reflects the fact that Cyber representatives never signed the Articles of Maintenance, as did most other High Lord representatives in Berlin. In the end, the Zorn government steadfastly refused them permission to do so — in essence refusing to treat with them on an equal basis. Not being a signatory to these provisions also implies the lack of any special privileges or considerations. Put another way, any Cyberpapal representatives caught messing around in other people's affairs can be dealt with as the locals see fit and the Berlin government is not obliged to raise a finger in their defense.

PLACES OF NOTE

Stretching from the Spree river in the south, along the edges of the Victoria Mandate in the east, to the Hohenzollern canal in the north, the Cyberpapacy Sector is a largely open patch of sprawling countryside

with assorted light woods and copses dotting the landscape. Roughly quartered by the various highways and major roads that run through the region, the "Cyber Sector" has little, industrially or economically to commend itself. This largely rural patch of ground, nonetheless, serves to keep High Lord Malraux's foot in the door and serves as a constant irritant to Nile and Core Earth locals alike.

Berlin: Cyberpapacy Sector Map Key

1. Cyberpapacy Embassy

Located at the junction of Levitzow and Buessel Strasses, this heavily guarded, fortified manor house harbors the unofficial headquarters of the Cyberpapal legation. It is also home to ambassador D'Arminaine and his personal guard. The ambassador divides most of his time in the city between duties here and meetings (at least the meetings that government sources know about) held at the House of World Cultures Building (Z18).

2. Abandoned School

Not far from the embassy grounds is a 19th century brick schoolhouse believed to house an underground tracking station containing sophisticated sensory apparatus used to monitor important road traffic along neighboring roads leading into the city.

3. Coach House

This quaint two-story facility offers a modest bed-and-breakfast to travellers enroute to/from Tegel airport. Beyond the proffered French hospitality, however, this facility also houses long-range electronics capable of eavesdropping on radio communications within the Nile and Zonder zones.

4. The Dieterstrum Winery

Recently reopened and refurbished (to include the arrival of new vine cuttings from Champagne and the Loire valleys), this local winery serves as the visible sign of Cyberpapal benevolence to local inhabitants. The constant comings and goings of men and materials, however, conveniently hides the fact that this location is also used as an out-of-the-way place of interrogation of Cyber prisoners and "religious detainees."

5. Hohenzollern Canal

This was once seen as an efficient means of directing commerce to outlying areas. For those times when using Tegel airport just won't do (because of its many watchful eyes), the canal currently serves as a means of secretly receiving "sensitive materials." Many such items of interest are routed through sympathetic industrialist allies in the north and picked up by local Cyber security teams at prearranged collection points south of Tegel airport.

6. Tegel Airport

This is the main nexus of commercial aviation in the area because conditions around Tempelhof are still unpredictable. As the farthest point from downtown Berlin, Tegel sees the largest visible concentration of Cyberpapacy types in all of metropolitan Berlin. Everyone from cyberpriests soliciting donations to terminal corner lay preachers canting their predictions of doom

Typical Cyber Security Guard

Reality: Cyberpapacy

DEXTERITY 9

Dodge 12, fire combat 12, maneuver 10, melee weapons 12, running 10, unarmed combat 12

STRENGTH 9

TOUGHNESS 9

PERCEPTION 12

Camouflage 13, cyberdeck operation 13, first aid 13, land vehicles 13, language (German) 14

MIND 10

CHARISMA 8

SPIRIT 9

Faith (Cyberpapacy) 12, intimidation 12, reality (Cyberpapacy) 12

Possibilities: some (20)

Equipment: Dreyfus submachine gun damage value 17, ammo 12, range: 3-20/40/80; short sword, damage value, +4/18; a pair of rocket grenades, damage value 14, range: 0-5/20/40; Cyberpapal uniform and insignia; religious symbol.

can be found here. In addition to the more visible components present, a variety of Cyberpapal undercover agents, disguised Church Police, and even a stray Inquisitor or two may also be present here on any given day.

7. Old Mill

Found off the beaten track, these ruins still serve as a convenient rendezvous point for various Cyberpapal agents newly arrived from France. Here they can receive briefings and orientations prior to working their way into the city proper. Supplies and hidden equipment stores buried in and around the area can provide a variety of specialized items on demand. This is also an excellent way station to hide kidnapped "enemies of France" prior to their being smuggled out of the country through Tegel airport to the north.

8. Konstantine Horse Farm

Having recently been purchased outright for an enormous sum (after several mysterious deaths in the area convinced the locals of the wisdom of selling), this secluded location has been fitted with all manner of security devices aimed at guarding what appears to be a very important installation. Speculations range from a secret research facility to a cybernetic chamber of horrors. No one knows for certain, as yet, exactly what the real purpose of this location is, only that the Cyberpapal security teams in the area shoot first and ask questions later.

9. Krazten Berg

In recent weeks there have been scattered reports concerning secret rituals allegedly being conducted in this region during periods of full moon. If true, these gatherings may have some magical or spiritual significance to them. They may just as easily be Cyber Security personnel attempting to frighten off unwanted visitors from a sensitive, hidden installation.

THREE

BLOOD AND IRON

The great questions of the age are not settled by speeches and majority votes ... but by iron and blood.

— Otto von Bismarck, 1862

This chapter presents information detailing the major power groups in Berlin today along with information regarding various political factions that have grown up since the arrival of the Possibility Raiders. When reviewing this material, keep in mind that the internal political situation in Free Berlin is extremely volatile. The relative strengths and weaknesses of those persons and groups illustrated here are subject to change without notice.

THE ZORN GOVERNMENT

With the arrival of the Possibility Raiders in Europe, all military and civilian efforts aimed at repelling the invaders (principally the Cyberpapacy) were initially directed through the Federal government in Bonn. From the outset, however, many in Germany did not entirely share Bonn's policymakers' enthusiasm for a war against unknown powers who commanded titanic forces of nature. Many privately questioned the wisdom of contributing to a cooperative military effort, believing, instead, in the need to build up Germany's own defenses against the time when "The Fatherland" would become the next "Target Of Opportunity." The

less-than-complete success of Operation Central Fire left a bad taste and bitter memories for the many who lost loved ones in that campaign. In all, over 6,000 men and women died in the abortive attempt to cripple the Cyberpapacy. For the first time, those previously skeptical of the Federal government's policies now began to openly criticize Bonn's handling of the affair. A few even dared to speak of possible treason in high places.

THE LOYAL OPPOSITION

In such a climate, it is not surprising that soon after the conclusion of Central Fire, large numbers of government representatives across the nation began to loudly denounce the Bonn government's handling of the "Reality Crisis." Nowhere was this criticism more intense, or the Bonn government's authority more hotly disputed, than in Berlin where a high percentage of the war's casualties (especially in air crews) originated. Charging the federal government with gross mismanagement and ineptitude in their handling of the war effort, the Reichstag Senate passed a unanimous vote of No Confidence. A formal investigation into the military's recent reversals was demanded. Criticism of Bonn's cooperation with the Delphi Council also quickly emerged. Many feared such continued cooperation would lead to inevitable retaliation with the German

DECLARATION OF AFFIRMATION ESTABLISHED BY ORDER OF THE BERLINISCHE BUNDES RAT

Whereas...

The Bundesrepublik von Bonn has continually endangered the lives and well-being of its native citizens in cities throughout the German nation and the great city of Berlin in especial, and having drained said metropolitan centers of its capital, its natural resources, and strategic reserves, and,

Whereas ...

The Bundesrepublik von Bonn has consistently seen fit to ignore the plight of the German people by reckless expenditure of arms and manpower in vain attempts to aid oppressed peoples of foreign lands, in so doing placing the interest of those foreign states — many of whom have, for centuries, been traditional enemies of the German Volk — first and foremost over the needs of its own citizenry, and,

Whereas ...

The Bundesrepublik von Bonn has steadfastly refused to sanction efforts directly aimed at safe-

guarding the life and liberty of native-born Germans inhabiting its major urban centers in the face of aggression by foreign powers of incalculable technological prowess and military might, and,

Whereas ...

The Bundesrepublik von Bonn has, through its repeated actions and inaction, proven itself unwilling to protect the people of Berlin, their lives, their liberty, their property, and their national sovereignty from said foreign powers,

As The Elected Representatives Of The People Of Berlin, we the undersigned hereby declare and affirm it our duty in the absence of assistance from the Bundesrepublik von Bonn to safeguard the well-being of our city's inhabitants by whatever means necessary for the duration of the present crisis, even if the provision of such support be construed as contrary to the established policies of the Bundesrepublik von Bonn.

A STAB IN THE BACK

... Never let it be said that those who fought to free France that day were cowards. Never let it be said that any ran from their posts, even at the end.

Let it be remembered, rather, that after doing all that could be expected of us, we were betrayed. Yes! Betrayed by those in High Places who secretly wished to see Operation Central Fire fail, and fail miserably.

Of course, you doubt my words. Consider then, if you will, why was it that the promised support of the government's new charges, these new *Sturm Rittern*, never materialized as promised? True, here and there a few brave souls, transformed by the evil maelstroms that have shaken Europe to its very foundations, entered into the fray. I stand as witness that those who fought did so with bravery and with honor. But many more that could have joined in the fighting did not. Even worse, too many more listened to the honey-sweet lies of the politicians in Bonn. Those selfsame politicians, fearing the loss of so many important lives, begged citizens to stay their hand.

Did those safe at home, sharing a drink in their Bonn *stammtische*, think the loss of a single German soldier's life unimportant? But for those politicians and their pathetic pandering to their new Wunderkind, many more lives — important or otherwise — might have been saved.

Consider, if you will, how it was that the cyerpriests knew almost to the very instant of the event's happening when we had uprooted the infernal stelae we had sought. They were supposed to have been diverted. We were told by "people in the know" that these actions would go unnoticed. We were assured by the Ministers in Bonn that this phase of the operation need not concern us. Never mind that Cyerpapal militia were organizing to block our retreat from the very first. Never mind that hundreds of Cyerpapal jets in the skies over

Avignon were supposed to have been caught on the ground unawares. To all of you who have had a father or mother, a sister or a brother, shot down in flames over the main GWI plant that day, I say "never mind" your sorrow. Bonn has assured us that French intelligence had been properly diverted.

Consider also how it was that our helicopter assault teams were ambushed by special Cyerpapal interceptors (which Bonn claimed did not exist) in the final attack on Malraux's forces in Avignon. How was it that the lack of promised reinforcements and munitions forced our troops' withdrawal before the destruction of the GWI factories could be completed? How was it then, that after fighting our way back to the border, bleeding heavily for every kilometer of track along the way, that the Cyerpapists re-established control of their central stelae a full twenty minutes before Bonn assured us such a deed could ever be done?

Perhaps, Bonn simply made a mistake.

Have any of you ever waded through a reality storm? Do any of you have the slightest inkling what that can do to a person? You may survive, but you are changed ... changed forever in ways I cannot describe. Suffice it to say that your outlook on life is never the same again.

Yes, perhaps while safe in their beds, Bonn simply made a mistake. Or perhaps it is we who have made the mistake in trusting them so implicitly.

In the face of the evidence endured first hand, one singular aspect of an ever-eroding reality is this: we did not lose Operation Central Fire. We were betrayed! We were stabbed in the back! I leave it to you to decide who was responsible.

— *extract from a private speech given to members of the Scharnhorst Freicorp by Reinhardt Geisen, Commander of the Zondern Commandos.*

people being singled out for acts of retribution. In addition, many wealthy industrialists — increasingly concerned over the continued loss of trade and its effects on their corporations — began challenging the direction that Bonn's foreign policies were taking. While stopping short of advocating peace at any price, industrialist-backed delegates in the Berlin Bundesrat (Lower Assembly) drew up a Declaration of Affirmation in which they declared their loyalty to their native city first, their nation second, and the federal government somewhat after the fact.

THE GOVERNMENT OF ANGER

Why spoil the beauty of the Idea with questions of legality? Never let considerations of legality stop you from doing what you know in your heart to be right.

— Helmuth Von Zeitenburg

The provisional needs must invariably become the permanent.

— traditional political maxim

Given this hostile climate in the face of growing fear and uncertainty, it was only a matter of time before a split with the federal government would eventually occur. That split officially came about when a wealthy industrialist and president of the Reichstag Senate, Helmuth Von Zeitenburg, addressing the assembly of local and regional officials, declared the Federal government had lost the mandate of the Berlin people. So saying, Zeitenburg led a procession of civilian officials to the nearby Brandenburg Tor and proclaimed a new government in Berlin: the Zorn Regierung, a government of anger.

While a charismatic and crafty politician, Zeitenburg was also a careful and calculating one. In announcing the establishment of the new local regime, Zeitenburg hastened to declare the new governing body — with himself at its head — as a provisional body only. The Zorn Government, as the new order was quickly dubbed, would remain in power only until such time as formal investigations of the Bonn government were concluded. With justice served and the anger of the



people appeased, his provisional group would then stand down and the federal government's authority would be recognized once more.

FREI STADT BERLIN

Immediately following the announcement of his provisional government, Zeitenburg's first act as its new president was to proclaim Berlin a Free City. Until further notice, he declared, Berlin would take no further part in contributing to the war against the Cyperpapacy or the Ayslish realm in Great Britain. In doing so, Zeitenburg hoped to encourage other German cities across the country to do the same. Only in this manner, he reasoned, could Germany's leaders head off a full-scale invasion by turning Germany into a neutral state. In the end, however, no other city followed suit. Still, at the very least, President Zeitenburg believed an important message had been sent to the Outworlders, as the Possibility Raiders were called: Leave us in peace and we will do likewise.

Such formal posturing, however, did not stop Zeitenburg from bolstering his beloved city against possible enemy attack. From the outset, the Free City of Berlin has served as a haven for refugees and a rallying point for newly transformed Storm Knights. Many of the former have been recruited into local army or paramilitary Freikorps raised after Operation Central Fire. From the latter, many are known to have secretly met with Zeitenburg and agreed to undertake various "special missions" on behalf of the new government.

In addition to these "unofficial" efforts, shortly after the president's formal inauguration, a new military organization called the Zondern Commandos was officially established. Headed by a grim veteran of the Avignon campaign, Colonel Reinhardt Geisen, the Commandos are specifically charged with the defense of the city of Berlin

against all enemies, foreign or domestic. Not everyone is overjoyed about the formation of this new unit. Some see in these battle-hardened specialists the nucleus of a private army at Zeitenburg's disposal. Others, however, see in them welcome evidence of the new government's priorities with Berlin first.

Typical Zondern Commando

Reality: Core Earth

DEXTERITY 10

Dodge 12, fire combat 12, heavy weapons 11, maneuver 12, stealth 12, unarmed combat 13

STRENGTH 10

Climbing 12

TOUGHNESS 11

PERCEPTION 9

Camouflage 10, first aid 10, land vehicles 10, language 11, scholar (demolitions) 12, scholar (covert operations) 12

MIND 9

Survival 11, test of wills 10, willpower 10

CHARISMA 7

SPIRIT 10

Faith 12, reality 12

Possibilities: some (8)

Inclination: Good

Equipment: M-16 rifle, damage value 20, ammo 10, range 3-40/250/400; .45 Colt automatic, damage value 16, ammo 7, range 3-10/15/40; bayonet, damage value STR+5/19; grenades, damage value 19, ammo 1, range 1-6/15/40, burst radius 0-3/8/15; combat boots and fatigues; helmet, armor value TOU+3/20; flak jacket, armor value TOU+3/20; field radio or walkie-talkie; backpack.

ADVENTURE HOOK

There are several different ways gamemasters can integrate the new Berlin government into their campaigns. Some may wish to portray the Zorn government as a well-meaning group of dedicated officials sincerely believing that desperate times require desperate measures. Individual members can be portrayed as decent individuals with the public interest at heart. In light of subsequent events, the Zorn government can be viewed as a group of hard-working persons dedicated to the removal of all foreign invaders from German soil. As such, they are deserving of whatever support characters can provide and may serve as a means of support in return. Storm Knights, working either independently or collectively, may decide to undertake missions for the Zorn government or perhaps work as contacts between the government and other freedom fighters, such as the Cairo-based Mystery Men.

On the other hand, "Zorners" may be viewed as political opportunists eager to seize power for their own ends. The phrase "the provisional inevitably becomes the permanent" may well apply here. Zeitenburg's people may even be secretly dealing with agents of the Tharkoldu or the Cyberpapacy. In such circumstances Storm Knights may be called upon to penetrate the "veil of secrecy" surrounding the government's operations and discover "the truth" behind Zeitenburg's machinations. Even a combination of the two extremes is possible: the majority of the government's representatives may be well-meaning, but, here and there, a minister or two may be playing out their own hidden agenda that needs to be uncovered. The choice is yours.

The declaration of Berlin as a Free City opened the flood gates to thousands of displaced refugees from France, Great Britain, Scandinavia, Switzerland and Italy. As more arrived with every passing day, Berlin began to take on the appearance of a multi-national city as never before. As new enclaves of refugees grew in size, entire sections of the city were seemingly overrun by one ethnic group or another. This state of affairs alarmed many native Berliners, who saw in this influx of poor and downtrodden Europeans a threat to their orderly way of life. Many began to complain to their representatives, who in turn were feeling the burden of providing for German and non-German alike. With Bonn's refusal to send economic aid to its sister city, the Zeitenburg government began to feel the ground grow uncertain underfoot.

MY ENEMY, MY ALLY

Then came the Tharkoldu.

In the first years of the Possibility Wars, Earth managed to avoid contact with the Tharkoldu due primarily to the efforts of heroes in the Soviet Union who used their psychic skills to keep the invader at bay. The rise

Typical Berlin Police Officer

Reality: Core Earth

DEXTERITY 9

Dodge 10, fire combat 10, maneuver 10, swimming, 10, unarmed combat 11

STRENGTH 9

TOUGHNESS 10

PERCEPTION 8

Evidence analysis 10, first aid 9, land vehicles 10, language 13, scholar (police procedures) 12, scholar (riot control) 10

MIND 9

Science (criminology) 10, streetwise 12, willpower 10

CHARISMA 8

Persuasion 12

SPIRIT 11

Faith 12, intimidation 12, reality 12

Possibilities: some (6)

Inclination: Good

Equipment: HK automatic rifle, damage value 20, ammo 10, range 3-40/150/300; .45 Colt automatic, damage value 16, ammo 7, range 3-10/15/40; police uniform; riot gear: Kevlar armor, armor value TOU+5/22; optional transparent plasticene riot shield, armor value TOU+3/20, -1 *dodge fatigue* penalty if employed; riot helmet, armor value TOU+3/20; walkie-talkie.

Note: In addition to established police forces within the Zondern Zone, authorities have established a civilian police auxiliary known as the *Landwehr* (Home Guard). Though unarmed and lacking in specialized police training, these civilian neighborhood watch teams serve as additional eyes and ears for local law enforcement units. Each *Landwehr* team of two civilians is equipped with a pre-programmed cellular phone (tech 23, value 20) which automatically connects them with the nearest police post in their immediate area. At the first sign of trouble, a *Landwehr* team can signal for help which might otherwise be too late in arriving. Though not officially mandated as such, *Landwehr* teams are also expected to report suspicious activities of anyone suspected of being a collaborator with agents of another Possibility Power. Opponents of this plan charge that this system amounts to having a secret police force walking the streets under normal police auspices. Most citizens, however, are glad for the very visible additional security these volunteers provide.

of a new High Lord of the Tharkold, however, changed everything. For most of Berlin's inhabitants, the new onslaught came as a rude awakening. For a few, though, it could not have come at a better time.

Within hours of the initial assault, police and commando units managed to (barely) stem the cyber-killers' march. Few, however, had any illusions about their fate when the "Outworlders" renewed their vicious attack. Ironically, Berlin was saved in the end, though not by the might of its defenders alone (whatever they might think). Instead, it was a group of agents working for the Nile Empire that saved the city. Having discovered the Tharkold plan to invade Berlin, these unlikely "allies"

located and uprooted one of the Tharkoldu's vital stelae. The result was a savage dimensional backlash, as Tharkold and Nile realities collided head on.

In the midst of two separate realities fighting for dominance, attacker and defender alike were quickly paralyzed. By the time a balance between the two conflicting Order Of Things was re-established, the combatants were too dazed to continue the fight. Having lost the element of surprise, the Tharkoldu found further advances against determined opposition a costly business. Both sides were forced to give ground as weapons and equipment which were previously functioning failed to operate in places where the newly established Nile axioms began to hold sway. With both sides badly needing to regroup and sort things out, a truce was hammered into place.

THE GRAND MELTING POT

The truce gave President Zeitenburg the breathing space he badly needed to set his house in order. A consequence of the viciousness of the Tharkold attack — which was far deadlier than anything experienced to date — was that Zeitenburg declared martial law. The commander of the Zondern commandos was given full authority to mobilize the city's defenses. In the end, however, such measures were proven unnecessary. As the effects of the new mixed zone realities became more widespread, every passing day reduced the likelihood of another full-scale attack by the Tharkoldu.

As the days stretched slowly into weeks, people from every part of the globe arrived on the scene. Some were scientists and military advisors, eager to catch a glimpse of the new techno-horror for the first time. Others were spies and secret agents with their own covert agendas. Others were new refugees fleeing renewed fighting in other lands. Some were merely curious. With reality storms still flaring up along the fringes and portions of the city still in flux, each new arrival on the scene strengthened the force of his or her own reality as they merged with others of their kind or displaced the competition out of "unclaimed" territory.

BE CAREFUL WHAT YOU ASK FOR

While previously a Free City in principle, Berlin now became one in fact as never before. Within months of the abortive Tharkold attack, virtually every Possibility realm had established its own enclave somewhere in the city. The Zorn government now finds itself in the perplexing position of attempting to govern a multi-ethnic, multi-reality based city in which every one, and no one, holds power. Perhaps a younger, more energetic personality might have sorted everything out. Zeitenburg was neither.

Unable and perhaps unwilling to maintain order under such conditions, Zeitenburg decreed the establishment of independent "zones of alternate space" with each Possibility realm granted local autonomy to manage its own people as it saw fit. Withdrawing to the center of the new "Zondern Zone," from his command center in the Reichstag building, an aging Zeitenburg could only look out over the last remaining vestiges of Core Earth reality in Berlin and wonder where had



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things gone so terribly wrong?

They were all going to need a lot of help to put things to right again.

Note: With regards to the adoption of the Articles of Free City Maintenance, it should be kept in mind these provisions represent an informal understanding among the various Possibility Powers. The Zorn government, for example, has never abdicated its claims to sovereignty over territory presently held by the Tharkoldu. Nor have the representatives of the Nile Empire, for example, agreed to refrain from acquiring additional territory at another's expense if they could actually get away with it. Moreover, the federal government in Bonn flatly rejects any agreement that allows for the establishment of foreign troops on its soil. What one sees in place here is the creation of "unofficial" zones of control that reflect the realities of power in present day Berlin. For many in this beleaguered city, it is hoped that, just this once, the provisional does not become the permanent.

THE NILE EMPIRE

Despite the ruthless territorial expansion it has undertaken, as well as the many crimes inflicted on its subject peoples, the Nile Empire seeks to promote itself as a natural ally of the German state. Representatives of the Nile Empire point out that, were it not for the timely action of their agents, Berlin would already be completely under Tharkold control. Were the prospect of such a horror not enough to suggest a possible alliance, supporters of Dr. Mobius point to the war currently being waged between the Nile Empire and the Cyberpapacy. This is offered as further "proof" that the two powers should join forces against a common foe.

THE LESSER OF TWO EVILS

There are, admittedly, many native Germans who, in recent months, have begun to give such suggestions serious consideration. Many, (especially various power

HELP IS WHERE YOU FIND IT

The voice from behind the high-backed leather chair was less than sympathetic ...

"All in all, I'd say your people screwed things up royally. But tell me, did you sincerely believe that by simply drawing up a piece of paper and waving your arms about shouting, 'Berlin is a Free City, Berlin is a Free City', you would truly make yourselves safe from attack? Stands to reason all you did was draw unwarranted attention to yourselves."

"I am not in a position to challenge the wisdom of my superiors."

"No, Ambassador, — and I use the term loosely — you are not. You are a simpering little toady come crawling on your belly, whining about Tharkold atrocities, and begging for my Storm Knights."

"I am neither simpering, Madam Guildmeisterin, nor does my complexion resemble that of an amphibian. I have been directed by my government to seek assistance from you in the hopes of bolstering our defenses. I am attempting to discharge that commission, nothing more."

"Your government is fiat propped up by a dictate, wrapped in an affirmation of stupidity. Why should I waste the lives of my people on a hopeless cause like you?"

"Because our cause is just and, despite your assertion to the contrary, there are still some of us left with hope enough to believe others will come to our aid."

"So you have said every day for the last nine days. Why do you persist in this fruitless endeavor? Go home, Ambassador. Tell your 'government' I do not throw away my precious Knights on lost causes."

"I persist, Most Noble Ritterfuhren, for the same reason you do."

"Which is —."

"If you really wished me gone from your sight, your people could have banished me from this compound long before now. Still, you receive me day after day and each time you refuse by humble petitions. I suspect you are enjoying this game as much

as I and others of our kind do."

"What game?"

"The game of Fox and Hounds, the game of Wheels Within Wheels, double and triple-crosses obscuring the obvious. More accurately put, the game of pitting titanic forces together and supplying both ends against the middle, while you sit back and foster your own ends. Do not waste our time denying this is so, Madam. I submit to you that for every dark design of the High Lords your Storm Knights have thwarted in the last year, you have ordered them to assist in the completion of another. In the final analysis, questions of right and wrong have no bearing in your calculations. Nor have you any real concern over the outcomes those completed missions entail. In point of fact, you enjoy playing opposing sides against each other, all the while quietly sitting back, recruiting more *Sturmen*, training more loyal adherents to your own cause. I cannot help but wonder, my dear woman, do any others realize as yet that the nature of the game you are really about has nothing to do with this petty principality? How many realize what you are really after is — ?"

"Enough! Enough ... You play the game well, yourself, Ambassador. I'm beginning to see I have misjudged you. You are a very dangerous little toady after all."

"I have found it is often hard to cast a decent spell without one."

Ambassador Rensel accepted the raucous cackling from the Guildmaster's throat as a reasonable facsimile of laughter at the private joke they shared.

"I can hire out two of my best Knights immediately and three more within sixty days. Beyond that we will wait upon events. I presume your 'government' understands the conditions of payment I normally require?"

"I have with me a blank cheque, Gracious Lady."

"A pleasure doing business with you, Sir Toad."

blocs within the established clergy), see the destruction of the anti-Christ Malraux and his Cyberpapal abomination on Earth as the primary goal of free peoples everywhere. Many in government circles have already secretly proposed a "marriage of convenience" between Berlin and Cairo. Such an arrangement, if it

... let me remind you, *meine Herren und Damen*, what we found when we came to this world: a country virtually bankrupt, a people cut off from its own cultural heritage, the last vestiges of a once proud civilization smouldering in ruins, not unlike the relics of that once proud past crumbled in the desert sun. We have restored that People to a place of Honor in the world. We have helped them rediscover their greatness, their pride, their true heritage. Today, mighty Egypt has its own place in the sun. Can you not appreciate the challenge we have set ourselves? Can you not appreciate the Struggle we have gladly undertaken? It is true we have conquered other lands and other peoples. What would you have us do? Should we simply sit idly by and watch those same lands, those same peoples fall under the cursed Cyberpapists? We recognize in the GermanVolk a kindred spirit. If we have made our own place in the sun, that same sun can shine its warmth on our allies as well. Join us. Let us fight the common foe. Come what may, the world will not soon forget that there were once two nations called Germany and Egypt!

— extract from a speech by Strategos Nikanor delivered to the German Reichstag on the occasion of the formal opening of the Nile Empire embassy in Free Berlin.

comes to pass, would be much like the one fostered between the western democratic nations and the Soviet Union in the last war.

For his part, Dr. Mobius has privately made it known he holds a grudging respect for past German exploits. By his reasoning, anyone capable of almost dominating the world with technology inferior to his own can be of use to him. (Not as partners, mind you, but as efficient allies to be disposed of later when convenient.)

HOLLOW LEGIONS

While maintaining the largest of the occupation zones in the city, the Nile Empire is, ironically enough, often seen as one of the weakest powers present in Berlin. The ongoing war effort against the Cyberpapacy's allies in the Balkans, as well as the need to check Malraux's growing influence in North Africa, means that resources are few and far between. Growing interference from the Mystery Men and other costumed crusaders here and in Cairo are further hampering vital plans. Moreover, time is not on their side. Strategos Nikanor already feels himself pressured to produce tangible results before his abilities — or his loyalty — can be questioned by opponents back home. In the past, this often forced him to put plans in motion before he was ready to act. The results thus far have not been encouraging.

AS NEEDS MUST

Coming to grips with these problems has forced the Nile leadership to look for allies in unlikely places. Lucrative arrangements made with selected Hanseatic businessmen in midnight conferences, for example, will soon ensure the flow of important technology into various secret projects. Offers to share the secrets of



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Egyptian weird science has snared the occasional German scientist willing to collaborate "in the interest of science." Most important of all, however, Nikanor has reached an understanding with his Tharkold counterpart, Vutark. While details of this "marriage of convenience" remain unclear, the Tharkoldu have begun providing the Nile Empire in Berlin with selected examples of occulttech. The successful incorporation of this new technology could change the local balance of power and have far-reaching implications. What the Tharkoldu are getting out of this remains to be seen.

Despite their professions of intended good will and repeated offers of alliance, the Tharkold "connection" points to the true direction of Alexandrian policies in

Berlin. Were this not enough, Nile-sponsored mobsters and local crime lords are hard at work carving out their own community "empires" in various sections of the city. The influx of numerous Nile Empire villains and villainess' from Cairo into the city in recent months are a further indication of mischief brewing behind the scenes. That Nikanor's schemes have fallen short of their mark at this point in time is perhaps due to his need to divert precious resources and manpower to watch over his Kanawan and Cyberpapal neighbors, neither of whom he trusts. Once these threats are successfully neutralized, however, the inevitable partition of Berlin can commence in earnest.

NILE EMPIRE OCCUPATION FORCES

Though ostensibly designated a "free city," Berlin is, in reality, a city under foreign occupation. In addition to the overt presence of Tharkold techno-demons who hunt at will, the other major powers in the city have been accorded the right of self-governance and self-protection within their own zones of control. It is not uncommon, therefore, to encounter a variety of foreign "security" troops in different parts of the city. In this, the Nile Empire is no exception. The following are statistics regarding the types of occupation elements found within the New Alexandria Zone.

Shocktroopers

Standard combat troops and part-time peace-keepers, Nile shocktroopers enforce the edicts of the Berlin Governor of Occupation, Strategos Nikanor. They also act to maintain civil order and maintain the Empire's presence in Berlin through routine patrols which can be either on foot or on horseback. At present a battalion of Nile shocktroopers numbering roughly 300 men and women are present in Berlin. These include a company of Cataphract tanks (see Chapter 6) which can be used in an emergency situation.

Typical Nile Shocktrooper

Reality: Nile Empire

DEXTERITY 9

Beast riding (horse) 10, fire combat 10, heavy weapons 10, unarmed combat 10

STRENGTH 9

Climbing 10

TOUGHNESS 9

PERCEPTION 7

MIND 7

Willpower 10

CHARISMA 7

SPIRIT 9

Inclination: Evil

Equipment: KO8 pistol, damage value 15, ammo 8, range 3-10/25/60; combat dagger, damage value STR+3/18; pilum breech-loading rifle, damage value

20, ammo 10, range 3-40/300/500; bullet-proof vest, armor value +6/22; water bottle; walkie-talkie; backpack.

The Aegema Guard

In addition to standard occupation troops, Strategos Nikanor also maintains a special contingent of 100 men and women in Berlin known as the Aegema. These are specially trained combat veterans charged with the personal protection of the Strategos, his staff, and the Nile Empire embassy grounds. These highly motivated individuals are commanded by experienced combat veterans and possess high morale and discipline levels at all times.

If called upon to do so they are capable of putting up stiff resistance in the face of enemy attack (from whatever quarter).

Typical Aegema Guard

Reality: Nile Empire

DEXTERITY 11

Dodge 12, energy weapons 12, fire combat 14, heavy weapons 12, maneuver 12, melee weapons 13, running 12, unarmed combat 13

STRENGTH 12

Climbing 13

TOUGHNESS 11

PERCEPTION 8

First aid 9, land vehicles 9

MIND 8

Willpower 11

CHARISMA 7

SPIRIT 9

Faith (Egyptian) 10, intimidation 9, reality (Nile Empire) 10

Inclination: Evil

Possibilities: some (10)

Equipment: 9mm Luger pistol/artillery model with detachable drum magazine, damage value 15, ammo 8 or 50 with drum magazine, range 3-10/25/60; combat dagger, damage value STR+3/18; Serapis submachine gun, damage value 18, ammo 12, range 3-15/35/80; ceremonial ring mail with silk lining, TOU+5/20; wa-

THE VICTORIAN MANDATE

*We shall bring the ultimate truth to the people of Berlin.
The truth alone shall save them.*

— Nigel Frex, Vicar-General, Victoria
Mandate Brigade, Free Berlin.

Ultimate truth is whatever gets you through the night ...
— graffiti from the Brandenburg Gate

Though one of the last Possibility Powers to occupy Free Berlin, the Victorians of Orrorsh have found the political climate in Berlin much to their liking. Under the direction of Sir Banastre Belamey, the Gaunt Man's Consul-General in Berlin, the Orrorshan enclave of the

ter bottle; walkie-talkie; backpack. Some officers and NCOs may be armed with weird science laser pistols, tech 24, damage value 32, range 3-50/80/100.

Embassy Attaches

Primarily responsible for carrying out a variety of tasks related to the smooth operation of embassy routine, Nile Empire embassy attaches are specialists who also interact with a variety of civilian groups and government organizations in an official capacity. Beyond this "legal" function, many attaches are also de facto intelligence operatives, assigned to carry out a variety of "special operations" against representatives of other realms present in Berlin. These men and women are also concerned with undermining the efforts of local Storm Knights whenever possible.

Typical Attache Operative

Reality: Nile Empire

DEXTERITY 9

Dodge 12, fire combat 10, lock picking 10, maneuver 10, unarmed combat 12

STRENGTH 10

TOUGHNESS 9

PERCEPTION 11

Disguise 12, evidence analysis 13, forgery 12, language 12, scholar (espionage) 13, scholar (interrogation) 13

MIND 10

Willpower 12

CHARISMA 9

Persuasion 10

SPIRIT 8

Faith (Egyptian) 9, reality (Nile Empire) 9

Inclination: Evil

Possibilities: some (15)

Equipment: 9mm HK automatic, damage value 14, ammo 8, range 3-10/20/40; stiletto, damage value STR+6/16; lock picking kit; passport (Nile Empire issuance); tailored business suit; \$500.

Victoria Mandate maintains a stable, if unwanted, presence in the city. That continued presence is seen by native Berliners as consisting of three parts condescension and four parts arrogance!

HOW LUCKY THEY ARE WE'RE HERE

Having witnessed firsthand the destruction caused by the Tharkold invasion and reinforced by tales of techno-demon atrocities after the fact, the Victorians of Free Berlin are convinced their mission is to combat the spread of this new menace. Not surprisingly, the Victorians see themselves as the key players in whatever dramatic fight for freedom shall come to pass. Never mind that other Possibility Powers have better weapons or more men. The intrinsic superiority of the Victorian soldier and his officers shall prevail against the foe. Beyond simply adding a modest military presence to the area, Victorian missionaries in Berlin are also busy behind the scenes attempting to bring about a spiritual revival among the local populace.

For these persons in particular, Berlin is proof positive of Divine Retribution against a people who have turned away from the True Faith (their own of course). But there is still hope. Bearers of the True Word have arrived in time. Like the wayward child come home again, the inhabitants of this Godless place can be given the True Word and return to the fold! Only in this way, only by renewing their faith, can the good people of Berlin save themselves from the alien horror in their midst.

As might be expected, the arrival of these Victorian missionaries eager to "save Berlin from itself" has not gone over well with many of the locals who view them as just another group of foreign oppressors who happen to dress in funny clothes. They have especially drawn down the anger of the Midnight Clergy, which is the organization of military clergy in the city eager for a renewal of faith among the people, but on their own terms.

WHAT THEY DON'T KNOW WON'T HURT THEM

Not surprisingly, Berlin's Victorians are, themselves, unaware of the true reasons for their presence on the European scene. First, they are a reminder to the other High Lords that nothing escapes the Gaunt Man's attention. Their proximity to Cyberpapal agents in the city also serve as a check to covert operations from this quarter. (For example, power installations servicing areas outside Berlin have been repeatedly attacked by special operatives employed by Nippon. Since the arrival of the Victorians in Berlin, however, no assaults on power stations servicing Free Berlin have been reported.) In addition to serving as the eyes and ears of the Gaunt Man in Berlin, Consul-General Belamey is also charged with conducting secret trade agreements with local businessmen eager to turn a profit by the recent turn of events in Germany. If such agreements can be reached while undermining similar efforts by the other Powers, so much the better. The Consul-General must have a care, however, that people like Vicar-General Frex do not exceed their authority, resulting in a spontaneous uprising of the "natives." The Victorians in Berlin must be careful to succeed, but not succeed too well.

ADVENTURE HOOK

"Theological differences with injuries" are one interesting way to involve characters in the spirit of the times in Free Berlin. Keep in mind that any reality grows or wanes in strength in proportion to its believers. Belief is a function of faith, and faith is what the Victorian missionary and the Midnight Clergy are all about. Both see the growth of faith among the average lay person in the streets as a key to ultimate victory. Where they differ, however, is over what particular brand of faith the people should be practising. While Victorian religion holds many points in common with its Core Earth counterparts, the Victorian variety is a sterner, harsher, darker form of expression (ironically very appropriate for the mood of the city as a whole). The Victorian zealot is willing to lay down his/her life for their beliefs. Equally importantly, they see nothing wrong in laying down someone else's life, if that someone is attempting to undermine their efforts by leading others "astray." For their part, the opposition view the Victorian missionaries as agents of an evil Outworlder power, agents bent on deceiving and subverting the innocent. Mix the two together, add in a pinch of desperation and a liberal dose of fanaticism, and you have a potentially explosive situation. Characters may be called upon to "detain" a prominent member of the opposition clergy who is becoming too influential for his/her own good. Characters may also find themselves confronted with mobs spurred on by local Vicars bent on expressing their faith with molotov cocktails. Then too, an interesting adventure can be centered around one or more characters who "convert" to the other side. Spiritual power is a factor that can — and should — be factored into a Berlin-based adventure whenever possible.

NIPPON TECH

In many respects, 3327 cannot believe his good fortune regarding Berlin. His chief agent on the scene, Suriyami, has proven himself an unexpectedly capable leader at a time when a desperate situation called for desperate measures. Suriyami's diplomatic skills combined with his ruthless pragmatism have netted Nippon virtually a quarter of the city with minimal efforts being expended.

Since that time, however, things have gone from bad to worse in Berlin. Various research projects which seemed promising enough at first have failed to produce results. Then too, Tharkold-sponsored cybergangs are proving to be more of a destructive nuisance than at first anticipated. Nor are the Tharkoldu the only problem. As if recent posturing by Nile gangsters were not enough, the discovery of a gospog field in Victoria Park is proof positive of Nile-Tharkold collusion aimed at undermining Kanawan interest in the city. To this is added the growing disenchantment of Berlin's disenfranchised whose collective complaints threaten to



Eric Coile

Typical Victorian Soldier, Victoria Mandate Brigade

DEXTERITY 9

Beast riding (horse) 10, dodge 10, fire combat 12, maneuver 12, melee weapons (10)

STRENGTH 9

TOUGHNESS 10

PERCEPTION 9

First aid (10), scholar (regimental tactics) 12

MIND 9

Willpower 12

CHARISMA 8

SPIRIT 12

Faith (Victorian) 14, intimidation 13, reality 13

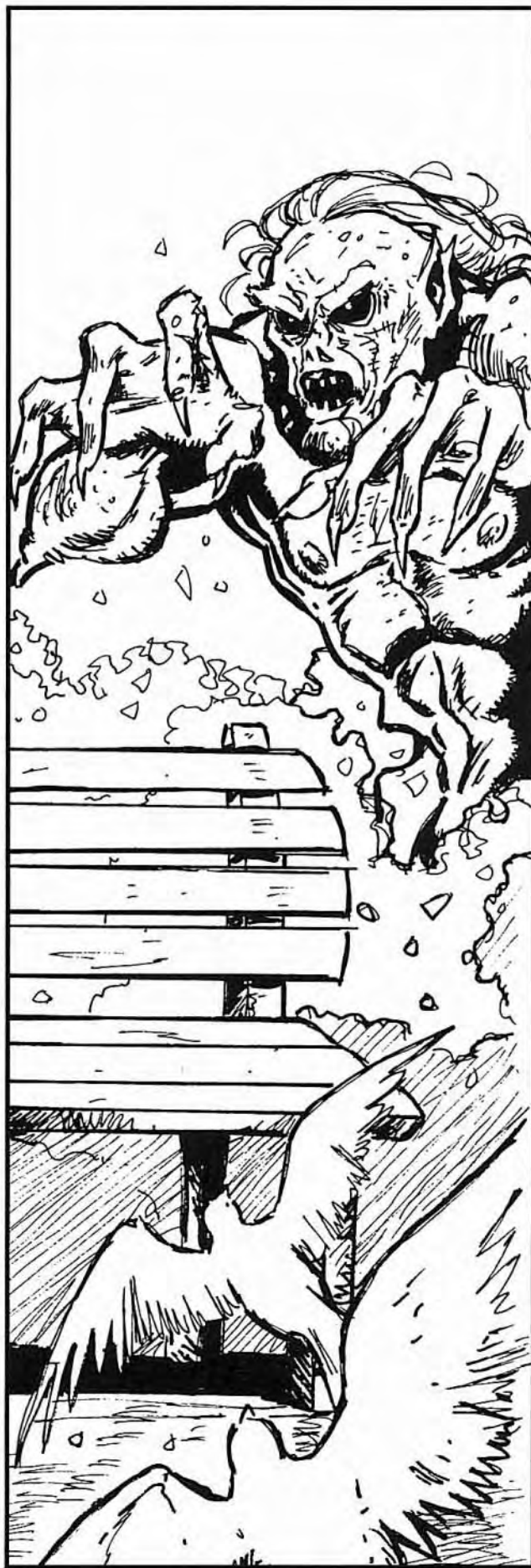
Equipment: Lee-Hollings rifle, damage value 18, ammo 8, range 3-40/300/1800, no special loads; bayonet, damage value STR+5/19; red doublet uniform coat; white trousers; wide-brimmed helmet, armor value TOU+3/20; \$20.

undermine the goodwill Kanawa has invested in the Zorn government.

It is up to Surijami to keep the local Berliners (or the Yakuza) in line while focusing on one enemy at a time. If little help can be found from a Zorn government interested only in maintaining the status quo, then new allies must be found. An accommodation with the Cyberpapacy's agents seems to offer the best check to the spread of Nile influence in the city. Unlikely as it may seem, Surijami is also considering some form of secret arrangement with elements within the Victorian enclave that could work to Nippon's benefit as well. The Consul-General is not the way to go, he has decided. But the Consul-General's excitable, fanatical Vicar-General, on the other hand, might be persuaded that the time for a "Holy War of extermination" against the Tharkoldu is in order! Never mind how useless such an endeavor might ultimately be, if it diverts Tharkoldu pressure long enough then it is worth it.

AYSLE

At first glance, it may seem strange to find an Ayslish ambassador in Berlin. Many view the Ayslish as the second most destructive power (next to CyberFrance) to be eliminated at all costs. And, in truth, the Warrior of the Dark has done little to dispel the image of a ruthless conqueror. Still, there are good reasons why the Ayslish should come to Berlin. First and foremost, they need food. One of the Ayslish ambassador Ragnar's first tasks upon arrival was to set up a secret arrangement with Surijami's people in Berlin. Through these secret accords, Nippon has agreed to send shipments of food and weapons in exchange for rights to Ayslish North Shore oil operations. As Ayslish Corsairs continue to move into the Mediterranean, relations between Aysle and the Nile Empire continue to deteriorate. It seems clear that the Warrior of the Dark seeks to block Malraux's Cyberpapacy from further expansion in this quarter. This is the impression Ambassador Ragnar is peddling in hopes of securing yet additional food concessions from the Zorn government at any rate.



Eric Coile

HISTORY REPEATING ITSELF

Ambassador Rensel marveled at the beauty of the object set before him. The exquisite bowl stood 8.5 centimeters high. The exterior was covered with delicate gold filigree on a bronze backing. This elegant workmanship once covered a wooden bowl dating back to the 5th century B.C.

"It is a marvelous piece of craftsmanship, is it not?" The voice was that of the Ayslish ambassador, Lord Ragnar.

"Indeed it is my Lord. I simply cannot accept such a lovely gift."

"Of course you can. It was yours to begin with. It comes from that part of Germany called Schwarzenbach. I give it to you as a symbol of our mutual heritage."

Ricard Rensel, First Ambassador of the Zorn Republik, diplomatically avoided asking how the Ayslish Lord had acquired this particular piece of "Germanic" property. He simply nodded sagely and waited for his counterpart to press his point.

"It's Celtic, don't you know. Thousands of years ago the Celtic people had the heart of their empire here, right where we are standing today. At its height, that empire stretched all the way from Ireland to Egypt itself! Did you know," he added conspiratorially, "that a band of Celts even tried to overthrow the ancient Pharaohs themselves! What bold fellows, that!"

"And now look at the situation today ... here we are, you and I, your people and mine. The situation is not that dissimilar. Together we can become the

New Celts of the Modern Age! Even our enemies are still the same. Do you not wage war against the same Pharaonic Egypt as the Celts of old? Already our Corsairs are riding the Mediterranean waves Mobius claims are his alone. Already our longships raid the coast of Brittany against the hateful Malraux. Why should your enemies not be my enemies? I have the manpower you need. Your government has the food to feed them. What could be simpler to understand. We are historic allies of a sort, don't you know?"

"Actually, I know the story of the Celtic *coup d'état* against Egyptian rulers all too well, ambassador. It occurred around 259 B.C. — about 4,000 Celtic mercenaries rebelled against their Egyptian paymasters. They fought, not so much for the throne of the Pharaoh, as for his temple treasury. They were brutally suppressed by Ptolemy II. He had the few prisoners who remained alive taken to an island in the Sebennytic arm of the Nile and left them there to starve."

"I see you know your Celtic history better than I anticipated, Ambassador Rensel."

"No, but I do know my Egyptian history, ambassador Ragnar. And it would seem that history does indeed repeat itself after all."

"How do you mean?"

"Well consider, Lord Ragnar. After all those years, you Celts are still desperately in need of food ... it would seem some things never change."

There is little doubt that native Berliners have a fascination with magic. This, in part, explains their acceptance of the Human and non-Human Ayslish in their presence. Then too, many wealthy industrialists with influence in government circles are hoping to reach profitable arrangements with the Ayslish, politics be damned! Care must be taken, however, for the evidence suggests the Ayslish are playing a deadly game of double-cross whenever and wherever they can.

Just as Nippon is being played off against Dr. Mobius, so too, the Ayslish are attempting to play off the Tharkoldu against Nippon Tech. In this regard Tharkoldu occulttech specialists have been granted permission to inscribe Aysle spells onto their newest SpellChips. Behind the scenes, Ambassador Ragnar and his cronies are also using their contacts among Hanseatic Industrialists (with their dreams of Ayslish gold in their Swiss bank accounts) to cause division within government circles. At the same time, Ayslish gold in the pockets of university administrators are fostering future divisions between these same industrialists and local academicians whose power continues to rest on magical, rather than scientific foundations.

By these twin tactics of divide and conquer, combined with playing off one side against the other, the Warrior of the Dark hopes to emerge victorious in the long run. Given the propensity for factional infighting

the Possibility Powers have demonstrated so far, this plan has a reasonable chance of success. The Ayslish presence in Berlin, however seemingly benign it might seem, is testimony to their continued desire for conquest, even if that means conquest from within.

THE CYBERPAPACY

When word arrived that the Cyberpapacy had petitioned the Zorn government to permit a diplomatic presence in Berlin, a riot almost erupted in the Berlin assembly. For years, little love had been lost over the followers of Malraux. Officially, the reason (or excuse) given for the request was the desire to establish a dialogue between French industrialists and the Zorn government regarding the return of captured cybertechnology "looted" by allied forces during Operation Central Fire. Behind the scenes, however, President Zeitenburg has had more weighty issues to consider. Many suspect a secret agenda on the part of the French ambassador, Baron D'Arminaine (see Chapter Four). Whatever the truth of these rumors, the Cyberpapacy has been allowed to establish themselves far removed from the center of things, while the Zorn government plans its next move.

Since their arrival, the Cyberpapal legation has proven to be a constant thorn in the government's side. Not content with harassing travelers at Tegel airport

with their "anti-Christ propaganda," cyberpriests have been the focus of numerous street corner brawls and market square fistfights. Demands by Cyber officials for increased protection of its citizens has placed Zeitenburg in an awkward position. As negotiations continue to drag on (both official and "unofficial" in nature), word has arrived that the Tharkoldu have granted Malraux's people permission (or at least tolerance) to occupy various churches and cathedrals in their territory. The sight of Cyberpapal clergy preaching their new religion from some of Berlin's most sacred religious centers — with the hated Tharkoldu's blessing — has many questioning the Zeitenburg's right to govern. Some suggest the promotion of such political dissension may be the real reason for the Cyberpapacy's coming to Berlin in the first place.

Whatever their true motivations in the matter, the Cyberpapacy is taking advantage of their proximity to their Nile Empire neighbors to wage a "shadow war of attrition" between the contending zones. The accord reached with the Tharkoldu may well be another step in that direction, or it may signal some other, more sinister development. Only time will tell.

Little contact has been made between Cyber representatives and the Victorians. This is perhaps in keeping with the Gaunt Man's overall reluctance of late to communicate with Malraux in general. Meanwhile, most Cyber clergy in Berlin have little use for their sometimes fanatical Victorian counterparts, whom they hold to be only a cut above the Berlin "midnight clergy" (see below). Until things clarify on a higher level, however, an uneasy truce between the respective Powers continues to exist.

Nippon's attempts to undermine the Cyberpope's efforts in North America have put a strain on relations in that quarter. With this in mind, the recent warming of relations between Cyberpope and Tharkoldu in Berlin may also suggest a logical step aimed at eventually embarrassing 3327 in this quarter.

All attempts to meet with Ayslish representatives in the city have been flatly refused. There seems little doubt of Aysle's hostility towards their Cyberpapal rivals. Anyone suggesting the likelihood of continued "peaceful coexistence" between the two Possibility Powers need only consider the number of times Cyberpapal agents have trashed magical research centers at Berlin Technical University, or the frequency that Ayslish demi-Humans have tarred-and-feathered Cyberpapal priests travelling through Zehlendorf.

On one particular front, however, Malraux has reason to be hopeful. Contacts with numerous industrialists with corporate headquarters in northern Germany have proven initially very encouraging. Many involved in manufacturing and production would like to see their profits expanded through the introduction of new Cybertechnology. Considering the vast profit margins that could be realized from such a massive "revamping," some corporate leaders have voiced their willingness to pay a "political" as well as monetary price for such considerations. Following the tried-and-true plan of attack used in Quebec, Malraux's agents are encouraging a nascent separatist movement among these new "Hanseatic" business men and women. If played out

just right, the net result could be the conversion of several key northern cities to Cyberpapal control. The placement of critical stelae in any one of these could, in turn, permit a sizeable shift in the strategic balance of power. Loss of any part of northern Germany to the Cyberpope would check further Ayslish expansion and serve to undermine central Europe all the more. Again, time will tell how successful these covert connections become.

Although the Cyberpope's exact standing in Berlin is in question at this point in time (at least until the outcome of any secret negotiations that are still in progress change his position), it is certain that he has managed to put his foot in the door. He is not likely to let that advantage be lost through inaction on his part. Once the situations in North Africa and North America become clarified, Berlin may be the next Cyber "target of opportunity."

THE THARKOLDU

Berlin was originally seen as a logical target in which to duplicate the recent success of Los Angeles. Numerous factors contributing to a potential Tharkold victory were present: open division among local authorities, a war weary local populace, and a general atmosphere of youthful discontent that could be exploited to their cause. Add to that the element of surprise and a quick strike that should have left High Lord Jezrael in charge of an important strategic position. The operative words here are "should have," however.

At the present time the Tharkoldu remain in direct control of roughly one third of the city. Recent events have made the inclusion of other Possibility Powers into the area an added complication. Still, the Demon Lord of Berlin, Vutark, sees this as a situation to be exploited. Unaware that he has been affected by the merging of the Nile reality with his own, Vutark has set about to construct an elaborate plan for the conquest of Berlin. The heart of this plan focuses on the other Possibility Powers weakening themselves to the point where none will be able to withstand a renewed Tharkold attack that sweeps all before it.

To this end, Vutark has made his "peace" with the Nile Alexandrians, offering them selected pieces of occulttech in exchange for weird science technology and an offer of limited cooperation. From this new alliance, Nile mobsters and Tharkold cybergangs have begun a series of "incidents" inside Kanawan territory aimed at disrupting civil authority there and, just possibly, sparking wide-spread civil disturbances resulting in Kanawa's downfall. Adding to this continued pressure, Vutark has opted to allow a variety of cyberpriests into the holy places under his control, on the condition that the sermons preached from these pulpits include a liberal amount of anti-Nippon rhetoric. (As an added bonus, the presence of cyberpriests in places like the Berliner Dom daily erode the credibility of the Zorn government.)

Not content to single out the Kanawans alone, a secret accord with Ambassador Ragnar of the Ayslish Zone has netted Vutark's occulttech specialists the incorporation of Aysle spells into their newest SpellChips. This, in exchange for Vutark's assurance the new chips

will, in turn, be disseminated outside of Berlin for use against the Cyberpope at large. As for his Nile "ally," Vutark's secret funding of various Frei Korp and secret societies in Berlin are making life frustrating for Dr. Mobius' minions. Then too, an occasional bribe tossed to Baron D'Armontaine is usually enough to ensure a new round of Cyberpapal insurgents staging a mid-night raid into Alexandrian territory.

Ironically the longer the Tharkoldu remain in Berlin, the more they are affected by the Nile reality axioms that promote intricate and dramatic plans over direct "hack-and-slash" action on a grand scale. With each passing day, Vutark's plans become more intricate and more devious, perhaps to the point of becoming unworkable. Of course, there is nothing to say that one or more of Vutark's subordinates — equally affected — may not already be planning an equally intricate plan against Vutark himself. Should this Demon Lord be removed from the scene, all bets are off! Perhaps by then, one or another of the Possibility Powers may have their own grand strategy put into motion. Time may well prove to be the Tharkoldu's greatest ally in Berlin, and their greatest enemy.

Note: If it sometimes seems hard to know exactly who is using whom in this situation of deals and counterdeals, backstabs and triple-crosses, you're right, it is. Welcome to diplomacy played Berlin-style.

FREI KORPS

What can one say about the Frei Korps ... better the Devil you know than the Devil you don't.

— saying attributed to president Zeitenburg

Freedom doesn't come cheap ... neither do cartridges. Somebody has to pay for both sooner or later.

— traditional Frei Korp slogans

The term Frei Korp refers to a paramilitary group of political activists (some say extremists) who serve largely as auxiliaries to the military and police in the defense of Berlin. The term Frei Korp itself comes from a collection of right wing bands of political dissidents in 1920s Weimar Germany who agitated (often with serious injuries as the result) against "the enemies of the Fatherland." Often this meant armed clashes with socialists or communists. Sometimes, the biggest "enemy of the Fatherland" was the elected Weimar government itself. There are at present three recognized Frei Korp groups roaming within greater metropolitan Berlin: the Scharnhorst Frei Korp, the Blucher Bund, and the Landsknechts.

Despite their members often including political extremists and even known criminals, it cannot be denied that each group is fully committed to the elimination of all "foreign powers" from Berlin. To this end they are seen by the average Berliner as a welcome addition in the fight for freedom. In the event of renewed aggression by any Possibility Power, these men and women will be among the first to man the barricades.

Perhaps for these reasons, many of the Frei Korp's less socially acceptable actions are often overlooked. Many Frei Korp members can be described as little better than the thugs they claim to be protecting the city's inhabitants from. While often the first to come to the aid of those victimized by neighborhood gangsters and cyberpunks, many of these "national heroes" are not above shaking down the locals for "contributions" towards continuing the "fight for freedom" after the threat is removed. Then too, few Frei Korp leaders have an overwhelming love for their government. Many see the Zeitenburg administration as being weak and Zeitenburg himself is seen as a mere puppet in the hands of the Zondern Commandos. At more than one



Frei Korp rally, the idea of marching on the Reichstag to “liberate” the city administration has been voiced (rather vocally at that).

Note: Now here’s an interesting adventure hook! One or more Frei Korp bands, convinced of their need to “free” the government from the dictatorship of the military, march on the Reichstag. What do the local military forces in the area do? Do Storm Knights get called in to protect the government or are some of them actively siding with the “liberators?” In the meantime, what are the Tharkoldu or the Nile Empire’s agents going to do about this turn of events? Or are they actually behind the scenes, fueling the fires and agitating the troopers on? Can the Storm Knights uncover the covert agents in time? Who else is implicated in this plot? How far will their searches take them?

Perhaps most damning of all is the frequency of Frei Korp members to raid the homes of suspected collaborators, dragging them out into the streets in the dead of night, never to be seen or heard from again. While such actions are not officially condoned by the Zorn government, it should be noted that to date not a single Frei Korp member has been sentenced for complicity in such blatant violations of Human civil rights.

THE SCHARNHORST FREI KORP

Named after the famous general who contributed to Prussia’s defeat of Napoleon, the Scharnhorst Frei Korp is a collection of several hundred civilians and ex-service personnel who routinely patrol the streets of the Zonder Zone in nightly “neighborhood watches.” Armed with all manner of civilian and military stores, their aim is to provide security in areas where police and military regulars haven’t the manpower to spare. Drawing on their local knowledge of the communities they serve, the Scharnhorsten are often the first to notice strangers in their midst and to alert authorities to the possible presence of superpowered villains or Tharkold hunters in their midst. Beyond this, however, the Scharhorsten have their own political agenda to carry out. Scharnhorsten are widely known for their anti-Cyberpapal stance. Few cyberpriests are unlucky enough to fall into their hands make it to police headquarters for questioning.

THE BLUCHER BUND

A rival of the Scharnhorst band, the Bluchern are also named for a German military hero of roughly the same period. Members of the Blucher Band are notorious for their insistence on “taking the war to the enemy.” To this end, its members are most likely to stage armed raids into territories presently controlled by the Possibility Powers. Often these raids are made in retaliation for some act perpetrated by enemy agents or super-villains. Often, however, they take the form of terrorist acts of destruction, kidnapping, or simple looting. There are presently several thousand members of the Bund estimated active within the greater Berlin metropolitan area. These “Bluchers” have few scruples about voicing their frustration with a “spineless” government seeking accommodation rather than confrontation. To this end, clashes between Blucher Band

“muscle” and pro-government Frei Korp members is common.

THE LANDSKNECHTS

The smallest and most disciplined of the three Frei Korp bands, this newest of the triad is named after a collection of mercenary warriors who lived in the 15th-16th centuries. As with their Renaissance counterparts, these modern day warriors are noted for their personal fighting skills and their rigid discipline under fire. The Landsknechts are formed from those civilians who bravely came to the defense of their city in the first days of the Tharkold attack. Refusing to return home until their job was done, they quickly rallied similar patriots to their cause and elected their own leaders from among their ranks. With arms and material supplied by “private donations,” they continue to wage a very personal war principally against the Tharkoldu. This includes numerous clashes against Tharkold-sponsored cybergangs and the occasional raid on a suspected Tharkold strongpoint. Though not always successful, their deeds inspire others to their own acts of heroism. Though not in complete agreement with the policies of the Zorn government, the Landsknechts will support the duly elected government (whoever that may be) against any enemy — foreign or domestic — if called upon to do so.

SECRET SOCIETIES

For many of Berlin’s inhabitants, life will never be the same again. For most, life — reality as they once knew it — is no longer even recognizable. In the wake of the High Lords twisting of the familiar and the introduction of the terrible, many find it increasingly difficult to adjust to the new order of things. In their anguish, many seek out professionals trained to deal with Human suffering. Some gravitate to the Church, hoping to find in a renewed or rediscovered faith, protection from a world gone mad. Others turn to scientists and scholars who have had experience with the mentally disturbed.

Still others respond to the stress of coping with frightening visions of alien realities by seeking out others of their own kind. Drawn from all walks of life, thousands of native Berliners have sought out others with similar fears or dispositions, finding comfort and solace in numbers. Over the last year large numbers of secret societies have begun springing up in practically every sector of the city. Some are little more than informal gatherings over a friendly drink at the local *stamische*. Others are nothing short of mass rallies held in obscure, out of the way places in the dark of night. Some are, for the most part, peaceful and constructive in their pursuits. Others are decidedly militant and reactionary. Each, however, is a means through which the ordinary citizen can be reassured that he or she is not alone in a strange, new world. Each offers — if only for a brief time — a sense of security and purpose. Government intelligence estimates believe over 100 secret societies are already in existence through Berlin. More are thought to be forming every month. Some of the more notable of these organizations are detailed briefly below.

ADVENTURE HOOK

Secret societies are an excellent way of introducing new characters into the thick of things in Berlin in short order. A society need not be overly large, just supply it with enough members to manage and develop as need be. More important than numbers, however, are the origins of the society's membership. Any secret society, regardless of size, can have its share of government operatives, collaborators, wealthy industrialists with their own agendas, grim-faced men and women seeking revenge for personal losses, swelling its ranks. Each can lend their own form of support and aid in times of need. And these are just the "Ords!" Societies also contain Storm Knights on their membership roles, with all the advantages they can bring. Then too, a secret order may even include one or two renegade pulp villains who, for various reasons, have "seen the light" and decided to come over to the other side. When dealing with any secret society, keep in mind the question of motivation. Why has this society been formed in the first place? Why do their members feel a need for secrecy? Is there something going on here that only the "higher up's" know about? With a secret society in place, the next thing to consider is where do the characters fit into the picture? Are they of similar mind and disposition? Who is their contact? How did they find out about this group in the first place? Are they members of a similar group outside the city seeking to establish ties with their Berlin chapter? Or have they been called upon to infiltrate the organization and discover its real purpose. Are the characters being used as agents provocateurs, or individuals whose job it is to sow dissension and disunity from within? Then too, is there a possibility that "one of them" may already have infiltrated the sacred order? The answer to any one of these questions can suggest a wide variety of intriguing adventure hooks in a night side of Berlin rich in, well, possibilities.

THE ORDER OF FRIGGA

Organization: Military fraternity

Emblem Or Device: An outstretched hand into which a piece of bread is being placed.

Function: Family relief.

Size: 400+ contributors

Membership: Sponsorship by at least two other members.

Contact: Solicitation by current member.

Principal Meeting Place: Amschin Beerhall, Zondern Zone

Description: This society's principal function is the relief of widows and orphans of military spouses killed in the Possibility Wars. Relief efforts are made in the form of hard currency, clothing, food, and on occasion, efforts aimed at relocation outside the country. These otherwise commendable humanitarian gestures are tinted with dis-

tinctly political overtones, however. Care is taken with every case to promote the idea that the government provides little succor to the beleaguered people of Berlin.

THE HEIMDALL BUND

Organization: Civilian and military clique.

Emblem Or Device: Clenched fist over brow.

Function: Anti-Tharkold terrorist activities.

Size: Estimated over 200 civilian and military personnel.

Membership: Examination of personal qualifications and sponsorship by one active member.

Contact: Oberlieutenant Werner Heltzen, 3rd Polizei Haltestelle, Zondern Zone.

Principal Meeting Place: Cabaret Monge, Zondern Zone

Description: Dedicated to the extermination of all Tharkoldu on German soil, this group is believed to be the source of numerous solo agent (*Nacht Jäger*) penetrations of Tharkold Zone, attacks on various Tharkold supply centers, and the limitation of selected Tharkold personnel. Additionally, this group provides training classes given to members seeking to improve personal weapon or hand-to-hand combat abilities. Specialized classes in demolitions and small arms munitions production are also provided. Actions are neither supported nor sanctioned by the Zorn government.

DIE GRAUE HAND (THE GREY HAND)

Organization: Political order

Emblem Or Device: White silk handkerchief knotted around victim's throat or placed on victim's corpse.

Function: Extermination of known Tharkold collaborators.

Size: Unknown; best estimates place size at 20 to 50 active members; numerous others may have inactive "reserve" status.

Membership: Selection confined to members of immediate family who have recently suffered a personal loss at the hands of the Tharkoldu.

Contact: Solicitation of select member committee.

Principal Meeting Place: Unknown.

Description: Believed to have first surfaced four months ago, the Grey Hand is responsible for the unlawful execution of over a dozen suspected Tharkoldu collaborators living both in and outside the Tharkold Zone. While the actual method of execution varies from victim to victim, the preferred method of dispatch is strangulation using a white silk scarf knotted in Indian Thugee fashion. Though as yet unconfirmed, it is also believed that individuals refusing offers of membership are themselves executed to preserve the anonymity of the group as a whole.

THE NORN ALLIANCE

Organization: Secret science project

Emblem Or Device: A broken sliderule

Function: Collaborative association with Nile Empire physicists on joint project development.

Size: Between 8-12 members

Membership: A combination of scientific expertise and political alienation.

Contact: Contact by member of Nile Empire science staff in New Alexandria Zone.

Principal Meeting Place: Dependent on current project requirements.

Description: This society is a loosely-knit collection of collaborative scientists who have agreed to assist Nile Empire researchers in assimilating Core Earth technology in return for a firsthand introduction to hitherto unknown Egyptian scientific techniques. These individuals believe that science and its various applications must remain free of political considerations and that the pursuit of science for its own sake outweighs any other social or governmental imperative. Among the few known to presently belong to this alliance is Dr. Amelia Antipater. Antipater has been instrumental in developing the Nile Empire's new Kadesh zeppelins. Though believed to be misguided rather than treasonous in their actions, members of the alliance are wanted by government authorities and a reward for information leading up to their arrest is offered.

THE BRANCH

Organization: Militant religious sect.

Emblem Or Device: Secret handshake.

Function: Alleged defense of the city by spiritual means.

Size: Thought to exceed 1,200 members including several prominent local clergymen.

Membership: Membership limited to clerical orders only.

Contact: Solicitation by selection committee

Principal Meeting Place: Varies between various churches and cathedrals in different zones, dependent on principal order of business.

Description: Ostensibly formed to provide spiritual aid and comfort to those fighting the Outworlder invasions. However, followers of the Branch believe this can only be accomplished by the complete overthrow of all secular governmental apparatus, replacing them with a world-wide cooperative theocracy. Only in this manner, with representatives of all major religious orders in positions of absolute power, can God's true grace be won and humanity redeem itself.

THE CANNON

Organization: Militant religious sect.

Emblem Or Device: Crusader cross.

Function: Dedicated to the defeat of Cyberpapal aims.

Size: Believed to be less than 100.

Membership: Exclusively Knights Templars

Contact: Unknown

Principal Meeting Place: Unknown

Description: Shortly after Berlin's declaration of free city status, small numbers of covert operatives believed to be members of the French Order of the Knight Templars were traced entering the city. These individuals are thought to have since been reinforced by other members of their order and may also be harboring one or more members of the Akashan communities. Though these religious knights have so far remained underground, the arrival of the Cyberpapal

Legation in the city is certain to stir them to some form of action.

THE WITHERED BOUGH

Organization: Secret order of black magicians.

Emblem Or Device: Withered fig limb.

Function: Short-term goal is the accumulation of arcane knowledge throughout Europe. Long-term goals are unclear.

Size: Believed to contain between 12 to 50 practicing magicians of various backgrounds and abilities.

Membership: Membership determined by ability and disposition. Some form of mystical rite of passage may be required.

Contact: Means of contact unknown; may involve some form of mystical invocation.

Principal Meeting Place: Varies, dependent on membership, but may extend to all city zones.

Description: This is a secret organization of black magicians banded together for mutual protection and the furthering of common aims. Members may eventually act in some manner to compromise established authority within the city. It is equally possible that one or more members may act to give aid and comfort to enemy Powers. Either way, appreciation and detention of individual members, by whatever means, is required at the earliest opportunity.

THE KAISEREN ORDNUNG (THE ORDER OF THE EMPEROR)

Organization: Anarchist revolutionary cell.

Emblem Or Device: A torn playing card.

Function: The overthrow of democratic government in Berlin.

Size: Less than 100 members.

Membership: Open to all social ranks.

Contact: Solicitation of initiation tribunal.

Principal Meeting Place: One of several major beerhalls in the Zondern Zone.

Description: Believing the Zorn government to be as ineffective as the federal government in Bonn, this secret society advocates the violent overthrow of the legitimate government of Berlin in favor of a more autocratic (some say totalitarian) government that will be more capable of handling the "Outworlder problem." Members of this secret society have been responsible for numerous acts of terrorism which, until recently, have been thought to be the work of saboteurs and secret agents working for the various Possibility Powers. The presence of such agents in the city and problems arising from conflicting authority makes it difficult to determine exact causes of terrorist acts committed in various city zones. It should be noted that the size of this organization may be larger than presently believed. Anyone associated with this group should be considered as armed and dangerous.

THE BROKEN DAWN SOCIETY

Organization: Radical Storm Knights

Emblem Or Device: A lightning bolt torn in half, the two pieces held in upraised, clenched fists.

Function: May advocate forceful overthrow of the establish government.

Size: Thought to include less than a dozen members at present.

Membership: Membership limited to possibility enhanced Storm Knights of a similar disposition.

Contact: Solicitation of members by single contact.

Principal Meeting Place: Unknown

Description: The Blood and Iron Society is believed to be a newly established secret order of Storm Knights who, for reasons unknown, have decided to band together and take the law into their own hands. It is possible that these individuals may have been affected by the proximity of the Tharkold reality zone. Constant forays into this area may have also triggered some fundamental change in their moral outlook. If so, it is possible that the effects may be reversed. It is believed that, unlike other would-be revolutionary cells, this society is committed to the fundamental belief that super-Human Stormers, by virtue of their personal enhancements, are the best suited to rule over "Ords." As of yet, no overt action or open declaration of hostility has taken place by members of this group. However, the very fact that it is known to exist means that the possibility of covert actions having already been carried out against the Zorn government can not be overlooked.

DIE BLUTEN ERNTENBUND ("THE HARVESTERS OF BLOOD")

Organization: Militant terrorist band.

Emblem Or Device: Password phrase: "Reaping just rewards."

Function: Terrorist attacks aimed at driving the Kanawa Corporation out of Berlin.

Size: Thought to exceed 200 members and to include several prominent industrialists supporting their cause with arms and monies.

Membership: Membership limited to native Berliners.

Contact: Through secret cells in Kanawa-owned Konigawa Broadcasting Corporation.

Principal Meeting Place: Believed to be Handephan's Book Shop, Kanawa Development Zone.

Description: A grimly determined group of fanatical German right wing nationalists who seek revenge for the many homeless created by Kanawa's takeover of the Berlin "east-end."

THE MIDNIGHT CLERGY

Organization: Militant clergy group

Emblem Or Device: None

Function: To promote the use of religion to confront and get rid of Outworlders

Size: Unknown

Membership: Clerical orders only

Contact: Solicitation of selection committee

Principal Meeting Place: Unknown

Description: In the wake of the Possibility Powers' occupation of Berlin, many of the city's more youthful and aggressive clergy have banded together to strike back against the invaders. Not content with ministering to their respective parishes or congregations, these individuals have put aside their religious differences to work together against a common enemy.

Though not formally recognized by the Zorn government, these militant clergymen — and women — have begun to organize and support a growing underground movement within the confines of the city. Known collectively as the "Midnight Clergy" because of the timing of their meetings, many are turning to Marxism-Revolutionary doctrines to facilitate the planning and execution of their movement's various operations. For this reason, many in the government are suspicious of their ultimate motives (while denying their existence, officially).

For their part, the Midnight Clergy are a source of aid and support to any Storm Knights willing to fight for their city's freedom. Many own and operate various "safe houses" from which Sturmers operate. Others act as couriers and go-betweens operating as liaison between various secret societies having similar goals.

This notwithstanding, the Midnight Clergy has a darker side to it. Fundamental to its founding principles is the belief that "spiritual correctness" is essential to any victory against the Outworlders. While not advocating any given religious doctrine, midnight clergy insist that religious leaders promote a consistent message of confrontation against, rather than accommodation with, the Outworlders. To this end, clerical leaders who are seen as shirking their religious obligations in this regard are often paid a visit in the dead of night. Afterwards, the individual's church community is often in need of a new religious leader.

FOUR

GAMEMASTERING IN FREE BERLIN

Just because you're paranoid doesn't mean the Tharkoldu aren't out to get you!

— graffiti from the Brandenburg Gate

SETTING THE STAGE

Free Berlin is unlike any other city your players may encounter in the *Torg* universe. It is the responsibility of the gamemaster to see to it this uniqueness is maintained, preserved, and even improved upon in the course of your adventures. When preparing to run a Berlin-oriented adventure, keep in mind that Berlin is not a city simply to be explored. It has to be felt! With every hair standing on end, every nerve on edge, your characters must be constantly alert as they make their way. Berlin is a dark and dangerous place to visit, let alone try and live in. Paranoia runs rampant in this city, and for good reason! Where else can find get the problems, troubles, fears, and horrors representative of so many alternate realities rolled into one?

In many respects, Free Berlin resembles Lisbon at the height of World War II, or Algeria in the movie *Casablanca*. You may not find "Rick's Place" located here, but the Kaiserin Kabaret operates much the same way. Agents from all the realms journey here to engage in espionage, sell secrets, betray friends, make reputations, gain promotions, establish new faiths, and often as not, run afoul of each other in the process. Yet for all these similarities, Berlin treats its inhabitants very differently than its Core Earth counterparts of the '30s and '40s. Here the lucky ones live long enough to get out while they still can. Most end up in a cold, wet alley, watching their life's blood draining into the gutter. The truly unlucky ones end up strapped to a Tharkoldu operating table.

In the end, the city itself may be your players' worst enemy: the mixing of two primary realities has a strange, often unpredictable effect on people. While most Nile heroes and heroines retain their basic good-versus-evil outlook on life, many more, like the Black Cavalier, have been tainted from constant exposure to the painful reality that is Tharkold. How long before your players' characters become the next to slowly, almost imperceptibly, merge with the "Free City of Death"?

ON LOCATION(S)

Ever since hearing about it, you've been eagerly awaiting this supplement's release. Finally it arrives!

You have this great idea for an adventure plot to spring on your players, all centered around a local Deutsches Burger König. You quickly scan the pages, only to find, much to your horror and surprise, there's not one single burger bar whose location is mapped out anywhere in the book. In disgust you consign these pages to file thirteen.

Well ... hopefully not without a thorough examination, first.

It is true that there are no locations for resident Burger König's, nor von MacDonald's, nor Fraulein Weni's to be found in this supplement. And while there are several hotels, hospitals, even cemeteries to be found, not every one indigenous to the Greater Metropolitan Berlin area is included in this sourcebook. Why?

Two reasons, actually. The first is that no city sourcebook (nor even the most accurate streetmap for that matter), can realistically plot every major building, meeting place, food bar, fountain, and whatnot to be found in a given geographical area. Nor should it. Given practical space and format limitations, a "street-by-street, block by block" approach would, like as not, end up being very boring.

Secondly, the primary objective of this sourcebook is to give players and gamemasters a reason for wanting their characters to go to Berlin in the first place. This means using available space wisely: plotting places of interest to the readers and giving specific insights as to adventuring potentials in the area.

So ... if you don't see your favorite burger bar (or Hyatt-Regency) on any of the maps, feel free to add them in! Just make sure their placement is consistent with the surrounding areas you plopped them down in! For example, a generic Burger König-type establishment would do well in the Zonder Zone, where the last vestiges (and institutions) of Core Earth reality still flourish. An argument can also be made for their inclusion in the wealthier parts of Nile Charlottenburg as well. Don't anticipate seeing many such franchises in the Tharkold Occupation Zone, however. Most people enjoy having a wide selection to choose from in their menus, not being the prime selection on the menu themselves.

ALL THINGS DARK AND DANGEROUS

If you stop to consider those places of note included in this sourcebook (well over a hundred of them),

chances are you will find enough here for inclusion in your own campaigns. On the off chance your imagination needs a little assistance along these lines, however, the following "walking tour" commentary may help by offering a few suggestions along the way.

Take a walk around Berlin some day.

Start with the government zone. It's a sure bet the average gamemaster can find any number of specific locations that offer a variety of potential adventure hooks. Take the Brandenburg Gate (Z1) for example. No more convenient or well-known rendezvous point exists in all Berlin. A local hardpoint of Core Earth reality, it is also the one place most native Berliners will likely visit in the course of a given adventure — either passing by during working hours, or just for the soothing influence the place seems to have during the off hours. This local magnet also attracts various ne'er-dowells, so players will be wise to stay on their guard. The Reichstag Government Building (Z4) is another one of those places where many government officials come, sooner or later. Here much of the city's remaining bureaucracy do their thing. Here too can be found ready sources of information to be cultivated, exit visas to be arranged, administrative wheels to be greased, etc. Those looking for a combination of entertainment and adventure may wish to try out the Kartoon Haus (Z5). The atmosphere here is sure to attract patrons from neighboring zones, and the informal, lighthearted atmosphere makes for an excellent example of "neutral ground" on which to conduct clandestine affairs. Disguise is no problem, especially when one happens to be dressed up as a long-eared cottontail with a propensity for asking "*Was ist los, Herr Doktor?*" Working on the assumption that the things best hidden are those out in the open, an Open Air Market (Z7) or sidewalk art fair is ideal for making contact with intelligence agents, exchanging goods/papers/forgeries, etc., while spending a pleasant afternoon shopping. On the flipside, such places also make for convenient locations for sudden assassinations. (Be careful of that person behind you with the pointy umbrella!) The more pious among your players will enjoy a stop at the Siegfried Dom (Z22) but don't be surprised if the sermon of the day has abandoned the theme of "love thy neighbor" in favor of advocating Molotov cocktails as Christmas presents for needy Tharkoldu collaborators this holiday season. If they're in luck they can also catch the neighborhood militant deacon presenting a guest lecture on the need for theocratic reform in government — whether they want it or not! Be sure to remind your players that coffee and machine gun ammo will be available to parishioners in the undercroft at the close of this evening's "missions" rally.

Would your players like to get away from it all for awhile? Or get away with as much as they can? In either case, during their next stretch of "down time" have them check out the Empress Cabaret (Z24) where, entertainment-wise, anything goes (on and off stage). Don't expect people to be overly concerned about propriety in a place like this. Players can expect, however, to find a good cross section of individuals from all over Berlin, all busily engaged in letting their hair down. You might be amazed who might show up on "talent

night." Need a nice place to sleep it off? Perhaps your players need a place to take that "very special" contact they've just made. Seek no further. At the Hotel Coromonde (Z25) service is the watchword. Just be on your guard in case someone is listening outside the door. Elegant, bug free (in every sense of the word), luxury accommodations are available here to anyone, no questions asked, as long as they behave themselves. And, if your people don't feel like behaving themselves, well, the management has a specially trained staff capable of cleaning up afterwards with just the right amount of discretion.

For a change of pace, the Cabaret Monge (Z26) is the principle meeting place of the Heimdall Bund, a secret society in Berlin. Never heard of them? That's okay, just hope they've never heard about you. Do you like burlesque? How about hanging around vintage airplanes? If so, then you might want to try Die Fliegenfleisch (Z28). Only be careful. Is that Herr Schmidt over there with his arm around that chorus girl? Need something to impress that would-be contact? Try the Germania Boutiques (Z30). Any number of hard-to-find, one of a kind items can be found in collection of speciality shops. Just be careful that you might not be the item of special interest to someone (or something) doing their own shopping at night.

Over in New Alexandria at the Nile Empire Embassy (N1) something is always going down: late night meetings with secret agents, interrogations of special prisoners in need of rescue, the drafting of plans worth stealing, or the cementing of plans with Nile villains worth overhearing. If you'd rather go where the music is loud, try Boss Bash's Mansion (N5). If you can get past the bouncers outside, all manner of friendly type of folk can be found here at any given time: Nile gangsters, Egyptian Matta Hari's, maybe even a few government collaborators come for their monthly payoffs. The nice thing about places like Thebes Prison (N10) is that it always contains someone interesting worth rescuing. The ladies will definitely enjoy stopping by at Club Isis (N11), but make sure the boys keep the engine running just in case the initiation ceremony gets to be a bit too much. The more scientifically curious in the group will enjoy snooping through the International Congress Center (N12) where Dr. Mobius' weird science geniuses are always cookin' something up. They do have this thing about people with cameras, however, so be sure and check the shutterboxes at the backdoor.

Ready for some rough and tumble? Look no farther than the Ku'damm Karree (N13). Here rival cyberpunks have pretty much taken over the mall and property values have plummeted accordingly. Still, when not otherwise engaged in some private turf war, some of the locals will be more than happy to oblige you for some exercise. If its action on the green baize tables you prefer, then head east to the Europa Center and Casino (N15), the biggest and baddest Nile Empire run game in town. If Lady Luck isn't smiling on you tonight, you can always hock that snub pistol at one of the Dealer's Den's (N16) friendly neighborhood pawn shops (and black marketers). For those with more refined tastes in dining, try the Black Sphinx Nightclub (N19). Here the 1920s decor is matched only by the personalized service



Pete Venters

you are guaranteed to receive (especially if someone recognizes your face from a Nile Empire's Most Wanted show). Speaking of attention, seafood lovers will simply adore Alasanda's (N20) where the seafood is chilled and the slaves are hot! With dancing till dawn and all the free champagne you can drink, nine out of ten Nile mobsters recommend this establishment over any other in the zone.

Not to be outdone, ask any Victorian gentleman, he'll tell you that a positively ripping good time can be found down at the Tarleton Club (V3). Here the bar maids are sumptuous and the beerglasses never empty. One service charge pays for the entire evening's hospitality. And, if you enjoy a good game of darts, well, you've come to the right place. (Just make sure you remember to lose a few games now and then — good form and all that). If a more "upper-crust" atmosphere is to your liking, try meeting your next contact at the Dilettante Club (V11). All the important double-agents go here sooner or later, as do a variety of government bigwigs from all over the city. Can't read the menu? No problem. Just ask that nice cyber-chap over there if he'd be so kind to translate for you! If the night is still young and you've no place special to go, then you might want to wander north a bit to the more "brightly lit" part of the Victoria Mandate. The famous Victorian "Red Light" District (V16) features all manner of specialized entertainments, watering holes, novelty shops, and institutions of exceptional repute! Just have a care and don't talk to any stray orphans you might run into around there.

Truffle-lovers will enjoy digging around Victoria Park (K1) where all manner of things are reported growing here of late. Be advised, however, that there is often a thin line separating the hunter of delicacies and the hunter-turned-delicacy. Hasenheide Park (K3) is a bit more comforting. Its spacious grounds offer a pleas-

ant evening walk. Don't worry about getting yourself lost if one or two direction signs are missing. Any number of local cyber club members will be more than happy to come to your assistance.

The pious among you may wish to pay your respects at the Sudstern Garnisonkirche (K4). Do be careful to avoid all that traffic. And do watch out for those Nipponese gentlemen carrying those heavy lead-lined crates marked "Bibles." If by now all that good eating has given you a bit of an upset, just pop down to the Urban Hospital (K6) for a quick fix-up. But don't be too inquisitive about all the staff clanking about while on duty — they're very sensitive about such things down there. Once you're spot on again, step around the Hanamachi Steel Corporation (K7) building. Nearby can be found all manner of small bars and restaurants just right for that leisurely exchange of secret documents over sushi. Before leaving the area, one simply must check out the Cabaret Ninjori (K10). Where else can one find such an unusual blend of Japanese and Mexican dishes. Admittedly the decor is not much to write home about, but if you don't like the quality of the cuisine, just ask any of the Yakuza who frequent the establishment. They'll tell you how good it is (and also demonstrate the folly of asking too many questions). If you haven't had the time to keep up on current events of late, stop by the Konigawa Broadcasting Company (N15). Here round-the-clock commentators will give you an unbiased slant on the world around you. The center of "what's happening" in Berlin, KBC has its finger on the pulse of the city. Its investigative reporters are continually interrogat—, er, interviewing new leads and tracking down new resist—, er, rich-and-famous personalities for that very special one-on-one question and answer session. Ready for that late night-cap? If tea is your ticket, stop by the Ronan House (N16), but be prepared to wait in line. Even at night all



manner of clientele can be found frequenting this establishment. Can't find the Jingsing/Earl Grey Combo #12, just ask that Victorian gentleman passing that attache case to the Ayslish elf over there.

The truly adventurous intellectuals love a moonlight walk along the scenic Unter den Linden (T2), observing some of the best cyber technology has to offer flying overhead as you do. Try popping in on a late night lecture on cybernetic enhancements at Humboldt Universitat (T1). While you're there check out the midnight floor show at the Student Union Building. It's reported to be out of this world entertainment! If you haven't found exactly what you're looking for yet, your intellectual curiosity is sure to be satisfied down at the Stadts Bibliothek (T7). Everything from Guttenburg bibles to *Thruex's Fundamentals of Slave Management* can be found here, only do be advised the locals are a bit gruffy about people wanting to take things they find in the stacks home with them. Remember that nice chap who helped translate that dinner menu for you? He's holding forth down at the Berliner Dom (T5) — four masses, no waiting. Stop by and pay your respects. Tell him how much you enjoyed the fried snails and drop a few extra diodes in the collection box on your way out. From there, follow the sound of the steel drums to The Final Exit Nightclub (T12). The Steel Rippers fancy themselves as having the best steel drum band in all of Berlin, and who are we to disagree with someone wearing cyber talons? Speaking of talons, there's none sharper than Madam Isolde's over at the Palace of Tears (T27). That's one sado-mach who can put on a floor show! One thing though, try not to raise your hand if Isolde asks for volunteers from the audience. Finally, on your way home, for one of the finest examples of holographic camouflage imagery money can't buy, swing by the Chakeum (T3) just down a bit from the Brandenburg Tor where you started off.

USING GAMEMASTER CHARACTERS

There is nothing written in stone tablets that dictates how gamemaster characters should be used in Berlin. Feel free to move gamemaster characters around a bit or place them in unlikely situations, so long as there is a logical reason for doing so. Feel free to adapt them to changing circumstances as best fits your campaign. For example, Berlin's leading pre-war physicist, Dr. Antipater, is wanted by the Zorn government for her assistance in designing the Nile Empire's latest zeppelins. A gamemaster could easily rationalize that the good doctor didn't give the Empire scientists anything more than what they could have eventually uncovered on their own with a little hard work. In exchange, she has gained valuable knowledge which, presumably, could some day be used to aid the cause of freedom in the world. Fair enough, if you wish to portray the doctor as a somewhat misguided, but basically pro-Core Earth sort of person. Perhaps the time has come to arrange for a party of Storm Knights to rescue the doctor before Dr. Mobius decides she is expendable.

Another gamemaster could look at the same gamemaster character and decide that the doctor's assistance in the Nile Empire's zeppelin program is proof positive Dr. Antipater has changed the color of her lab coat for

good! Perhaps, it can be argued, she has earned herself a position of trust within certain New Alexandrian circles. Perhaps her help is needed with a far more important secret project. Say, one involving a "flying discus." It may be assumed that special gases are needed to create an unique sort of cabin atmosphere in which the crew of the flying discus must operate. Gas physics, after all, is the doctor's speciality. Given, she already has a smattering of weird science under her belt, and the fact she can be trusted to keep her mouth shut makes her a logical addition to this particular project team.

Taking this line of thought one step farther, does Dr. Antipater come to realize, almost too late, the true significance of the project she's involved herself in? Does she decide to try and rectify her past mistakes, calling in outside help to destroy the "infernal machine?" Perhaps. It is equally plausible that the scientist in question, after witnessing the combination of weird science wedded to Tharkold occulttech, decides to go over to the other side, completely and forever. In such a case it becomes equally plausible to have a team of Storm Knights assemble to bring the renegade scientist to justice.

The point to be made here is that, with a bit of reflection and common sense thrown in, a gamemaster can get a lot of mileage out of a given gamemaster character. In the above example, the gamemaster character described could logically take either course of action, or even both! Imagine a story line in which a renegade scientist "sees the light," (perhaps with some additional gamemaster character/character prompting) and calls in the nearest Storm Knights she can find to foil the evil Empire's grand design at the proverbial eleventh hour! If you can visualize such a storyline generated from a single gamemaster character's potential, imagine what you can do with the rest of the people, groups, and organizations described in these pages!

The gamemaster is also encouraged to incorporate gamemaster characters drawn from other sources into a Berlin adventure. Just make certain there is a valid reason for the individual's presence there. For example, Strategos Nikanor may need someone to take care of a "delicate problem" in the Victorian Mandate. All the local talent at his disposal are well-known, and thus of little use in this matter. Who better suited for such a mission than, say, Baron Insidia (see *Infiniverse Update, Volume II*).

THE POWERS THAT BE

The following are some suggested guidelines for running gamemaster characters from the various Possibility Powers in Berlin adventures:

Nile Empire

As time and circumstances permit ...

If asked to cite a phrase that best describes life in Berlin from the viewpoint of the Nile Empire, that phrase might be something along the lines of, "Doing The Best You Can With What You've Got." Berlin is not a major priority for Dr. Mobius at the moment, but it has

QUICK-REFERENCE LOCATION CHART

The following is a quick-reference chart listing alphabetically all of the sites and streets noted in this sourcebook. It is provided here as an easy way for the gamemaster to find a specific location in the city. All location designations (e.g. N20) are prefaced by a letter. This letter corresponds to the specific map where a given site is referenced. For example, N20 would indicate the location can be found on the (N)ew Alexandria map, position #20. The alphabetic designations used here are as follows: (A)yslish Zone, (C)yberpapacy Sector, (K)anawa Development Zone, (N)ew Alexandria, (T)harkold Occupation Zone, (V)ictoria Mandate, (Z)onder Zone. In cases where multiple references are available, these are set off by commas. References to designation "M2" refer to the Tharkold Zone, Map #2.

| Loc. | Location Description | Des. |
|------|--|------|
| 001 | Abandoned School | C2 |
| 002 | Alasanda's | N20 |
| 003 | Alchemist's Shop | A5 |
| 004 | Alcroft Riding Academy | V15 |
| 005 | Altes Museum (The Elder Museum) | T10 |
| 006 | Antikenmuseum (Museum of Antiquities) | N4 |
| 007 | Armory (Tharkold) | T21 |
| 008 | Art Market Square | Z27 |
| 009 | Aysle Embassy | A2 |
| 010 | Balloon Observatory | V7 |
| 011 | Barrens | T4 |
| 012 | Bauhaus Archive | Z14 |
| 013 | Berlin Philharmonic | Z10 |
| 014 | Berlin Opera House | N8 |
| 015 | Berlin Police Central | Z11 |
| 016 | Berlin Technical University | Z29 |
| 017 | Berliner Dom (Berlin Cathedral) | T5 |
| 018 | Black Sphinx Nightclub | N19 |
| 019 | Bode Museum | T18 |
| 020 | Boss Bash's Mansion | N5 |
| 021 | Brandenburger Tor (The Brandenburg Gate) | Z1 |
| 022 | Cabaret Kaiserin (The Empress Cabaret) | Z24 |
| 023 | Cabaret Monge | Z26 |
| 024 | Cabaret Ninjori | K10 |
| 025 | Citadel | V6 |
| 026 | Chakeum, Tharkold Torture Pits | T3 |
| 027 | Charite Hospital | T32 |
| 028 | Charite Skyscraper | T31 |
| 029 | Charlottenburg Castle | N2 |
| 030 | Charlottenburg Tor | N3 |
| 031 | Checkpoint Charlie Museum | T11 |
| 032 | Club Isis | N11 |
| 033 | Club Maximilien | T25 |
| 034 | Club Perdition | K21 |
| 035 | Coach House | C3 |
| 036 | Consul-General's Residency | V9 |
| 037 | Cyberpapacy Embassy | C1 |
| 038 | Dealer's Den | N16 |
| 039 | Deutsche Bundeskraft Bank | K18 |
| 040 | Deutsches Theater | T29 |
| 041 | Die Fliegenfleisch | Z28 |
| 042 | Dieterstrum Winery | C4 |
| 043 | Dilettante Club | V11 |
| 044 | Discos | T28 |
| 045 | Dorotheenstaadische Cemetery | T33 |
| 046 | Ernst-Reuter Platz | Z23 |
| 047 | Europa Center and Casino | N15 |
| 048 | Fair Grounds | V14 |
| 049 | Final Exit Nightclub | T12 |
| 050 | Former SS Command Center | T15 |
| 051 | Fransöschise Dom | T9 |
| 052 | Frauen Hotel Athenia | A10 |
| 053 | Friederichstadt Palast | T30 |
| 054 | Friederich The Great Statue | T20 |
| 055 | Freie Universität (Free University Grounds) | A1 |
| 056 | Furutaka Theatre | K8 |
| 057 | Germania Boutiques | Z30 |
| 058 | Grunewald Hunting Lodge | A3 |
| 059 | Grunwald See (Grunwald Lake) | A9 |
| 060 | Hanamachi Steel Corporation | K7 |
| 061 | Handephan's Book Shop | K17 |
| 062 | Hara Publishing | Z2 |
| 063 | Hasenheide Park | K3 |
| 064 | Hohenzollern Canal | C5 |
| 065 | Hotel Coromonde | Z25 |
| 066 | Hotel Esplanade | Z6 |
| 067 | Hotep's Eisshop | N7 |
| 068 | House of World Cultures | Z18 |
| 069 | Houses of the Floating World | K8 |
| 070 | Humboldt Universität (Humboldt University) | T1 |
| 071 | Illustrated Berlin News Publishing House | V13 |
| 072 | International Congress Center | N12 |
| 073 | Jordensen Infirmary | V5 |
| 074 | Kaiser Wilhelm Kirche (Kaiser Wilhelm Church) | N14 |
| 075 | Kartoon Haus | Z5 |
| 076 | Kinugasa Do-Jo | K20 |
| 077 | Konigawa Broadcasting Company | K15 |
| 078 | Konstantine Horse Farm | C8 |
| 079 | Krazten Berg | C9 |
| 080 | Krumme Lanke (Krumme Pond) | A7 |
| 081 | Ku'damm Karree | N13 |
| 082 | Kukoro Automotive | K12 |
| 083 | Kunstgewerbe Museum | Z16 |
| 084 | Langes Lanke (Langes Pond) | A8 |
| 085 | Magresten Hotel | V4 |
| 086 | Maiati International Hotel | K13 |
| 087 | Marheineke Market Hall | K5 |
| 088 | Margrite Forum | Z17 |
| 089 | Mehinghof Theatre | K9 |
| 090 | Mehring Platz | T6 |
| 091 | Monorail Station | Z8 |
| 092 | Municipal Swimming Baths | N9 |
| 093 | Musikinstrumenten Museum | Z9 |
| 094 | Nile Empire Embassy (Ägyptische Museum) | N1 |
| 095 | Nissenhutte | Z13 |

| Loc. | Location Description | Des. | Loc. | Location Description | Des. |
|----------------------------|---|--------|------|--------------------------------------|-------------------|
| 096 | Old City Hall | T19 | 009 | Beussel Strasse | CD |
| 097 | Old Mill | C7 | 010 | Blucher/Urban Strasse | KC |
| 098 | Open Air Bazaar | V10 | 011 | Budapest Strasse | ZJ |
| 099 | Open Air Market | Z7 | 012 | Cauer Strasse | ND |
| 100 | Palace of Tears | T27 | 013 | Clara-Zeitkin Strasse | TP |
| 101 | Palast der Republik | T13 | 014 | Clay Allee | AB |
| 102 | Pergamon Museum | T23 | 015 | Columbia Damm | KE, KK |
| 103 | Potzdamer Platz (Potzdamm Square) | Z19 | 016 | Französische/Werder Strasse | TN |
| 104 | Prinz-Albert Palace | T16 | 017 | Friederich Strasse | TG, TB M2 |
| 105 | Private Airfield | T24 | 018 | Friesen Strasse | KF |
| 106 | Red Beard Hostel | A12 | 019 | Gertrauden/Grunner Strasse | TI |
| 107 | Red Light District | V16 | 020 | Gitschiner/Skalitzer Strasse | KB, TA |
| 108 | Reichstag Government Building | Z4 | 021 | Gneisenau Strasse/Hasenheide | KD |
| 109 | Reichstag Presidential Palace | Z3 | 022 | Goerdeler Damm | CE |
| 110 | Ronan House | K16 | 023 | Hannover/Wilhelm Pieck | TF M2 |
| 111 | Sato Investments Building | N21 | 024 | Hardenburger Strasse | ZK |
| 112 | Schlectensee (Schlecte Lake) | A6 | 025 | Heinrich-Heine Strasse | TB |
| 113 | Schloss Bellevue (Castle Bellevue) | Z20 | 026 | H. Mattern Strasse | TA M2 |
| 114 | Shigari Import/Export Shop | K14 | 027 | Highway 111 | CB |
| 115 | Siegessaule Statue | Z15 | 028 | Invaliden Strasse | VD |
| 116 | Siegessaulle | Z2 | 029 | Joachim Sthaler Strasse | NJ |
| 117 | Siegfried Dom | Z22 | 030 | Julio Sturm-Nonnen Damm | CG |
| 118 | Soccer Field | V12 | 031 | Kant Strasse | NG |
| 119 | Stadts Bibliothek (Opposite Humbolt University) | T8 | 032 | Koch Strasse | TE |
| 120 | Stadts Bibliothek (Potsdammer Strasse) | T7 | 033 | Kurfursten Damm | NF |
| 121 | St. Hedwig's Church | T17 | 034 | Kurfursten Strasse | NE |
| 122 | St. Matthew's Church | N18 | 035 | Leipziger Strasse | TH, ZF |
| 123 | Sudstern Garnisonkirche | K4 | 036 | Levitow Strasse | CA, VC |
| 124 | Sulfur Pits | T14 | 037 | Liebnitz Strasse | NB |
| 125 | Tanaka Electronics | K19 | 038 | Mehring Damm | NL |
| 126 | Tarleton Club | V3 | 039 | Moltke Strasse | ZH |
| 127 | Tegel Airport | C6 | 040 | Monbijou Strasse | TD M2 |
| 128 | Telegraph Office | V8 | 041 | Onkel Tom Strasse | AC |
| 129 | Tempelhof Airport Zone | K2 | 042 | Oranien Strasse | TF |
| 130 | Temple To Nephthys | N6 | 043 | Oranienburger Strasse | TE M2 |
| 131 | Thebes Prison | N10 | 044 | Otto Suhr Allee | NA |
| 132 | Troll Toll | A11 | 045 | Paul Strasse | VB |
| 133 | Truman Plaza | A4 | 046 | Perleberger Strasse | VE |
| 134 | Unter den Linden Thoroughfare | T2 | 047 | Potsdamer Chausee | AE |
| 135 | Urban Hospital | K6 | 048 | Potzdammer Strasse | ZF |
| 136 | Victoria Park | K1 | 049 | Prinze Strasse | KG, TB |
| 137 | Victorian Berlin Brigade Barracks | V2 | 050 | Rail Networks | AF |
| 138 | Victorian Consulate | V1 | 051 | Reinhard Strasse | TC M2 |
| 139 | Villa Kreuzberg | K11 | 052 | Reichpietschuffer | ZC |
| 140 | Weinhaus Huth | Z12 | 053 | Reichpietschuffer/Gitschiner Strasse | NK |
| 141 | Yesterday's Gone Club | T26 | 054 | Ritter Strasse | TJ |
| 142 | Zeppelin Aerodrome | N17 | 055 | Schloss Strasse | NH |
| 143 | Zoologischer Garten | Z21 | 056 | See Strasse | CF |
| 144 | Zur Letzten Instanz (The Final Appeal) | T22 | 057 | Spandauer Damm | NC |
| Highways and Byways | | | 058 | Strasse des 17 Juni | ZA |
| 001 | Admiral / Adalbert Strasse | KI | 059 | Striesemann Strasse | ZG |
| 002 | Alte Jakob Strasse | TK | 060 | Streeseman Strasse | NM |
| 003 | Alt Moabit | CC, VA | 061 | Tiergarten Strasse | ZE |
| 004 | Altonaer Strasse | ZI | 062 | Unter Den Linden Strasse | TD, TM, ZD |
| 005 | Annen Strasse | TL | 063 | Urban Strasse/Sonnenallee | KJ |
| 006 | Argentinsche Allee | AD | 064 | Wall Strasse | TO |
| 007 | Bergaman Strasse | KH | 065 | Wilhelm Strasse | ZB, KA, TA M2, TC |
| 008 | Berliner Unter Schloss Strasse | AA | 066 | Wilmersdorfer Strasse | NI |

the potential of becoming one. The more success Nile operatives have at the expense of other Possibility Powers in the city, the more likely the prospect of getting additional resources in the months to come. Problem is, the Alexandrians haven't all that much to work with. Special agents often have to be brought in from Cairo itself, and those who stay long enough are changed by their surroundings.

Under normal circumstances, running Nile game-master characters would be very much a straightforward affair. Under normal circumstances, the Nile Law of Morality forces the gamemaster character to be clearly evil in nature. But conditions in Berlin are far from normal. The intermingling of the Tharkold reality with the Nile Empire has produced a noticeable change in many of the Nile's agents presently in New Alexandria. Many operatives are becoming decidedly more vicious in the carrying out of their orders. Many are omitting the laying of intricate traps or the formulating treacherous schemes in favor of outright firefights and backstreet shoot-em-ups that are accomplishing little. It is suggested that whenever a situation can permit the possibility of a straight-forward action that inflicts harm or injury versus one involving caution and consideration, the gamemaster character must make a successful *willpower* roll against a DN of 9 to avoid choosing the former course.

THE VICTORIAN MANDATE

God save us from righteous men ...

— traditional Scottish proverb

Here the operative phrase might well be, "We'll soon set them straight!" Most Victorians are unaware of the real reasons for their being in Berlin in the first place. Most will tend to exaggerate their own importance and behave with considerable arrogance and conceit. This doesn't make the average Victorian stupid, just misguided. On the other hand, in matters of the spirit, most will be just plain fanatical. Remember that Victorian religion is one that often emphasizes repentance or retribution. No other options are available. It is also a religion in which the average clergyman would think nothing of destroying a person's body if, in doing so, he might somehow save that person's soul. Expect Victorian religious crusaders to be sincere and unrelenting in their spiritual "Battle For Berlin." Remember too that, like everyone else in the city, the Victorians will be affected by both the Tharkold and the Nile axioms currently in place. This can produce some very grimly determined zealots capable of hatching devious plots, all in the best interests of the Berliners at large.

Nippon Tech

Morality be damned, We have the power ...

Here the watchword is, "Building a brighter tomorrow." The question, however, is "brighter for whom?" Certainly not for the inhabitants of this city. Whether boardroom executive or streetwise Yakuza, Nippon leadership almost universally despises the average Berliner. The citizens of Berlin are seen largely as pawns in a bigger game. Their welfare is of little concern,

certainly not where enormous profits can be made at the expense of the other High Lords. If circumstances demand heroic sacrifices be made in the future, Nippon executives will somehow see to it that it is the people of Berlin who, directly or indirectly, are forced to make that sacrifice.

Aysle

You never know who you may have to kill tomorrow ...

The Ayslish watching events from the outskirts of the city are burning their candles at five different points at the same time. There are so many plots and counterplots being hatched from this quarter, it is hard for the average Ayslish to know whom to dislike at any given time. Left to themselves Human and non-Human alike will typically opt for peaceful coexistence. This notwithstanding, few have any illusions that they are strangers in a strange land. They are equally prepared to withstand sieges or go on the offensive at a moment's notice. Few will be willing to form any long-standing attachments to Berliners they associate with; you never know who you may have to kill tomorrow. Play the typical Ayslish accordingly: polite yet reserved, competent but not cruel, dutiful and always, always suspicious of those around them.

Cyberpapacy

We have your best interest at heart ...

The Cyberpapacy knows that sooner or later fighting will break out once more between CyberFrance and Germany. The question is, however, who or what will constitute the "Germany" the Cyberpope will be fighting. The job of the Cyberpope's people in Berlin is to prepare for that eventual renewal of hostilities. This can be accomplished in several ways. The first way is to undermine the morale of the common people. This can be done by attacking their religious convictions, by causing dissension among their governmental leaders, and by creating a general climate of discontent. Secondly, by placing the blame for these conditions in the camps of the other High Lords, added suspicion and mutual distrust can leave Malraux's enemies (all of them) divided and unable to mount a concentrated front against him. Thirdly, by appealing to Human greed (this includes greed for power, money, fame, knowledge, and reputation), adherents to their cause can be won over.

Unlike other High Lords, Malraux sees the fall of Berlin as critical to his long term goals. To this end short term concessions may have to be made. But in the end he has no intention of sharing this capital with anyone. His people know this and understand it. They share in this belief and the vision of ultimate victory. Treat them as both committed and high capable individuals.

Note: Once again the gamemaster is free to use this ploy as he/she sees fit. If you wish to make this into a genuine offer, so be it. If you think this nothing more than an elaborate smoke-screen, then play it that way. Perhaps the offer is not on the table yet but tantalizing hints are being leaked out to characters who are investigating those leads. The Burgundy Gambit described

THE BURGUNDY GAMBIT

When Baron D'Armintaine arrived in Berlin, he brought with him more than just a plan for the recovering of appropriated technology. More importantly, he brought with him a proposal which, if true, has sweeping implications for central Europe in general, and the German people in particular. What D'Armintaine brought with him was nothing short of an offer on the part of the Cyberpope to return that portion of German territory currently held by CyberFrance to a reunited Germany. Going one step farther, Malraux has secretly proposed the creation of a new buffer state — the nation of Burgundy — be created between CyberFrance and present day Germany. This new state would incorporate that piece of German homeland currently under CyberFrench control and a portion of French territory in and around the city of Strassbourg. The net result would be the creation of a neutral state in central Europe free of conflict.

For Germany such a proposal, if adopted, would mean the return of thousands of German citizens to Core Earth reality once again. Aside from this massive "homecoming," such a move would permit the withdrawal of badly needed troops along the border with CyberFrance, and their redeployment, both to Berlin (altering the balance of power there) and to the north in time to check further Aylish advances. For his part, Malraux would benefit by having a strong ally (in place if not in name) ready and prepared to square off against his Ayslish enemy. What forces he could withdraw from the Germany front could be used to break the stalemate in the Balkans and send Dr. Mobius packing. It is even hinted that a Cyberpapal invasion of Britain or North Africa would not be totally out of the question.

To call this a proposal a politically explosive issue for the Zorn government would be an understatement in the extreme. The very offering of the proposal itself has given President Zeitenburg consider-

able cause for concern:

On the plus side, Zeitenburg knows if he can engineer the return of hundreds of prisoners, thousands of German civilians, and the sacred soil of Germany itself from the hands of Malraux, — whatever else he might do afterwards — his place in the history books is assured. That he might do these things without help from Federal authorities in Bonn (essentially keeping them "out of the loop") could well increase his powerbase sufficiently to ensure his election as the next president of Germany. Then too, rescue of so many German citizens would also go far towards smoothing over relations with various Frei Korp and militant clergymen who have questioned his leadership in the past.

On the negative side of the ledger, no one in the know is certain of the Cyberpope's sincerity. Care must be taken to determine the validity of the offer made. In the mean time, if word leaks out that the government is secretly dealing with the Cyberpope, it could mean the end of the Zorn government. If Zeitenburg rejects the "Burgundian Plan" outright and D'Armintaine publishes this fact, enough people will believe the story and enough will be angered by the lost opportunity to reclaim their missing sons and daughters.

For now at least nothing is decided. Malraux's proposal may be genuine. Certainly he can stand to benefit as well as Zeitenburg. If accepted, a modest normalization of relations — perhaps even some form of accommodation — might be reached to ease the grim situation in Berlin. Then too, it is equally likely that Malraux is lying through his teeth. Only time will tell. Unfortunately, time is not something President Zeitenburg has in abundance. In this high stakes game of cosmic chess, Malraux has offered a particularly interesting gambit. The clock is now running. Zeitenburg must decide whether to accept or decline.

above is flexible enough to be adaptable any way you wish to incorporate it. Have fun.

Tharkold

Winning hearts and minds, one interrogation at a time ...

Face it, the Tharkoldu are not nice people. No amount of excuses or apologies for their actions is going to make them so. The average Tharkold will typically react to examples of Core Earth humanity with ill-concealed contempt. Anticipate the Tharkoldu to be merciless, pitiless and unforgiving. If forced into contact with Humans, unless under direct orders to the contrary, they will use whatever means is at their disposal to force that "creature's" subjugation, or destruction. This is not to say that a Tharkold gamemaster character will automatically attempt to incinerate the first Human that crosses its path. This simply means they will automatically consider it! Remember also that the Tharkoldu

enjoy inflicting pain on a variety of levels. If an individual offers them the prospect of some such "sport," they will be spared. Many Tharkoldu see the ownership of slaves as a form of status. A particularly attractive, intelligent, or physically proficient Human broken to heel is something worth thinking about before pulling the trigger.

SECRET SOCIETIES

Gamemasters can use any one of the many secret societies found in Chapter Three to introduce additional complications for characters. Other societies can also be invented, as needed, based on logical premises. Being secret societies, there must be an underlying reason why they must remain secret. Each must also have the ability to influence events as they unfold in a given campaign, however slightly. Remember, too, that given a logical rationale, anyone can belong to a secret society. Even that Storm Knight over there! Use



secret societies to provide an unexpected source of aid or information for those in need. For players who have had things a bit too easy of late, they can also be used to provide a new host of problems from a totally unexpected source.

FAME POINTS

As characters progress through various adventures in Free Berlin, they will earn fame points in accordance with various actions that they perform. The following is a suggested guideline for the distribution of fame points for Berlin-oriented adventures.

| Points Gained /Lost | Event Description |
|---------------------------|---|
| +10 | Storm Knights uproot a stela |
| +5 | Storm Knights uncover stela location |
| +3 | Storm Knights break local cybergang |
| +3 | Storm Knights capture a Nile Villain |
| +2 | Storm Knights thwart gangster plan |
| +2 | Storm Knights thwart Yakuza plan |
| +2 | Storm Knights achieve a Glory result |
| +1 | Storm Knights rescue innocent civilian(s) |
| +2 | Storm Knights expose collaborator |
| -1 | Storm Knight wanted by authorities |
| -1 | Storm Knight implicated in secret plot |
| -1 | Storm Knights injure innocent bystander |
| -2 | Storm Knight accused of collaboration |
| -2 | Storm Knight forced to leave city |
| -3 | Storm Knights cause civilian death |

RUNNING A BERLIN ADVENTURE

The key to running a good Berlin-centered adventure is to accurately capture the mood. A common thread running through every Berlin adventure should be the image of a dark and brooding place where cloaked figures dart about furtively, strange horrors lurk around every corner, and no one, but no one, can be trusted completely. No matter how many adventures are constructed, if they have a Berlin setting, this mood must be reinforced.

With this in mind, select a story hook that appeals to you (for example, take a rumor of secret meetings between unnamed government officials and Cyberpapacy agents). Next construct a theme centered around that story hook. A theme can be thought of in this context as the overall structure for the adventure. Some examples of likely themes are Night Watch, Rescue Attempt, Finding The Traitor In Your Midst, Search And Destroy (Tharkoldu), Intelligence Gathering, and Uncovering The Hidden Secret.

Next, decide what portion(s) of the city your adventure will be centered in and what specific locations the story will revolve around. This includes a central point (where the action will culminate) and secondary locations where events leading up to the conclusion will happen. Review the various locations for each portion of town contained in Chapter Two. Select those which seem to make the most sense or stay in keeping with the theme selected. For example, for an adventure that deals with secret negotiations and the truth surrounding the proposal, the gamemaster will need to select a secret site for those negotiations to take place and several secondary locations in which clues to this hiding place can be uncovered. In keeping with the mood of the adventure, all locations should reflect a dark and

mysterious atmosphere. Assuming that the gamemaster desires to have the negotiation site far removed from the city proper in the Cyberpapal sector, a review of the available locations suggests the Dieterstrum Winery, the Old Mill, or even the Kratzen Berg as likely sites of mystery. Assuming that the gamemaster has decided to deposit clues along the way in the Victoria Mandate portion of town, some likely spots for clandestine contacts and midnight confrontations might include the Dilettante Club, the Consul-General's residency, the Illustrated Berlin News, and the always deadly Victorian Red Light District.

Not every potential location need be used, however. In fact, the gamemaster will probably have more potential sights for use than can reasonably be accommodated. At this point, the gamemaster must decide which adventure locations should be selected based on the overall difficulty/importance of the mission undertaken and the relative strengths or weaknesses of the characters involved. Assuming the nature of these secret meetings to be of extreme importance, and the characters involved are relatively capable, from the above list of sites selected the Dieterstrum Winery can be selected as the final culmination point, and any one of the Victorian sights (with the possible exception of the well-guarded Consul-General's residency) can be used.

With your secondary locations selected, next choose one as a logical starting point. In keeping with the overall theme of uncovering hidden information, a plausible rationale for the adventure's beginning might be that an investigative reporter has uncovered a clue to the secret meetings between a member of the Zorn government and the Cyberpapacy. This in turn suggests that the offices of the Illustrated Berlin News would be a logical starting point. This sounds fair enough, but remember to keep the mood intact. Such a meeting will not be made in the light of day, but rather the dark of night. At the appointed time the characters arrive only to discover their contact dead, a matchbook from the Dilettante Club clutched in his cold fingers.

Before proceeding farther, the gamemaster must now decide what format of adventure to run. There are, broadly speaking, two types of formats: linear and free-form. Linear (or "point-to-point") formats are the easiest to construct but in some ways the more constrictive. They involve setting up conditions that — more or less — force characters to logically proceed from one pre-arranged location to another. While certain random events can come into play, the gamemaster maintains maximum control of the flow of action, leading up to the final, climactic scene. Free-form adventures, on the other hand, are just that — freely formed and flowing.

These are harder to construct because many possible character contingencies must be accounted for in advance. However, they are less restrictive from the player's standpoint. In a free-form adventure, the player's are literally on their own and nothing (not even the final climactic scene) is a sure thing. Neither format is necessarily better than the other. The selection here will depend on the amount of available preparation time, the roleplaying skills of one's players, and the gamemaster's personal style.

Lastly, the gamemaster must determine the ultimate resolution of the adventure. This suggests a final confrontation with rivals, determining what different levels of success can be achieved by the players, the ramifications of their success or failure, and whether actions in this adventure may have implications for subsequent adventures. In keeping with the dark drama that is the life's blood of this city, a final confrontation with a sinister villain/villainess is a prerequisite here. But remember the mood! In this city, nothing is ever exactly as it seems to be! Be prepared to give your players some last-minute surprises and plot-twists: the last person in the world you would think of turns out to be a traitor, the secret meeting you've just eavesdropped on turns out to disclose something your people weren't expecting, an archenemy thought to be long since disposed of arrives on the scene to complicate your players' lives yet again!

These suggestions are not meant to suggest the only way of designing a *Torg* adventure set in Berlin. For the novice gamemaster, however, they do suggest one practical approach which will make things a little easier in both planning and execution. The imagination, the dramatic overtones, and the feel for the city still has to come from the gamemaster. In these respects, if the gamemaster does his/her job properly, the players will always be coming back for more. And that, *meine Herren und Damen*, is what this sourcebook is all about.

Pocket Universes

Though not specifically addressed before, Berlin, as a nexus for so many realities, could easily become a doorway to one or more pocket universes elsewhere in time. There is, for example, Ambassador Ragnar's mention of a Celtic Empire. Perhaps characters could find a pocket universe in which dark Druidic magic has succeeded in establishing an Empire lasting to the present day. For the more historically inclined, another alternative could be one in which Nile weird science and Nippon technology aids the Axis in winning the Second World War. Explore the possibilities!

FIVE

PERSONALITIES

With the coming of the Tharkoldu, a large number of extraordinary individuals have come to call Free Berlin their home. Some are heroes while other are villains. Some have been transformed in the wake of the Outworlder's arrival. Many are actively working towards the city's liberation, and a continuance of the war against all Outworlders. Others seek accommodation with the New Order, while still others have already sold out. Among the millions who inhabit the twisted backstreets and dangerous haunts of a city under siege, this chapter presents detailed information on some of the more notable personalities to be found in today's Berlin.

Note: All characters are assumed to have *language (German)* as their native tongue. This skill is listed only in situations where this is not otherwise true because the individual acquired this skill by other means.

THE GOOD, THE BAD, THE SLIGHTLY INSANE

A number of new heroes and villains have appeared in the mixed Nile-Tharkold realm surrounding Free Berlin. The more notable of these are detailed for the first time below.

Countess Zinn

Originally one of Dr. Mobius' paramours, on one occasion Zinn was instrumental in foiling a palace conspiracy aimed at Mobius by a military coterie. When asked what she desired in return for her loyalty, Zinn replied, "Power." To this Mobius smiled insidiously, granting her request, if not exactly in the manner Zinn anticipated. In the months that followed, Mobius made Zinn the object of his own personal experiments aimed at enhancing her mental abilities in addition to her already abundant physical attributes.

Applying various weird science devices to stimulate her brain's natural development, Mobius eventually succeeded beyond his own expectations. The results were to imbue Zinn with a mind control power he had not intended. Moreover, once acquired, Zinn has learned to further develop her newfound ability in other ways (see note on *enticement* power below). Making the best of an unexpected turn of events, Mobius has broadened Zinn's training while giving her additional responsibilities.

Zinn has been loyally serving Mobius in Berlin as one of her master's top undercover agents. In the guise of a scholar of rare antiquities, she is frequently found at the

Nile Embassy. When not otherwise carrying out private errands for her master, she often volunteers her services to Nile Embassy staff in need of someone capable of carrying out a "special project." Countess Zinn has a reputation for cruelty and the recipients of her "special attention" often quietly and mysteriously disappear soon after she has paid them her own form of courtesy call.

Countess Zinn

Reality: Nile Empire

True Identity: Unknown

DEXTERITY 10

Acrobatics 13, beast riding 15, dodge 15, fire combat 16, maneuver 17, melee weapons 14, stealth 15, unarmed combat 15.

STRENGTH 9

TOUGHNESS 8

PERCEPTION 10

Scholar (Egyptian religion) 14, scholar (torture devices) 12

MIND 9

Hypnosis 14, weird science 15, test 15, willpower 14

CHARISMA 11

Charm 13, charm (seduction) 14, persuasion 14, taunt 15

SPIRIT 8

Intimidation 12, pain weapon 11, reality (Nile Empire) 12

Possibilities: 28

Inclination: Evil

Pulp Powers: Enticement (value 14); mind control (value 16); adventure cost: 8

Equipment: Dark, leather costume with silver Mobius silhouettes on left and right breast pockets; stiletto leather boots; .44 revolver, damage value 17, ammo 6; wireless phone comm-link to Nile Embassy, tech level 23; \$500. Nails typically coated with a defensive contact poison. (Wearer must make a successful *unarmed attack* against an exposed area of the victim's skin. The target may attempt an active defense using a current *dodge* skill), bullwhip (STR+2/13).

Skill Notes: *Enticement:* adventure cost 8, action value CHA+3, range 10-meter directed cone of effect aimed by user, tech rating 21. *Enticement* is a form of reinforced *mind control* directed specifically at a member of the opposite sex. Targets within the cone of effect projected by the user are required to make a *willpower/Mind* total in excess of the directed *enticement* power's value. Failure to do so results in the target individual's

becoming completely enamored of the user for a period of time equal in hours to the difference between the two values. A successful avoidance renders the would-be target invulnerable to further enticement. Recent repeated contact with the Tharkold reality in Berlin has further warped Zinn's already anti-social attitudes. Zinn's predisposition towards cruelty is increasing, as is her growing fondness for inflicting pain on helpless victims.

Description: Tall and statuesque with a dusky complexion. She is extremely vain and arrogant.

Dr. Apocalypse

Strategos Nikanor's right hand "hatchetman," Dr. Apocalypse has served Mobius as chief of counter-intelligence operations in Thebes for several years. He has a reputation for both efficiency and brutality in the execution of his duties and the execution of foreign agents. His posting to Berlin at the request of Nikanor is seen as a chance to gain additional influence and prestige. Dr. Apocalypse enjoys his work and he especially enjoys the sombre mood of this city. As long as there are enemy agents to be foiled and dark plots to be uncovered, he will remain, enjoying this "Busman's holiday" to the fullest. He is particularly interested in "sharing notes" with his Tharkoldu counterparts.

Dr. Apocalypse

Reality: Nile Empire

DEXTERITY 9

Beast riding 10, dodge 11, energy weapons 10, fire combat 12, melee weapons 12, prestidigitation 12

STRENGTH 9

TOUGHNESS 8

PERCEPTION 13

Evidence analysis 16, find 14, land vehicles 14, language (German) 14, scholar (interrogation techniques) 16, scholar (Core Earth History: Inquisition) 15

MIND 10

Hypnotism 12, pulp power (mind control) 13, pulp power (mind reading) 13, weird science 14, will-power 14

CHARISMA 7

Persuasion 11

SPIRIT 10

Intimidation 15, reality (Nile Empire) 12

Possibilities: 22

Inclination: Evil

Pulp Powers: Mind control, MIN+5, range: 5, tech 28; mind reading, MIN+5, range: 25, tech 28.

Equipment: Dark costume; Nile headdress; various weird science pain devices; leather gloves.

Keith Reilly

Keith Reilly was a one-time con man and dabbler in dice when magic came to the world. Then he decided to take a gamble of a different kind. The gamble paid off and Keith quickly discovered he had a gifted knack for this new way of doing things. His newfound magical talents have also brought with them new found prob-



Eric Coile

lems, however. Keith is hunted by Cyberpapists, the Dark Ayslish, and anyone else who can't stand to see magic used. Although he comes from the wrong side of the tracks and tends to be a rather selfish, cynical, and self-involved individual (to say nothing of sloppy and shifty), Keith is not the sort of person that immediately comes to mind when the word "hero" is mentioned. This doesn't matter to him at all. Keith continues to fight the High Lords and their flunkies the best he can with little worry over gaining credit or glory, (provided a little extra cash and some down-time for "socializing" is available now and then).

Keith Reilly

Reality: Core Earth

DEXTERITY 9

Dodge 11, fire combat 12, maneuver 11, prestidigitation 13, running 10, stealth 12, unarmed combat 12

STRENGTH 9

TOUGHNESS 11

PERCEPTION 13

Alteration magic 15, evidence analysis 15, find 15, first aid 16, land vehicles 14, language 14, trick 14

MIND 12

Appotation magic 15, computer science 13, streetwise 15, willpower 13

CHARISMA 8

Charm 10, persuasion 10, taunt 11

SPIRIT 13

Intimidation 16, reality 14

Possibilities: 15

Arcane Knowledges: Earth 4, Air 4

Spells: *Air of air, brittle walls, earth shield, fighting whirlwind*

Equipment: 45 Automatic pistol, value 16, ammo 7, range: 3-10/15/40; dice; spell components; radio headset and mike; trenchcoat; bottle of gin; package of cigarettes; lighter; \$50; material components; grimoire.

Krylh Shadowtreader

Tall and slender with midnight blue skin and long white hair in a ponytail, this young elf's violet eyes and lean features often project a playful smirk. Krylh was never really interested in the wars or fighting on the side of Light or Darkness. It was curiosity that brought this quick-witted elf to this strange world called Earth. Unfortunately, the Warrior of the Dark, High Lord of Aysle, has made things more than a little difficult of late, and taking up a career as an adventurer seems the best way to fight back. Despite these unsettling times, Krylh takes time out whenever possible to enjoy life in general. He has a fondness for riches and luxury whenever they can be found.

Krylh Shadowtreader

Reality: Aysle

DEXTERITY 12 (15)

Beast riding 18, dodge 19, lock picking 18, maneuver 17, melee weapons 18, missile weapons 17, prestidigitation 19, running 19, stealth 20

STRENGTH 9

TOUGHNESS 9 (11)

PERCEPTION 13

Find 16, trick 18

MIND 11

Conjuration magic 16, survival 13

CHARISMA 13

Charm 17, persuasion 18, taunt 16

SPIRIT 10

Reality 12

Possibilities: 15

Arcane Knowledges: Darkness 5

Equipment: Leather armor, TOU+2/11; Elvish longsword, damage value STR+8/17; sling (2), damage value STR+4/13, ammo 12, range: 3-10/40/100; lockpick tools +3; 50 Ayslish trades; material components; wine-skin (full); cloak; loot bag: Sony Walkman, a cordless phone, a book of McDonald's gift certificates, a digital watch, a Weird Al Yankovic cassette tape, a guitar pick, a copy of the *Five Realms* roleplaying game, polyhedral dice, a gaming convention T-shirt, some marbles, and a switchblade comb.

Spells: *Mage dark, withering touch*(3)

Liberté Belle

Constance LeClerc was a promising young ballet star when the arrival of the Cyberpapal invaders shattered her world into tiny pieces. Feeling the oppression of the Cyberpapal regime in Paris, she found herself unexpectedly involved with a member of the nascent French resistance. Though steadfastly committed to her belief in non-violence, Constance applied herself in other ways, eventually working as an assistant nurse, caring for the sick and mentally ill. With the commencement of Operation Central Fire, Constance and her resistance cell saw their share of hard times fighting behind the lines against the Cyberpapal militia.

When the orders to withdraw came, Constance found herself accompanying her wounded fiancé into Germany. Regrettably, in the weeks that followed her fiancé died of his injuries, leaving Constance once more alone. After wandering about Germany for many months, Constance, more by chance than by design, found herself in Berlin. Here she began picking up the threads of her old life again. She opened a dance studio and for awhile appeared to be recovering, both professionally and emotionally. With the coming of the Tharkoldu, however, her studio was destroyed and Constance was forced to flee for her life once more.

Having lost everything of value twice in as many years, Constance is grimly determined not to let that happen again. Since the Cyberpapacy and the Tharkoldu are responsible for her losses, Constance decided these powers should be made to pay for her troubles. Devising the role of Liberté Belle, Constance has become something of a cat burglar par excellence. When Constance is not performing at the Empress cabaret as an entertainer, Belle is out among the rooftops, operating at the Cyberpapacy and Tharkold governments' expense. Each of her missions is selectively aimed at depriving either, or both, of something of significant value. While doing business with the Berlin black market, Belle's actions are not always purely mercenary in nature. She has worked with other heroes and Storm



Pete Venters

Knights from time to time, and is not above lending the police a hand now and then.

Since the death of Corsair at the hands of the Nile Empire, this power has also been added to Belle's hit list. In this regard Constance is eager to even the score one way or the other.

Liberté Belle, a.k.a. Demelsa

Reality: Cyberpapacy

True Identity: Constance Marie LeClerc

DEXTERITY 13

Acrobatics 14, dodge 15, long jumping 15, maneuver 14, running 14, stealth 16, unarmed combat 16

STRENGTH 8

TOUGHNESS 7

PERCEPTION 8

Find 10, first aid 9, language (German) 10, tracking 12

MIND 10

Artist (ballet) 13, artist (modern dance) 11, artist (singing) 10, streetwise 11, willpower 12

CHARISMA 12

Charm 14, persuasion 13, taunt 14

SPIRIT 8

Faith 9, intimidation 10, reality (Cyberpapacy) 9

Possibilities: some (15)

Equipment: White leather cat suit; white leather gloves; spiked boots; mask; 20 meters of rope; portable grapple gun, Tech 20.

Roleplaying Note: For deeply personal reasons, Belle refuses to use weapons of any sort in her covert activities, even in cases of self defense. When forced into a combat situation, Belle will rely on her own intrinsic abilities, acting to inflict stun damage only. Belle will never knowingly act to cause the death of another person, Human or non-Human alike, stopping short at physical incapacitation.

Description: In real life a plain, unassuming individual that easily blends in with any crowd. Medium height with grey eyes and auburn hair.

Major Caledonia

Smedley has long been a capable but minor functionary in the Victorian bureaucracy. As an overworked, underpaid civil servant, he has long dreamt of having an adventurous life filled with deeds of daring. Such a prospect was unlikely until, by chance, a colleague's illness opened a vacancy in the Berlin Victorian Consulate staff. Shortly after his arrival in Berlin, however, Smedley began to feel himself somehow subtly changed. This feeling grew in intensity until one day, caught unawares by a gang of thugs near the Tarleton Club, Smedley's new powers manifested themselves in a moment of self-defense. At first Smedley tried to deny the transformation that had taken place in him. Over time, however, the conviction grew that he had been called upon to become a hero to people in need in these dark times. Donning the identity of Major Caledonia, Smedley fights injustice when and where he finds it. He is courageous and well-meaning, but he still suffers from timidity and a general lack of self-confidence. This situation is slowly improving.

Major Caledonia

Reality: Nile Empire (Transformed)

True Identity: Smedley Smythe-Challes

DEXTERITY 11

Dodge 13, maneuver 13, stealth 14, unarmed combat 14

STRENGTH 10 (14)

Pulp power (fire blast) 15

TOUGHNESS 10

Pulp power (force field) 13

PERCEPTION 9

Disguise 10, evidence analysis 12, find 12, language (German) 12, scholar (Victorian government administration) 10

MIND 8

Willpower 10

CHARISMA 9

Charm 10

SPIRIT 9

Faith 11, reality (Nile Empire) 10

Possibilities: 20

Inclination: Good

Powers: Fire blast, STR+10, 10/25/40, tech 30, adventure cost 5, force field, TOU+10, range 5, tech 30.

Equipment: Red/white/blue striped crusader disguise and mask; rope; Berlin city guidebook.

Panzerschiffe

A former German Special Forces agent, the blue-eyed, blond-haired Baum served for many years as one of his country's top intelligence operatives in East Berlin. Baum was one of many persons transformed to new Nile axioms when Nile agents replaced the Tharkold stelae with one of their own. Despite this turning point in his life, or perhaps because of it, Baum has fought both the Nile Empire and the Tharkoldu ever since. A quite man with a proud, aristocratic bearing, Baum's philosophy is simple: defend the innocent and the helpless and never hesitate to risk your life for others. While coping with the many changes his new reality has brought him, Baum is still receptive to reminders of his past. His handling or use of any firearm, for example, will cause him to remember his former nature as a Special Forces agent. At such times, Baum's pulp powers will decrease for several hours at a time.

Panzerschiffe

Reality: Nile Empire (Transformed)

True Identity: Gunter Baum

DEXTERITY 10

Fire combat 14, long jumping 14, running 16, unarmed combat 17

STRENGTH 13 (16)

TOUGHNESS 13 (16)

PERCEPTION 8

Land vehicles 10, language 12, scholar (German history) 12, scholar (special forces operations) 13, trick 12

MIND 8

Survival 12, test 12, willpower 13

CHARISMA 9

Taunt 12

SPIRIT 11

Intimidation 15, reality (Nile Empire) 14

Inclination: Good

Possibilities: 15

Powers: Super attributes, STR and TOU, bomb power: (value 25) Panzerschiffe can "throw" an explosive punch, striking targets up to distance value 10. *Unarmed combat* value determines actual hit or miss.

Equipment: Grey costume; cape; \$100.

Schwarzen Kavalier (The Black Cavalier)

The exact origins of the person calling himself (herself?) the Black Cavalier are unknown. There is evidence to suggest, however, that before the Tharkold invasion, this person served as an undercover intelligence operative. While this may be true, no one knows for certain which side this particular operative may have been on.

What is certain is that in the moment of crisis heralding the arrival of the invaders, something strange and unexpected happened to this individual. As with other Storm Knights, the Black Cavalier found him/herself able to manipulate hitherto unknown possibility energies. Some believe, in this particular case, the moment of crisis itself somehow produced the actual powers the Cavalier is known to possess. It has been suggested that the Cavalier may have been a latent mutant whose dormant powers were somehow "energized" by the reality storm. Others offer a more mundane explanation, suggesting the Cavalier may have bargained with Nile Empire scientists to obtain his/her powers and later turned double agent after the fact.

What little that is certain about this mysterious individual can be quickly summarized. The Black Cavalier was first spotted in Berlin about three months ago. Since that time he/she has operated almost exclusively in the New Alexandria section of the city. The Cavalier has been instrumental in foiling a number of Nile Empire covert activities against local Frei Korp groups. Of particular interest has been his/her breaking up of a secret Empire counterfeiting ring (disavowed by the Nile government) which, if it had succeeded, would have seriously undermine the fragile Berlin economy. While not acting solely against the minions of Dr. Mobius, this shadowy figure appears to prefer to wage a personal vendetta against the Nile High Lord whenever possible.

To date the Cavalier has worked only infrequently with other heroes or Storm Knights and few are presently inclined to accept such aid. The reason for this lies in the manner in which the Cavalier has seen fit to treat with his/her opponents in the past. The Cavalier's foes often show signs of deliberate mistreatment after the fact. Some are even alleged to have been deliberately injured when trying to surrender. Many believe this rather callous (some say cruel) attitude is perhaps due to the unusual way in which realities have merged in the city. If the reports of excessive force being used are accurate, they may likewise reflect some deeply rooted, very personal hatred, that fuels the Cavalier's need for revenge. The truth may never be known. At this point the Black Cavalier remains just that: a darkly, menacing figure who serves as a champion of Earth, for reasons unknown.



Eric Coile

Schwarzen Kavalier (The Black Cavalier)

Reality: Core Earth

True Identity: Unknown

DEXTERITY 12

Dodge 15, fire combat 14, maneuver 14, melee weapons 15, stealth 16, unarmed combat 14

STRENGTH 11

Climbing 14

TOUGHNESS 10

PERCEPTION 9

Disguise 13, evidence analysis 13, find 14, land vehicles 12, language 13, scholar (espionage) 14

MIND 4

Streetwise 14, test of wills 13, willpower 13

CHARISMA 7

Persuasion 12, taunt 11

SPIRIT 8

Intimidation 13, reality (Core Earth) 12

Possibilities: 22

Powers: Darkness (value 14) five meter radius; flight (value 12), adventure cost 3

Equipment: Black Cavalier costume (armor value TOU+4/18), equipped with arm-mounted net casters (when fired, target must make a successful *dodge* roll, otherwise the target is trapped in a mesh of sticky fibers, effectively rendering further resistance ineffective); leather gloves; mask; two flintlock pistols (damage value 14, ammo 1; jewel-tipped sword cane +5, damage value 19 has six electrical shock charges, inflicting standard damage value 16 on target upon contact (in addition to normal damage done by blow).

Description: Silent as the grave most of the time, the Cavalier will generally speak only when circumstances warrant it and then only in short, cryptic sentences

straight to the point. Gender undetermined. Size approximately 1.5 meters tall, weight 75 kilograms. Disguise may include muscular enhancements.

Valkyrie

Though disguised as a figure out of German mythology, Valkyrie's origins are far from European in nature. Hypatia is a member of the secret Hesperan Order of Amazons, located on a hidden island in the trackless wastes of Libya. Transformed by the axiom backlash that formed the Nile Empire, the one-time archaeologist, Hyppolyta Kosmos, now "enlightened" as a new Amazonian Queen, vowed revenge on Dr. Mobius for the pain and destruction he has brought with him. To this end, Kosmos began secretly gathering women from all parts of the Nile Empire who had been mistreated or otherwise ill-served by Egypt's new rulers.

Among those who found their way to Hespera was a young and gifted electronics expert named Hypatia. A native-born Egyptian, Hypatia was originally a member of a prestigious Egyptian electronics manufacturing concern located in Thebes. With the coming of the Nile Empire, her company was "nationalized" and redirected into providing electrical components for various "weird science" projects ordered by Dr. Mobius. All went well until one day, when Hypatia's firm was producing a project involving capacitors, something in the process involved in the project failed with tragic results. Needing a scapegoat, Hypatia's superiors quickly selected her since she was the junior member of the research team and thus the most expendable. Hypatia was thrown into prison to await her fate.

There she might well have languished were it not for an unexpected turn of fate. In a totally unrelated event,



Brian Schomburg

several members of the Mystery Men group, which is dedicated to the overthrow of Dr. Mobius, attacked the prison where Hypatia was being held. The aim of their assault was to secure the release of an important undercover operative previously transferred to the same holding facility. Though unaware of their actions, in the confusion surrounding the Mystery Men's attack, Hypatia and several other prisoners made good their own escape as well. Following this incident Hypatia remained in hiding for several weeks. Eventually she joined a Numidian caravan and was able to slip across the Libyan border. Her goal was to reach the port of Tunis. There she could gain passage to some place — any place — far removed from Mobius' clutches. Before she could reach her destination, however, Hypatia's caravan was attacked by Nile fighters and dispersed. After wandering in the desert for several days, with her water running low and her sense of direction gone, Hypatia stumbled across the island of Hespera.

Here she met the Amazon Queen and learned of the remarkable events surrounding the rise of the new Hesperean sisterhood. Here too she was introduced to the Amazonian Flame of Power. Located in a gold brazier in the temple of Hespera, this legend come to life is the seat of the Amazons' power. While it burns, it grants those who are worthy amazing physical powers. Those deemed unworthy by the flame are consumed in its fire. After considering her situation for some time, Hypatia determined she wished to dedicate herself to the overthrow of Dr. Mobius.

Accepting the responsibilities of Amazonian sistership, Hypatia endured a series of initiation purifications, culminating in her placing her hands on the sacred temple brazier. Immediately she was bathed in a cold, blue fire. After what seemed like hours later, the fire eventually subsided. Soon after, Hypatia discovered she had been "gifted" by the sacred flame with an enhanced *Dexterity* far beyond that of ordinary persons. This gift served to further impress on her a sense of duty towards aiding those who fought against the common foe.

After a period of training aimed at testing the limits of her new found abilities, Hypatia was ready for her first assignment. After a journey that lasted several days, Hypatia was secretly brought to Tunisia and smuggled aboard a ship bound for Greece. Hypatia arrived shortly before Dr. Mobius began his latest series of attacks on the mainland.

At first Hypatia served as a courier, using her extraordinary swiftness to safely deliver important messages among the troops under fire. Her familiarity with the basic principles governing captured Nile technology, however, quickly brought her to the attention of her superiors. Realizing Hypatia's abilities to be supra-human in nature, they decided Hypatia's talents could be put to better use elsewhere. Hypatia was asked to volunteer as a special messenger between the resistance and covert operatives working in the newly established Nile-Tharkold zone in Berlin. Here she could assist in evaluating the strength of Nile occupation forces (and their technology) for the federal government in Bonn. Her enhanced physical abilities would ensure her a more than reasonable chance of success.

Hypatia accepted without hesitation.

Once arriving in Berlin, however, Hypatia's outlook quickly changed. Unprepared for the grim realities of occupation life, she was shocked by the misery endured by many of the city's inhabitants. Until now her experiences involving life under Nile occupation had been personal, one-on-one affairs. Here, for the first time, was evidence of what the entire planet would have to endure, should the Possibility Raiders win out. While keeping to her original mission, Hypatia determined that something else was needed. She decided that the native Berliners needed a symbol they could believe in. Amid the chaos and confusion of everyday life, they needed to be reminded what determination and the Human spirit were capable of. They needed to understand it was possible to strike back. And if they could strike back, they in turn could serve as a symbol for other oppressed peoples.

Needing a disguise, Hypatia decided to draw on a figure from German mythology as something the people could more readily identify with. (If in passing they chose to think of her as one of their own, native-born comrades in arms, so much the better!) Keeping her own identity as an Amazonian maid-in-arms, Hypatia selected the mythical warrior maiden who came to the aid of heros slain in battle: thus was born Valkyrie.

Valkyrie's covert activities takes her to many different parts of Berlin under both Tharkold and Nile Empire domination. In addition she often frequents sections of the city under control of Nippon Tech agents. Wherever she goes, she keeps her eyes and ears open. After discharging her latest mission as Hypatia, she often returns at night as Valkyrie to settle a few scores or right a particularly nasty wrong she has uncovered. Friends in need have come to depend on both individuals and, slowly but surely, she is providing a measure of hope to those who, for so long, have lived without it.

Valkyrie

Reality: Nile Empire

True Identity: Hypatia (Hesperean Amazon)

DEXTERITY 13 (16)

Dodge 18, fire combat 17, long jumping 19, maneuver 18, melee weapons 17, missile weapons 18, running 19, stealth 17, swimming 17, unarmed combat 18

STRENGTH 11

Climbing 14

TOUGHNESS 7

PERCEPTION 9

Disguise 13, evidence analysis 13, find 14, land vehicles 12, language 13, scholar (electronics) 13, tracking 14, trick 15

MIND 9

Streetwise 14, test 13, weird science 14, willpower 13

CHARISMA 9

Charm 13, persuasion 12, taunt 11

SPIRIT 8

Faith (Hesperean Order of Power) 13, reality (Nile Empire) 12

Possibilities: 24

Inclination: Good

Powers: Super-attribute applied to *Dexterity*, adventure cost 3

Equipment: KO8 pistol, damage value 15, ammo 8; dark bodysuit (armless) with cape and horned helmet, value TOU+3; 1.2 meter long weird science powerstaff +4, value 18; item does damage equivalent to pulp power fire blast, damage/power value 15, targeted individual takes two shock points in damage; rope.

Description: Buxom and energetic, displaying considerable vitality and robustness in abundance.

Zachariah Winslow

Originally a native of Gaea, Zachariah Winslow was a professional adventurer and explorer until he became infected by lycanthropy. Finding himself unable to remain in Victorian society any longer, Winslow joined the Gaunt Man's army, only to realize too late that the Orrorshan High Lord's corrupt ways made you ill. Winslow decided to help the embattled defenders of Earth the best he could, hoping somehow to foil the Gaunt Man's plans and, perhaps, win acceptance in this world, despite his "condition."

Zachariah Winslow

Reality: Orrorsh

DEXTERITY 8 (12)

Dodge 10/14, fire combat 10/–, lockpicking 9/–, maneuver 11/15, melee weapons 11/–, running –/16, stealth 11/15, unarmed combat 12/16

STRENGTH 9 (14)

TOUGHNESS 9 (15)

PERCEPTION 10

Evidence analysis 12/–, find 12, research 15/–, tracking 12/15, trick 13

MIND 8 (2)

Occult 10/–, willpower 10/4

CHARISMA 10 (4)

Charm 13/7, taunt 14/8

SPIRIT 9

Intimidation 11/16, reality (Orrorsh) 14, shape-shifting 13/13

Possibilities: 15

Powers: Resistance to Normal Weapons (the first five wounds are treated simply as shock damage and knockout conditions are ignored). Severe Weakness to Silver (take damage from silver weapon like normal, or if it's not a weapon, take damage equal to wielder's Spirit or faith).

Natural Tools: In werewolf form: Claws, damage value STR+2/16, teeth, damage value STR+10/24.

Equipment: Cross heavy revolver, value 16, ammo 6, range: 3-5/15/25; sabre, damage value STR+5/14; lantern; occult kit; nice clothes; cane; flask of brandy.

Description: In human form, Winslow is a bald headed man with deep-set black eyes. His disposition can best be described as dour. In werewolf form, he is a wolf-man with brown fur, feral red eyes, and nasty fangs.

MOVERS AND SHAKERS

While not heroes or villains as such, there are many "Ords" currently in Berlin capable of exercising a considerable impact on the future of this city. Those individuals presently in the political and military forefront are presented below:

Ambassador, Baron D'Armontaine

Baron D'Armontaine is the (unofficial) Cyberpapal representative to the Zorn government in Berlin. The head of a five person legation, D'Armontaine's mission is ostensibly to secure the return of captured cyberware known to have been shipped to Berlin after Operation Central Fire. In reality, this explanation for his presence in Berlin is merely a convenient cover. D'Armontaine's real mission is two-fold. First he is to assess conditions in the free city, discerning the overall morale of the people and their ability to continue the war effort against the Cyberpapal realm. Second, he is charged with arranging a covert meeting with representatives of the Zorn government in an attempt to reach an agreement concerning Malraux's proposal to create a new buffer state along the German border.

Once a petty bureaucrat in the French Foreign Office, D'Armontaine has converted totally to the new state of affairs in his native France. His complete dedication to the Cyberpapacy is matched only by his personal belief in French cultural superiority. As a secret envoy, D'Armontaine takes his charge very seriously, but he finds it difficult to avoid often being condescending and arrogant in his dealings with locals. Despite his dedication and training, D'Armontaine's abrasive personality may prove to be his (and his real mission's) ultimate undoing.

Ambassador, Baron D'Armontaine

DEXTERITY 9

Dodge 10, fire combat 10, maneuver 11

STRENGTH 8

Climbing 9

TOUGHNESS 8

PERCEPTION 12

Evidence analysis 15, language 14, scholar (diplomacy) 16, scholar (foreign relations) 15

MIND 10

Test of wills 12, willpower 12

CHARISMA 9

Charm 11, persuasion 14

SPIRIT 10

Faith (Cyberpapacy) 13, intimidation 12, reality (Cyberpapacy) 12

Possibilities: 28

Equipment: Passport (Cyberpapacy issue); attache case; personal laptop computer; note pad; tailored suit; concealed 9mm Luger, damage value 15, ammo 8, range 3-10/25/40; 50,000 Franc account card; IRCOM pass; GWI GodMeeter, damage value 20, ammo 30, range: 3-12/30/50; Cyberware: NeuraCal, EpiphaNeur, Chipholder 3, Datchips (3), FFO Rove Eye; cyber value 10.

Ambassador Ragnar

Ambassador Ragnar is one Viking with worries on his mind. After having his initial assaults against the city of Oxford repelled with serious losses (a move which in part prompted the Warrior of the Dark to find new forces for her armies), Ragnar's clan chief gave him the task of intercepting several Akashan monitors. Through



no fault of his own, several of the Akashans escaped. Since that time Ragnar has been in mild disgrace. The "diplomatic" appointment to Berlin is seen as something of a rebuke, yet one that offers a "real warrior" the opportunity to make something of himself again. It is Ragnar's hope that by pulling off some notable successes here, he can be restored to favor and be reassigned to a more "dignified" assignment for a person of his true skills.

Ambassador Ragnar

Reality: Aysle

DEXTERITY 12

Beastriding 13, dodge 14, maneuver 15, melee weapons 15, missile weapons 14, running 13, swimming 13, unarmed combat 16

STRENGTH 11

TOUGHNESS 10

PERCEPTION 10

Language (German) 11, scholar (diplomacy) 13, scholar (Core Earth history 13), tracking 12, trick 14, water vehicles 14

MIND 8

Survival 10, test 10

CHARISMA 8

Charm 10, persuasion 11, taunt 12

SPIRIT 7

Intimidation 10, reality (Ayslish 12)

Possibilities: 15

Equipment: Wheellock dag, damage value 13, ammo 1, range: 3-5/10/25; two-handed sword, damage value STR+7/22; dagger, damage value STR+5/20; ceremonial robes; cloak; ambassadorial credentials.

Ambassador Ricard Rensel

Ricard Rensel's origins are unclear. His opponents have alleged that many of the assertions and credentials put forward concerning his past have proven to be false or have contained inaccuracies that shed doubt on their credibility. Despite continued efforts by opposition leaders to delve into his past, all that can be found about him is that Rensel appeared shortly after the Tharkold invasion and was appointed Ambassador at Large for the Zorn Government almost immediately after that.

In this capacity, Rensel has traveled through all the known realms, cementing ties here, mending political fences there, and, wherever possible, soliciting aid for his native Berliners. A man apparently possessing a high degree of personal honor (and a seemingly unlimited bankroll from sources unknown), Rensel has quickly garnered a reputation for himself as a quiet power behind the scenes. Few doubt his loyalty to the people of Berlin and fewer still his personal integrity once his word has been given.

Ambassador Ricard Rensel

DEXTERITY 8

Dodge 9, swimming 9, unarmed combat 9

STRENGTH 8

TOUGHNESS 7

PERCEPTION 13



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Evidence analysis 16, language 15, scholar (diplomacy) 17, scholar (world history) 18

MIND 10

Business 11, psychology (Human behavior) 12, test 12, willpower 11

CHARISMA 12

Charm 14, persuasion 15, persuasion (negotiation) 16, persuasion (public speaking) 16

SPIRIT 8

Reality (Core Earth) 12

Possibilities: 12

Equipment: Tailor-made suit and silk tie; expensive shoes; portable computer (Tech 23); passport (Unified Germany issuance); \$2000 (additional credit reserves may exceed 1 million).

Colonel Reinhardt Geisen

Geisen is a career soldier, the product of the post-war era that left many military professionals highly trained and underemployed. Despite having a superb service record and being a person of unquestioned abilities, Geisen was repeatedly passed over for promotions due to the unavailability of upper-level positions to be filled. Eventually disgusted with a career that seemed to be going nowhere fast, Geisen resigned his commission in the *Bundeswehr*. Efforts at establishing himself in civilian life, first in teaching then in corporate management, proved dismal failures. With every new setback, Geisen became more and more bitter over the state of affairs in his native country. Then came the Possibility Raiders.

Putting aside personal feelings, Geisen volunteered for service and was immediately assigned to a combat unit stationed near the German border. The onset of Operation Central Fire found him leading a company of infantry against Cyberpapal militia. Geisen's unit fought its way across France with distinction, being present in all the major actions of the campaign. In the final retreat to Germany, however, Geisen's unit met a tragic fate. One of the last to arrive at the border, Geisen and his troops were caught in the resumption of a fierce reality storm, the result of the re-establishment of a key stela in the Cyberpapal network ahead of schedule. Many of the veterans he had shepherded throughout dozens of actions were killed within minutes. Geisen himself narrowly escaped across the border — one of the last surviving troopers to do so.

Geisen was forever changed by the terror of the reality storm he narrowly managed to wade through. Some have claimed the event unhinged him mentally though this has never been proven. What is certain is that from that moment on, Geisen blamed the central government for incompetence causing the loss of his men. Resigning his commission a second time in as many years, Geisen began a one-man campaign aimed at discrediting the Bonn government. His speeches and printed works eventually brought him to the attention of a Berlin politician, Helmuth Von Zeitenburg. Exactly what arrangements may have been reached between the two men is not known. However, soon after, when Zeitenburg unilaterally broke with the central government, Geisen was at his side. Adding his voice to that of

the aging politician helped carry the day. Not long afterwards, Zietenburg appointed Geisen to form a new commando force capable of dealing with "any emergency." Whatever the original meaning of that mission statement may have been, the unexpected arrival of the Tharkoldu in Berlin gave Geisen and his men an added reason for being formed.

Whatever else he may be, Colonel Geisen is both patriotic and intelligent. This combination of traits has been used to the continued detriment of the Tharkoldu from their first arrival on the scene. Geisen personally led the successful defense of the Brandenburg Gate redoubt against repeated assaults by Tharkoldu forces. Since that time, under Geisen's direction, his commandos are often in the forefront of minor skirmishes as they erupt, bolstering police and paramilitary bands in the desperate defense of their city. In recent months, Geisen's operatives have joined forces with a variety of Storm Knights and other heroes newly arrived in Berlin to strike deep into the heart of the Tharkoldu occupation zone. Whatever his underlying political motivations, Geisen will not rest until the last Tharkold invader is exterminated.

Colonel Reinhardt Geisen

DEXTERITY 10

Dodge 12, fire combat 12, maneuver 13, unarmed combat 14

STRENGTH 8

Climbing 10, lifting 9

TOUGHNESS 8

PERCEPTION 11

Camouflage 12, first aid 12, land vehicles 12, language 13, scholar (demolitions) 12, scholar (covert operations) 14, scholar (military history) 14, scholar (military strategy) 14, scholar (small unit tactics) 15

MIND 9

Test of wills 12, willpower 11

CHARISMA 10

Charm 11, persuasion 15

SPIRIT 8

Faith 10, intimidation 12, reality (Core Earth) 12

Possibilities: some (15)

Equipment: Passport (Unified Germany issue); .45 automatic, damage value 16, ammo 7, range 3-10/15/40; combat boots and fatigues; helmet, armor value TOU+3/20; flak jacket, armor value TOU+3/20; Geisen never travels without an escort of at least two Zonder Commando aides.

Doctor Amelia Braunstein Antipater

Little is known about Doctor Antipater's early life. She is first heard of in connection with a series of articles published a decade ago dealing with efforts to repair the depleting ozone layer. Antipater experimented at some length with the use of high-energy lasers set at unusual frequencies to artificially "enhance" individual ozone nuclei. Her work was eventually terminated due to budgetary constraints, but not before Doctor Antipater had acquired a considerable knowledge of both rarified gases and how they affected atmospheric aerodynamics.

While many saw the coming of the Outworlders as

harbingers of disaster, Doctor Antipater saw them as a way of increasing her knowledge beyond a lifetime of expectations. Always curious and independent (some would say 'pushy'), Antipater approached the Nile Empire with an offer of assistance in exchange for access to information regarding weird science technologies. After a brief but thorough investigation of her background, Dr. Antipater's offer was accepted. Shortly thereafter, she began with her new found Egyptian "colleagues" on the development of a new and improved Kadesh-class zeppelin.

Antipater's real motives for joining the Nile scientific community remain unclear. In the past she has casually dismissed warnings against charges of collaboration as so much "political stuff and nonsense." Antipater may have her own, secret agenda in mind. Similarly, her desire to acquire more and more knowledge at any price may have blinded her to the implications of her actions. Only time will tell.

Doctor Amelia Braunstein Antipater

DEXTERITY 7

Dodge 8, maneuver 8

STRENGTH 8

TOUGHNESS 10

PERCEPTION 13

Air vehicle 14, evidence analysis 15, language 14

MIND 10

Science (balloon aerodynamics) 16, science (gas physics) 17, weird science 11, willpower 11

CHARISMA 7

SPIRIT 11

Reality (Nile Empire) 12

Inclination: Good (leaning towards evil)

Possibilities: 12

Equipment: Pocket calculator, tech 21; sliderule, tech 20; pencils and note pad; lab coat; rubber-soled shoes; research notes in spiral binder; half-eaten sandwich; \$5.

Doctor Nigel Mollinery

Doctor Mollinery was a regimental surgeon who accompanied his unit in the opening days of the Sumatra campaign. Since that time he has taken part in numerous major actions, being wounded on more than one occasion. Despite being twice decorated for bravery under fire, Mollinery was consistently passed over for promotion due to his being of commoner origin. This repeated lack of recognition and reward for services rendered have finally turned Mollinery to look for other ways to advance himself.

On an expedition to a remote island off New Guinea, Mollinery uncovered the remains of an ancient grimoire. While much of the black book remained indecipherable, enough was still intact to permit Mollinery to take vengeance on his "persecutors." Soon after, Mollinery began a rapid rise within the medical community (aided by additional spells uncovered by continued research).

Rumors of a vast collection of arcane tracks secreted in several of Berlin's most notable universities and museums has prompted Mollinery to volunteer for service as chief medical officer for the Mandate Brigade. With most of his duties limited to bandaging



Brie Coile

cracked heads after the occasional barroom brawl, Mollinery is free to spend the majority of his time tracking down leads in one zone or another. He has recently heard tales of a secret society of magicians operating somewhere in the city. Berlin is turning out to be quite the impressive career move after all.

Doctor Nigel Mollinery

DEXTERITY 8

Beast riding (horse) 9, dodge 9, fire combat 9

STRENGTH 7

TOUGHNESS 8

PERCEPTION 12

Alteration magic 14, divination magic 13, first aid 13, language (German) 13, scholar (Human anatomy) 14
MIND 12

Apportation magic 14, conjuration magic 14, hypnotism 13, medicine 15, medicine (surgery) 14, willpower 13

CHARISMA 8

Charm 9

SPIRIT 11

Faith (Victorian) 12, reality (Orrorsh) 12

Possibilities: some (10)

Arcane Knowledges: folk 2, fire 1, magic 1

Spells: *Altered fireball, detect magic, gain language, increase charisma*

Equipment: Victorian gentleman's suit; pocket watch and chain, Tech 18; medical bag; double-barreled pocket pistol, tech 18, damage value 10, ammo 2, range 2-5/10/15; safe conduct pass; \$25.

Dreg

A relative newcomer to the Berlin scene, but one who has made quite an impact in a short period of time. Within three short months, Dreg has led the Cyberwolves, previously a little-known gang, to become the most feared cybergang in the city. Little is known about where Dreg comes from or how he got to Berlin. It is known that he doubles as a gangslaver for the Tharkoldu. It is even rumored that he has ties to Vutark, the Demon Lord of Berlin. If only half the stories told about him are true, Dreg is not the sort of person one would care to meet on a brightly lit street, let alone in a dark alley. Dreg is always seen in the company of at least two female "Wolfen" bodyguards.

Dreg (real name unknown)

Tharkold Gangslaver, leader of the Cyber Wolves

Reality: Tharkold (Transformed)

DEXTERITY 12 (15)

Dodge 16, fire combat 16, heavy weapons 16, maneuver 17, melee weapons 17, unarmed combat 18

STRENGTH 9 (12)

TOUGHNESS 9

PERCEPTION 11

Cyberdeck operation 12, land vehicles (motorcycles) 14, tracking 15, trick 16

MIND 11

Artist (music) 10, honor (Code of the Wolf) 12, streetwise 14, test of wills 13

CHARISMA 7

Charm 9, persuasion 10, taunt 8

SPIRIT 7

Faith (Tharkold Evil) 10, intimidation 10, occulttech 9, pain weapon 10, reality (Tharkold) 10

Possibilities: 9

Equipment: Mim-8/Bith Rifle, damage value 22, ammo 30, range: 3-40/180/600; 9/Gam Snub pistol, damage value 15, ammo 9, range 3-10/20/30; switchblade, damage value STR+3/15; pain baton, damage value +3; syntheleather, armor value +5/25; cyber talons, damage value STR+2; slavechip; 5-slot chipholder; vocal system amplifier (adds 130 db volume to normal voice); chipholder; adrenal booster system (+3 to *Dexterity* and *Strength*); nanocord.

Grafyn Ursula Parameter

Heiress to one of the country's largest mercantile production conglomerates, Contessa Parameter is one of the wealthiest and most attractive industrial magnates in the country today. A major stockholder in dozens of other top European corporations, she is a key figure capable of influencing the course of European industrial development for years to come. Politically, Contessa Parameter belongs to the new "Hanseatic League" style of businessmen and women in Europe today.

Like others of her stripe, she sees the arrival of the Possibility Raiders as a source of new business opportunities to be exploited rather than alien invaders to be driven away empty handed. A cunning and extremely intelligent individual, she is one of the few to understand the truth behind the Kanawa Corporation's investments in Berlin.

The Contessa is willing to accept the Outworlder's presence in the city at face value. Privately she has begun tentative negotiations aimed at securing Nippon technology for her manufacturing facilities.

Beyond this, the prospect of mass marketing consumer goods constructed with magical properties intrigues her, as does the expectation of incorporating Tharkold occulttech into modern means of production. While her offers to the Ayslish and Tharkoldu governments for exclusive bidding rights have so far fallen on deaf ears, the Contessa is hopeful she will someday find the wedge necessary to pry open the door to a wealth of new alternate reality opportunities.

All this interest in dealing with "the enemy" has brought the Contessa to the attention of those who do not appreciate the way in which she is attempting to promote economic growth. In the minds of many, she and others of her kind are collaborators willing to deal with the slayers of children in the night. Already several threats have been made against her life. While the Contessa is not foolish enough to ignore these threats altogether, neither is she willing to bow to the demands of "extremists."

Grafyn Ursula Parameter

DEXTERITY 8

Fire combat 9

STRENGTH 8

Climbing 9

TOUGHNESS 8

PERCEPTION 10

Air vehicles 13, evidence analysis 14, land vehicles

12, language 12

MIND 12

Business (armaments) 15, science (chemistry) 14, willpower 13

CHARISMA 11

Charm 13, persuasion 14

SPIRIT 9

Reality (Core Earth) 10

Equipment: Attache case; portable laptop computer; electronic watch; tailored business dress; Kevlar lined overcoat, armor value TOU+5/13; concealed H&K automatic, damage value 14, ammo 8; car phone; passport; \$1000.

Helmuth Von Zeitenburg

An armor ace of the last war, as a young man Zeitenburg went into politics as his way of aiding in the rebuilding of his ravaged homeland. While deploring the ruin visited on his native land, Zeitenburg hated even more the odious occupation of Germany by foreign powers. Distrusting the democratic nations of the west, Zeitenburg saw the expulsion of all foreign troops as the primary goal of the new German government. Though well-liked as a conservative and a war hero, Zeitenburg often alienated himself by his championing the cause of German reunification (and his advocating the use of force if need be).

Disgusted with what he called the federal government's "spineless catering to the west," Zeitenburg retired from national politics, contenting himself with local affairs for many years. With the arrival of the Possibility Raiders, Zeitenburg was instrumental in bringing about the union of east and west Berlin in the face of a common foe. Skeptical of the need to support a pro-western central government in the wake of the High Lords' invasions, Zeitenburg's criticism reached a fever-pitch of denunciation following the losses incurred in Operation Central Fire. Eventually breaking with Bonn altogether, Zeitenburg has formed his own government in Berlin and has declared his home a Free City.

Helmuth Von Zeitenburg

DEXTERITY 9

Dodge 10, fire combat 11

STRENGTH 7

TOUGHNESS 7

PERCEPTION 12

Evidence analysis 14, language 13, scholar (politics) 15, scholar (government administration) 14

MIND 10

Test 13, willpower 13

CHARISMA 12

Charm 14, persuasion 16

SPIRIT 9

Faith 10, intimidation 10, reality (Core Earth) 12

Equipment: Passport (Unified Germany issue); tailored suit; \$500. Zeitenburg never travels without an escort of at least four Zonder Commandos.

Description: An elderly statesman with white hair and shining bright blue eyes. A fiery and charismatic disposition that belies his age. A forceful and powerful personality.

Minoro Surijami

A man more often noted for working behind the scenes, Surijami was originally selected to head up the development of Kanawa's European markets due to his administrative skills rather than his skills in crisis management. The arrival of the Tharkold in Berlin, however, quickly proved that Surijami was equal to the task of holding the reins of power in an emergency situation. Promoting skilled subordinates combined with leadership by example have allowed Surijami to retain control of affairs. His greatest threat, however, appears to be coming from an emerging alliance between the Nile Empire and the Tharkoldu. How he will deal with this threat and where he will deal with it most effectively are the two major problems facing his continued administration of the city.

Minoro Surijami

Chief of European Market Development, The Kanawa Corporation

Reality: Nippon Tech

DEXTERITY 9

Dodge 12, fire combat 10

STRENGTH 10

TOUGHNESS 8

PERCEPTION 9

Evidence analysis 12, language (German) 12

MIND 12

Business 16, scholar (civil administration) 12, scholar (politics) 13, science (electronics) 14, trick 15

CHARISMA 8

Charm 14, persuasion 13

SPIRIT 10

Intimidation 14, reality (Nippon) 12

Possibilities: 17

Equipment: Attache case; portable computer; pen and paper; cellular phone; passport (Japanese issue); 9mm HK automatic, damage value 14, ammo 8, range 3-10/20/40; \$1000.

Description: Tall and aloof, with expensive custom-fitted clothes, silk ties, and a reserved demeanor that forces listeners to keep careful attention to every softly spoken word.

Reverend Horace Smyth-Warren

Thou shalt not suffer a magician to live. I don't intend to!

As Vicar-General of the Victoria Mandate in Berlin, the Reverend Smyth-Warren is charged with a two-fold mission. First, as regimental pastor, he is responsible for maintaining the spiritual well-being of the officers, men, and civilians under his charge. In the face of continued exposure to all manner of temptations and evils in neighboring portions of the city, this alone is no small task. Secondly, and perhaps more importantly in the long-term, Smyth-Warren's goal is the spiritual revival of the native citizenry of Berlin. In this manner, the power of a revitalized faithful flock can be directed in a spiritual "cleansing" of the ancient capital once and for all. Good intentions notwithstanding, Smyth-Warren is often at odds with local administrators over organized protest meetings aimed at shutting down

many of Berlin's more popular (Smyth-Warren would say "licentious") entertainment centers. A devout and rigid moral disciplinarian, Smyth-Warren understands better than most that one is either on the side of good, or by default, the side of evil.

Reverend Horace Smyth-Warren

DEXTERITY 8

Dodge 9

STRENGTH 8

TOUGHNESS 8

PERCEPTION 11

First aid 12, scholar (Core Earth history) 12, scholar (theology) 13,

MIND 8

Psychology 9, test of wills 11, willpower 11

CHARISMA 10

Charm 11, persuasion (oratory) 12, taunt 11

SPIRIT 13

Faith (Victorian) 16, focus 15, intimidation 15, reality (Orrorsh) 15

Possibilities: some (12)

Miracles: *Bless, calm, ritual of hope, soothe, ward danger*

Equipment: Cassock and vestments; holy symbol; holy book; first aid kit; double-barreled pocket pistol loaded with silver bullets, tech 18, damage value 10, ammo 2, range 2-5/10/15.

Description: A dark and brooding fanatic, outwardly compassionate but inwardly seething with personal animosities and grudges in abundance.

Sir Banastre Belemy

Originally a career diplomat in his home cosm, Belemy has had a checkered career since arriving in this universe. A scion of the old nobility, Belemy has previously been employed in several sensitive diplomatic missions. These have included a successful mission to the Philippines to arrange for (temporary) articles of neutrality between the two states, and an unsuccessful attempt at reaching a diplomatic solution with the Australians.

Banastre's ability to handle "touchy" situations with practiced ease and reserve make him an ideal candidate for the position of Consul-General in Berlin. Here Belemy must maintain a fine balancing act. He must work towards making political, spiritual, and economic inroads in Europe without allowing his overzealous subordinates to upset the applecart in their haste to win over hearts and minds by force if need be. Though no rigid martinet, Belemy is capable of fair, yet firm, administration when necessary. Berlin may well prove to be his most challenging assignment ever.

Sir Banastre Belemy

DEXTERITY 10

Beast riding (horse) 12, dodge 11

STRENGTH 8

TOUGHNESS 7

PERCEPTION 12

Evidence analysis 14, language (German) 13, scholar (diplomacy) 17 scholar (foreign relations) 14

MIND 11

Business 12, test of wills 13, willpower 12

CHARISMA 10

Charm 12, persuasion 13

SPIRIT 8

Faith (Victorian) 9, reality (Orrorsh) 10

Equipment: Diplomatic credentials; custom-tailored business suit; dress shoes; Victorian medal of service (worn on left breast pocket); German dictionary; fountain pen and paper; \$100.

Strategos Nikanor

The Berlin Governor of Occupation, Strategos Nikanor is a determined combat veteran who has seen considerable action in the service of Dr. Mobius since the establishment of the Nile Empire. An experienced and skilled combat veteran, Nikanor was instrumental in securing the island of Crete in the face of determined enemy opposition. Following the conquest of Crete, Nikanor proved his worth as civil administrator of the island, and later as military governor of Sparta after the fall of Greece.

Nikanor has only recently received his appointment to Berlin, his predecessor having been recalled to Cairo for "health reasons." Though a loyal and competent supporter of Dr. Mobius, Nikanor is realistic enough to know that his new position of authority carries with it an awesome responsibility. He must prove himself worthy of the trust shown him by his superiors. This can only be done by furthering the interests of the Empire in Germany, especially at the expense of Aysle and the Cyberpapacy. Failure to provide tangible proof of such achievements could lead to his own health taking a sudden, and drastic, turn for the worse in the not too distant future.

Strategos Nikanor

DEXTERITY 9

Dodge 10, energy weapons 10, fire combat 12, heavy weapons 11, maneuver 12, melee weapons 10, unarmed combat 10

STRENGTH 10

Climbing 9

TOUGHNESS 9

PERCEPTION 12

Air vehicles 13, scholar (civil administration) 14, scholar (tactics: civil disorder suppression) 15

MIND 9

Test of wills 10, weird science 10, willpower 11

CHARISMA 8

Persuasion 9, persuasion 10, taunt 9

SPIRIT 9

Faith (Egyptian) 10, intimidation 11, reality (Nile Empire) 11

Inclination: Evil

Possibilities: 22

Equipment: 9mm HK automatic, damage value 14, ammo 8, range 3-10/20/40; ceremonial ring mail with silk lining, armor value TDU+5/20; passport (Nile Empire issuance); laser pistols, tech 24, damage value 32, range 3-50/80/100; \$1500.

Description: Tall and athletic of build with a commanding voice and dignified bearing.



Vutark

A subordinate of Kadandra until he saw the writing on the wall, Vutark was among the first to formally submit to Jezrael despite opposition that required personal attention. Vutark has further ingratiated himself into Jezrael's inner circle by putting down an alleged

(alleged by Vutark) rebellion in the making among the Janissaries. Whatever the truth of this affair, Jezrael recognized in him a competent, if dangerous, subordinate to have around. Perhaps with the intention to keep him at arm's length, she has dispatched him to command the Tharkoldu in Berlin until further notice. Styling himself the Lord of Berlin, in recent months Vutark is becoming more and more influenced by local Nile axioms. This in turn is leading him into the creation of elaborate schemes. Since his lieutenants have not fallen under the sway of Nile's axioms as much as Vutark has, they do not understand or approve of his actions. Ever the realist at heart, Vutark knows his time is short: he must produce noticeable results against his opponents in this city before too long or face possible replacement, the hard way.

Vutark

Reality: Tharkold

DEXTERITY 16

Dodge 18, energy weapons 17, fire combat 17, flight 20 (22), melee weapons 18, stealth 20, unarmed combat 20

STRENGTH 18

TOUGHNESS 22

PERCEPTION 18

Alteration magic 20, divination magic 21, find 22, tracking 23, trick 25

MIND 22

Apportation magic 24, conjuration magic 28, test of wills 28, willpower 30

CHARISMA 15

Charm 18, persuasion 16, taunt 18

SPIRIT 20

Faith (Tharkoldu Evil) 25, intimidation 29, pain weapon 25, reality (Tharkold) 22

Possibilities: 28

Natural Tools: Teeth, damage value STR+2/21; alpha sense (*Perception* total); combat dominance 22; demon luck 20; wing strike (*unarmed combat* to hit, damage value STR+7); swift flight, speed value 10.

Equipment: Cyberware: Nanocord; interdermal plate, armor value TOU+6/30; shock buffer (first ten shock points); talons, damage value STR+5/20; cyberwings (+3 to push for flight); 5-slot chipholder; chips: language German, language French, both as base languages), +2 Occultech, 2 spellchips; cyber value: 24.

SIX

EQUIPMENT

The following section provides information on new types of equipment and devices available in the Free City of Berlin. Data entries listed below are organized for convenience by the major city zones in which the corresponding equipment is most likely to be found. Depending on individual requirements, black market availability, and gamemaster sanction, individual heroes and characters may be equipped with specific items while operating outside their "parent" zones. Care must be used in selecting specific items for use since not every item may function equally well in certain parts of the city. Determine the technology level of the local area in which selected items will work prior to acquisition. Prices given below are in Core Earth US dollars, as per the *Torg Rulebook*, Gamemaster Chapter Five.

THE NILE EMPIRE

CATAPHRACT BATTLE TANK

The Cataphract battle tank is the latest in a series of Nile Empire armored fighting vehicles which recently begun production in the Soteri Armaments plant at Memphis. This vehicle was originally designed as an

enemy "tank buster." Its large smooth-bore cannon is capable of firing a variety of loads at long ranges. The desert cat's increased armor makes it imminently effective when closing to medium and short ranges. Recent events, however, have prompted design engineers to revamp the original design. No longer content to rely solely on armor plate alone to keep enemy ground personnel at bay, additional secondary armaments have been included. In its final form, the Cataphract can function equally well in an urban as well as open environment.

Cataphract Battle Tank

Type: Armored Fighting Vehicle

Origin: Nile Empire

Tech Level: 21

Speed (mpr/kmh/mph/value): 60/55/40/9

Passengers: 6

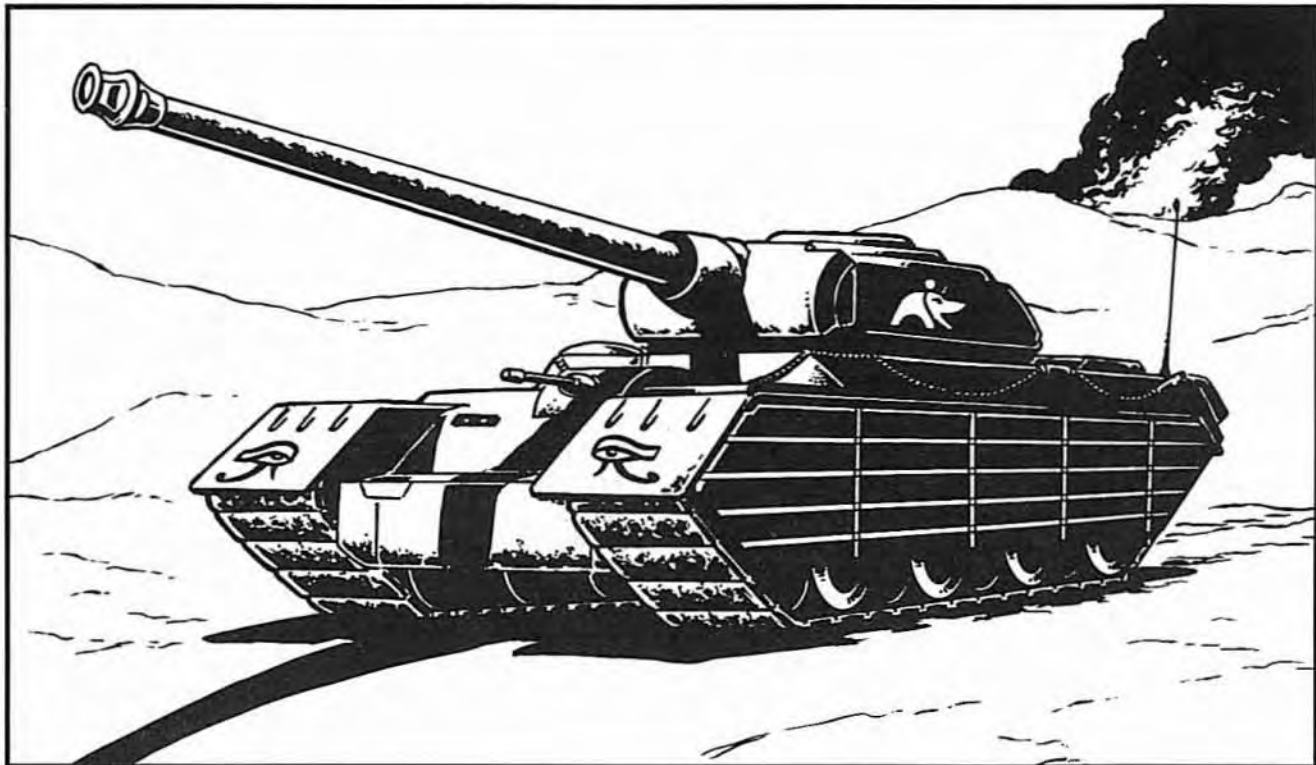
Toughness: 33

Weight Value: 23

Length Value: 6

Maneuver Rating: -4

Concealment Benefit: Driver: DN+8, commander: DN+4, others: cannot be targeted directly



Pete Venters



Armor Add/Max: Driver: TOU+13/35, commander: TOU+7/23, others: can be injured only is tank is killed

Price (Value): 250k (22)

Armament: Cannon and machine guns

Main weapon: 80mm smooth-bore, turret-mounted cannon (tech 21, damage value 25, ammo 50, range 3-500/2.5k/4k, burst radius 0-4/10/25), 360 degree high-speed turret traverse.

Secondary weapons:

Light Cannon (2): 15mm cannon, (tech 21, damage value 25, range: 3-400/2.5k/4k), ball-turret mounted along forward slope, with 30 degree forward arc of fire.

Machine Guns: 7.62mm machine guns, (tech 21, damage value 24, ammo 500, range: 30-150/ 600/ 2k), 180 degree arc of fire,

Additional Weaponry:

Flame Discharger: (tech 21, value 20, range: 2-50), center mount along forward slope, 10 degree arc of fire.

Smoke Dischargers (6): three positioned on either side of main turret.

PILUM, MARK II

The latest in personal weapons technology, the pilum is a rapid fire, breech-loading rifle produced by Seti Arms & Armor in Luxor. The pilum can be used in one of two modes of action: single-shot, or rapid-fire, semi-automatic. In the latter mode of operation, the weapon has a trigger pull of only 5 pounds, allowing the operator to fire as many rounds as desired by rapidly squeezing off one shot after another. Experienced users seeking to put down suppressing fire can empty a ten-round magazine in as little as six seconds. Presently the pilum is in restricted service and can be found only in special forces organiza-

tions within the Nile military. Eventually, as production figures increase, the pilum may see wider service within all branches of regular combat troops.

Pilum, Mark II

Type: Breech-loading magazine rifle, calibre 7mm.

Origin: Nile Empire

Tech Level: 21

Damage Value: 20

Ammo: 10 in external magazine

Range: 3-40/300/500

Price (value): \$600 (7)

Usage Notes: External magazine attached to weapon right side will automatically be ejected after last round in magazine is fired.

KADESH CLASS ZEPPELINS

Building on a variety of original German designs uncovered during its occupation of Berlin, the Kadesh class zeppelin is a multi-purpose aerial vehicle that has enjoyed considerable success of late. At present there are 16 Kadesh aircraft in use by the Nile Empire, operating from specially constructed hangers near the Berlin Zentral Flughafen.

Each is outfitted with a hypersonic sphere generator to decrease its vulnerability to enemy air and ground attack. While used primarily in aerial reconnaissance and occasional patrolling missions, the Kadesh may also be equipped with up to six 250 kilogram bombs which can be used in a ground support role. In addition, by installing specially designed cupola wing mounts in place of two machine gun mounts, a pair of Ptolemy biplanes can be attached to the Kadesh. Once the mother craft is airborne, these in turn can be detached to provide for longer-range reconnaissance, after which they can land under their own power.

Kadesh Class Zeppelin

Type: Air vehicle, hydrogen balloon lift

Origin: Nile Empire

Tech Level: 20

Speed (kmh, mph, value): Variable, depending on wind conditions. 100/65/8

Toughness: 30 (Hypersonic sphere generator)

Size: Air vehicle, 220 meters length, 45 meters diameter

Passengers: Total: 12; Crew: 8 — Commander, navigator, helmsman/radio operator, six gunners. An optional HSG operator (see below) may also be included.

Passengers: Up to four observers, artillery spotters, and assistants; three if HSG operator is part of onboard crew.

Armament: Cannon, optional bomb load and detachable biplanes for observation and strafing missions.

Ceiling: 3200 meters without oxygen support, maximum 4000 meters.

Operating Range: Variable, dependant on wind conditions. Normal cruising range is 1100 kilometers below 3000 meters, 1250 kilometers above 3000 meters.

Price (value): \$900k (25)

Usage Notes: While equipped with several machine guns for defense against enemy fighters, the Kadesh class zeppelin's primary defense comes from a 50 meter hypersonic sphere generator located within the dirigible's interior.

HYPERSONIC SPHERE GENERATOR

The Hypersonic sphere generator (HSG Mk I-B) is the latest in Dr. Mobius' growing arsenal of weird science devices used to assist Nile Empire military forces. A defensive, rather than offensive weapon, the HSG is the brainchild of Dr. Aurelia Antipater's Spezialitat Bund, and represents the first product of Egyptian and German scientific cooperation. When activated, the HSG generates a series of ultra high frequency modulations with unique properties that interact with the surrounding atmosphere to "energize" a spherical space surrounding the user. The result is a defensive screen which offers an enhanced degree of protection from small arms fire, explosives, and various energy weapons. While far from being impenetrable, the HSG defensive sphere is difficult to pierce by conventional weaponry and even the use of energy weapons can be a costly and time-consuming affair.

Hypersonic Sphere Generator

Type: Weird science force screen

Tech Level: 24

Effect Range: 50 meters

Toughness: Sphere zone value 30, device intrinsic value 8

Power Source: Electrical

Duration: Up to 100 hours continuous use; thereafter a ten hour recharge is required.

Price (value): \$100k (25)

Usage Notes: The HSG is still largely experimental. The continuous frequency flux used by the device

requires continuous adjustment and recalibration, especially after damage against the screen is taken. In a live action situation, an operator possessing a *weird science* skill will be needed to man the device at all times. Beginning with the first instance in which an attack is made against the HSG — regardless of whether penetrating damage was inflicted or not — the operator must make a successful roll versus *weird science* each round to maintain the device's delicate operation. Failure to do so results in the screen's immediate shut down. Reestablishing screen integrity requires a *weird science* roll with a difficulty modifier of +4.

PTOLEMY RECONNAISSANCE AIRCRAFT

The PAL-300 Ptolemy light reconnaissance is manufactured by the Palestrina Aircraft Works, Tanis, New Egypt. The Ptolemy is characterized by its lightweight, aluminum construction, combined with a Horus 700hp, 10-cylinder radial engine. Its speed and respectable maneuverability make it the perfect choice for tasks involving medium-level aerial observation. Relative to its size, the Ptolemy is capable of taking modest damage levels while ensuring the safety of its crew. Inexpensive to produce and easy to maintain, it remains a staple in the Nile Empire's aerial observation corp.

Ptolemy Reconnaissance Aircraft

Type: Air vehicle, biplane

Origin: Nile Empire

Tech Level: 20

Speed (kmh, mph, value): 140/125/14

Toughness: 14

Size: Air vehicle, wingspan 15 meters, length 12 meters

Passengers: 2; pilot and observer

Armament: Two machine guns, forward fixed angle of fire.

Operating Range: 600 kilometers at 1500 meters altitude.

Price (value): \$60k (24)

Usage Notes: Ptolemy aircraft can be attached to Kadesh class zeppelins through use of rigid mounting struts slung fore and aft of the main cupola along the dirigible underside. Access to the attached aircraft is via service crawlway in the vessel's interior leading to an exterior ladder mounted along the support strut. Manual release is achieved by the pilot after engine start-up.

CORE EARTH BERLIN

PLASTICENE RIOT SHIELD

A transparent, lightweight plastic-based riot shield used for personal defense by police forces the world over. Normally worn on the left side with the arm tucked into leather bracing, this protective device can provide additional cover against head, full torso, upper and lower leg areas, against flying glass, rocks, bricks, and other thrown missiles. While ineffective against higher caliber weapons, this device does give modest protection against small calibre firearms at medium-ranges.

Plasticene Riot Shield

Type: Personal riot defense gear
Origin: Zonder Zone (Core Earth)
Tech Level: 21
Size: 1.2 meters
Armor: plastic-polymer compound
Effect value: +3 armor add, front only; -1 *dodge* skill value for fatigue penalty; TOU+10. No armor add against firearms of .38 calibre or higher.
Price (value): \$250 (12)

"DOPPELT DECKE" PANZERKAMPFBUS

These open-topped, double-decker buses were a common sight on Berlin streets prior to the Tharkoldu arrival. Since that time they have been modified and upgraded to serve as armored personnel carriers as well as public conveyances. The addition of armor plating and heavy calibre weaponry makes this vehicle useful in such diverse roles as troop carrier, neighborhood patrol, riot control, and as mobile anti-Flederjagers platforms.

"Doppelt Decke" Panzerkampfbus

Type: Armored public conveyance
Origin: Zonder Zone (Core Earth)
Tech Level: 20
Speed (mpr, kmh, mph, value): 60/50/35/9
Passengers: 4; Driver, 3 gunners.
Toughness: 23
Weight Value: 21
Length Value: 7
Maneuver Rating: -3
Concealment Benefit: Driver: DN+3, passengers: DN+4
Armor Add/Max: Driver: TOU+4/20, passengers: TOU+6/21
Price (value): 25000 (22)
Armament: Machine guns
Main weapon: Browning .50 in open cupola turret, (value 25, ammo 11, range: 3-250/1k/2k), 300 degree arc of fire forward and sides.
Secondary weapons:
Machine guns: 2 7.62mm machine guns, (value 24, ammo 500, range: 30-150/600/2k), mounted aft of top deck in railing mounts (note minimal firing range restriction due to angle of depression).
Slicer: Multiple bulldozer sawtoothed blades in horizontal rigging forward main cab at tire level. Used in anti-obstacle, anti-personnel role. (Damage value 20)

THE VICTORIA MANDATE

WEBSTERAN HEAVY REVOLVER

A single-action revolver that is a favorite of Victorian officers and NCOs. This heavy calibre weapon combines heavy stopping power with a break-open cylinder that makes for fast and efficient reloading. Rugged and durable, it is a symbol of Victorian authority and superiority.

Websteran heavy revolver

Type: Firearm
Origin: Orrorsh
Tech Level: 19
Damage Value: 13
Ammo: 6
Range: 3-10/20/40
Price: \$150
Usage Notes: Some ammo loads carried by certain officers may include one or more silver bullets for use against various monsters. See *Torg Worldbook*, page 14.

MITRAILLEUS

This early machine gun was developed for the Victorian army to provide a means of rapid-fire infantry support in the face of superior numbers. The weapon contains 20 rifled barrels in banks of five by four, each with a calibre of 12mm. The weapon is readied by inserting a block (magazine) containing 20 preloaded cartridges. These are fired in a consecutive pattern by rotating a hand crank situated along the right side of the chamber mechanism. A practical rate of fire, allowing for reloads, is four such "bursts" of fire, or 80 rounds per minute. Originally intended for use with battalions in the field, they also prove effective in urban areas when suppression fire against large crowds is required.

Mitralleus

Type: Infantry support weapon, early model machine-gun.
Origin: Orrorsh
Tech Level: 19
Damage Value: 22
Ammo: 20 per burst
Range: 3-100/250/400
Crew: 3, Commanding officer, loader, gunner.
Price: \$2000
Usage Notes: Cartridge blocks are inserted via top-loading slot in breach. Each must be manually removed and replaced after the completion of each burst cycle. Aiming is done through iron sights situated along the edge of the central mount beam.

MERIDIAN POCKET PISTOL

A favorite of civilian and military personnel alike, this double-barreled, break-open pocket pistol combines moderate stopping power and maximum concealment. Easily operated by even the most inexperienced of users, the Meridian offers personal protection in confrontation situations without the bulk and bother of larger weapons.

Meridian Pocket Pistol

Type: Firearm, derringer-style
Origin: Orrorsh
Tech Level: 18
Damage Value: 10
Ammo: 2
Range: 2-5/10/15
Price: \$75
Usage Notes: The Meridian fires two .32 calibre cartridges placed in over-under barrels, each having



Eric Coile

its own trigger release. Either barrel (or both simultaneously), may be fired as desired. (User should specify single or double shot actions). After firing, the weapon breaks open along a top frame hinge (similar to the Webstern). Shells must be extracted by hand before reloading can commence.

THE CYBERPAPACY SECTOR

DREYFUS LIGHT SUBMACHINE GUN

This lightweight, 8mm calibre weapon is designed primarily as a counter-insurgency weapon. With a high rate of fire and added punch in the form of a rifle grenade launcher, it is an ideal weapon for close-in urban fighting. The unusual calibre of this weapon also

adds to its value. If captured by enemy forces, the general lack of 8mm ammunition in abundance will quickly render the weapon useless to the insurgents.

Dreyfus Light Submachine Gun

Type: Firearm

Origin: Cyberpapacy

Tech Level: 21

Damage Value: 17

Ammo: 12

Range: 3-20/40/80

Price: \$ 850

Usage Notes: Also comes equipped with a detachable rifle grenade adaptor. Rifle grenades insert over muzzle end. These are tech 21, damage 14, range: 0-5/20/40, and are intended for use in an anti-personnel role.

SEVEN

THE CABARET ON THE EDGE OF MIDNIGHT

INTRODUCTION

Few things are remembered more vividly about the "Berlin Experience" than the cabaret. This combination nightclub, music house, and Bohemian comedy club has historically been a symbol of everything irreverent and cynical in German society. When one thinks of the German cabarets of old, one remembers with pleasure the avant-garde music, the midnight floor shows with

their scantily clad sirens up close and personal, and the biting wit of the *Komodianten* for whom nothing (and no one) was sacred. The resurgence of the modern-day cabaret is not surprising given the current state of affairs. For many, the cabaret is something of a uniquely German institution. (At least, it is to the native Berliner.) Others simply long for something of the past while enjoying a place where all manner of unkind

THE 11:00 SHOW AT FRAULEIN MINSKEY'S

... My friend Herman, I must tell you, is not so smart. Yesterday he falls asleep in the back of a beer truck and the next thing he knows, he finds himself in the middle of the Nile zone. As he's crawling out of the truck, a guard spots him and comes rushing over.

'Ah ha! I have caught a spy,' he says. 'Let me see your papers!'

Now the only papers Herman has on him is his laundry list, so he obliges the guard with that.

'Ah ha!,' says the guard, 'a coded message. Now I know you are a spy for sure. What are you laughing about? Wipe that silly grin off your face! Why are you so jolly?' he asks. 'How can you be so happy at a time like this? Answer me!'

Well, as I said, my friend Herman, he is not very smart. So, not being smart — and being very drunk — all he can think of is the truth. So he says to the guard, 'I am always happy. I am happy because I do not take life seriously. After all, I'm not going to get out alive anyway!'

The Nile guard, he thinks about that for a minute but he can't figure out for the life of him what Herman meant by that. So, since he cannot figure out what my friend means, he decides Herman must have insulted him. At this he gets angry and points his gun in Herman's face.'

But my friend, you see, he has drunk a bit too much, yes, and so, now his tummy it is upset. And when the tummy is upset, up the tummy must come the wine, yes!

And so my friend Herman, he vomits all over this Nile guard! Of course, Herman meant no harm! He is very embarrassed to have covered the poor Nile

guard from head to foot with vile puke. So, while the guard is walking about trying to wipe his eyes to see what he is about, my Herman, he takes his handkerchief and begins to wipe off the guard's weapon.

Then my old friend sees that some puke has gone down, wwaay down the gun's barrel. 'We can't have that,' Herman thinks to himself. 'You have puked on that nice Nile guard's gun. It is only right that you should clean it, every bit of it, 'til it shines like new.'

So, while the guard is still sputtering about, Herman takes his handkerchief and folds it out, nice and slender-like. Then he stuffs the handkerchief down the gun barrel. Oh, but there is so much puke down there, wwaay down in the barrel, and Herman must make sure he gets it all, so he stuffs the handkerchief down still farther, and farther still, until he gets all of it down the barrel of the gun.

Now the Nile guard is certain he has been insulted. And so, he gives poor Herman no time to pull his handkerchief back out of the barrel. NO! He means to shoot poor Herman for being so happy and for puking all over him. So, he wipes off his face and points the gun at my friend and pulls the trigger.

You should have seen the expression on his face when the gun backfired and kicked him on his Nile backside.

It only goes to show you, *meine Herren und Damen*, never underestimate the power of German Beer!

Here's to Herman, Defender of the People!

— portion of a skit performed by Max Reikenop,
comedian and vocal entertainer at
Frau Minsky's cabaret.

jokes are made at the Outworlder's expense.

The cabaret is therefore a fitting place to begin this mini-adventure in the dark city of Berlin. Here our Knights will come to find a little piece of their past mingled with an uncertain future. Like most customers, they will probably find more than they bargained for.

SETTING THE SCENE

"The Cabaret On The Edge of Midnight" is a mini-adventure for use with the *Torg* roleplaying system. Its purpose is to introduce players to the city of Berlin, its people, its dark flavor, and its many dangers. This adventure is intended for use with three to five Storm Knights, though the gamemaster may adjust this number as he or she sees fit.

THE MAJOR BEAT

The Storm Knights have been assembled for a briefing with a member of the German Secret Service known as "Herman." He is concerned about a possible Nile-Tharkold collaboration that might threaten the current balance of power both in Berlin and around the world. Herman sends the Knights off with only a name and a place to begin their search for information.

The Knights visit to a cabaret to find a person named "Willie." When the Knights get there, however, Willie is dead. They find a clue in her dressing room that sends them to a tobacco shop. The proprietor of this shop gives the Knights information that will lead them to Club Isis. Before the Knights can leave that area, however, they find themselves facing a local cybergang which isn't too happy with them.

After the Knights deal with the gang, they are free to head for Club Isis. At the club, Countess Zinn and Fraulein Parameter are meeting to discuss Project Shu. The Knights can either find this out from overhearing the meeting or by "delaying" Parameter and finding out from her. She sends the Knights to a stadium that is on the outskirts of New Alexandria.

At the stadium, the Knights see the extent of the Nile-Tharkold connection. After making their way through the well-guarded stadium, they find the "flying disc," Nile's and Tharkold's first large collaboration. If they live to get out of the stadium, they have the proof that supports Herman's fears: Nile and Tharkold are working together.

SCENE ONE: HERMAN

THE SITUATION

Standard. The Storm Knights have been assembled in the Tiergarten's Hansa-Vierte section of the government zone for a late night briefing with a member of the German Secret Service known to them only as "Herman."

Read aloud or paraphrase:

You are seated in the home of a man you know only by the name of Herman. He is an elderly man — old and wrinkled and of indeterminate age. One of the few things that you know about him is that he is from the German Secret Service.

THE ACTION

If the Knights are not familiar with each other, this would be a good place for them to introduce themselves. Other than that, only a few moments pass before Herman begins to brief the Knights on their mission.

Read aloud or paraphrase:

As Herman begins to speak, you notice that there is a look of extreme concern on his face.

"I apologize for the short notice, but I'm afraid that we could have a very big problem on our hands shortly. We have recently learned that the Tharkoldu have been supplying the Nile Empire in Berlin with pieces of new occulttech technology of a type never before seen. While the exact nature of this new technology is unknown, it is felt that once incorporated with Nile weird science capabilities, there could be a shift in the overall balance of power both here in Berlin and elsewhere. Frankly, this worries me greatly. If this situation is as bad as it seems, then it should not be allowed to continue. That is why I called you Storm Knights together. I want you to investigate this new Tharkold-Nile connection and, if possible, put a stop to it. You might want to start your investigations at the Kaiserin Cabaret. There is an entertainer named 'Willie' working there who has valuable information for you. Are there any questions?"

Aside from questions of how to get to the cabaret, Herman has no other information to impart to the Knights. If questions of supplies or money come up, the Berlin government is willing to pay each Knight up to \$600 US for information about the Nile-Tharkoldu connection. If the Storm Knights are able to break the connection, then each Knight will receive an additional \$400 US.

THE KAISERIN CABARET

THE SITUATION

Standard. The Knights enter the Kaiserin Cabaret at night. Once inside, the Knights must find the contact known to them only as Willie.

Read aloud or paraphrase:

As you enter the cabaret, you see several men in red uniforms being summarily ejected from the establishment. On the stage, there is a scantily-clad chorus line finishing up their latest performance. The room is packed and murky with smoke and sweat. At various tables, some ostentatiously decorated officials and their elegantly dusky mistresses are enjoying a raucous laugh at someone's expense, while here and there dark suited businessmen watch the concluding floor show with rapt attention.

THE ACTION

Once inside, a voluptuous woman comes forward to lead the Knights to a table. At this point, they can start asking about Willie through a straightforward questioning of the staff or through bribery attempts. Players may work as a group or individually. Care must be taken not to arouse suspicion or draw too much atten-

tion to themselves. They should avoid being overheard if at all possible.

Either through bribery or direct contact or *persuasion*, the Knights will learn that the name Willie refers to one of the singers at the club, a Wilhemina Rausch, who is due to come on stage momentarily. At the appointed time, however, the curtain goes up but no singer appears. When the Knight's reach the singer's dressing room they find her dead. She has been strangled. The only clue to her killer(s) is a torn piece of stationary (perhaps from a document) bearing the address "45 Kurfursten Damm." The stagehand who found Willie points out that this address is the site of a small tobacco shop near the Ku'damm Karree deep in the heart of New Alexandria.

VARIABLES

If the Knights are making enough of a stir to be easily overheard, then one of the "officials" from a nearby table will get up and appear to go to the "Gentlemen's Room." A *Perception* total of 12 or better will allow one of the Knights to notice this. Then after some time goes by and if the "official" was noticed, another *Perception* roll of 17 or better will trigger the realization that the man has been gone for an awfully long time.

Although the Nile official appeared to be heading for the restrooms, he was in fact making his way to the backstage area so that he could perform his deadly duty — the killing of "Willie." Should the characters make the *Perception* rolls, then allow them to look around the public area a little for the man. In the men's restroom, they will find an open window leading out into a back alley, but that is all they find. The Knights can draw the conclusion that the man must have left for some reason, but there are no clues as to whether he left by this window or didn't. If he did leave through this window,

then he covered his tracks exceptionally well. At this point, if the Knights wish to check out the private dressing rooms or backstage area, they should not be allowed to do so until after "Fraulein Rausch" has finished her performance. At that time, there will be a break between performances. Because of this limitation, the Knights will not discover her death until her performance time.

FLAGS

If an *Idea* card is played, someone may suggest the name "Willie" might actually be a stage name.

A *Connection* card will result in a Knight's spotting an NPC who acts as a part time informant just entering the establishment. Chances are he may know the person the Knights are looking for.

An *Alertness* card will result in one of the chorus girl's catching the Knight's eye, motioning him/her to come back stage at the conclusion of the performance.

Regrettably, a *Mistaken Identity* card will find one of the Knights singled out by a local loan shark for missed payments. This person and some of his "associates" will want to discuss matters with the party member outside, "private-like."

CUT TO ...

Once the characters decide to head for the address, proceed to Scene Two, "Smoke 'Em If You Got 'Em."

SCENE TWO: SMOKE 'EM IF YOU GOT 'EM

THE SITUATION

Standard. The Storm Knights arrive outside the tobacco shop in the Ku'damm Karree.



Jeff Rebner

Read aloud or paraphrase:

As you enter the Ku'damm Karree, you feel some of the gloom that hangs over this once fashionable shopping mall. Now this place is overrun by local cybergangs and other assorted punks. As you reach the shop that the address pinpoints for you, you find that it seems to be closed. However, there is a light on in an upstairs window.

THE ACTION

The light in the window shows the Knights that the store's proprietor, Karl Deters, may still be awake. Attempts to gain access to the shop below will meet with little success and the proprietor will refuse to answer any normal summons (such as knocking).

At first the proprietor will assume the Knights are local thugs come to rob him and act accordingly. If, however, one or more Knights manage to overcome the shopkeeper's natural inclinations, a discussion of sorts can be arranged. Reluctantly the elderly Deters will admit to having seen Fraulein Rausch in his shop on several occasions. If pressed for more particulars, he will recall she often came at about the same time another gentleman usually visited his shop. Deters will casually reflect that the man never seemed to buy anything, which is strange because Rausch always purchased a package of Turkish cigarettes. If pressed to describe him, Deters will give a vague description of a middle-aged, well-dressed Egyptian who "looked like a diplomat ..."

FLAGS

If a *Romance* card is played, Deters will recall that, while the two never spoke to each other, Fraulein Rausch seemed to know the man. "I once caught her winking at him when she thought I wasn't looking. And, yes, once when I was in the back of my shop, I looked out and saw them holding hands."

An *Idea* Card will have Deters recall one other curious thing about Fraulein Rausch. On one occasion she overstayed her visit and, obviously running late, used a curious expression, "Sweet Isis have mercy." The name Isis refers to an ancient Egyptian goddess. There is also a club by that name, exclusively for women in New Alexandria. Fraulein Rausch may have been a member.

An *Alertness* card will allow one or more Knights notice a sizeable number of local hoodlums assembling outside the establishment.

Gamemaster Note: In lieu of an *Idea* card being played, Deters will recall that Rausch always paid by check, which was quite strange for someone who only bought one pack of cigarettes at a time. As Fraulein Rausch came to his shop only two days ago, he still has one of her checks with him. Printed on the check draft is the image of the Egyptian goddess, Isis. The bank in question is an establishment located not far from the Egyptian embassy. By either or both of these clues, the Knights should be directed to the Isis Club ... that is if they can get past the local punks outside.

A LITTLE LESSON IN LOCAL POLITICS

Read aloud or paraphrase:

After finding out from Deter where the Isis Club is located, you now seem to be faced with a little problem: how do you get past the local color that seems to be waiting for you?

As the Knights try and leave Deter's tobacco shop, they will be met by six members of the Red Fang cybergang. (This is one of many cyber-sponsored gangs in New Alexandria secretly supplied by the Tharkoldu to disrupt local affairs and report Nile activities to their Tharkold masters.) Alerted by the Knight's attempts to gain entrance, they wish to teach the Knights a lesson about trespassing in their turf.

Red Fang Cyber Gang Members (6)

Reality: Tharkoldu (Transformed)

DEXTERITY 8

Dodge 10, energy weapons 9, fire combat 11, melee weapons 9, unarmed combat 10

STRENGTH 9

TOUGHNESS 9 (12)

PERCEPTION 8

Find 10, land vehicles 9, streetwise 10

MIND 9

Test 10

CHARISMA 8

Charm 9, persuasion 9, taunt 11

SPIRIT 8

Faith (Tharkoldu Evil) 9, intimidation 9

Possibilities: None

Equipment: Kap/3 Mesh armor, armor value TOU+3/12; 11/Alph automatic, damage value 16, ammo 21, range 3-10, 30, 50; nanocord; darksight eye; talons, damage value STR+2/11; cyber value: 6.

These gangers know that the Isis Club is a place where all the really important Nile "bigwigs" meet their lovers for a secret rendezvous. It is also rumored that Countess Zinn herself can be found there and may even own the place. A *persuasion* total of 20 will make any one of these punks talk loud and long.

CUT TO ...

Once the Knights have determined that the Isis Club is their next destination, go to Scene Three, "The Isis Connection."

SCENE THREE: THE ISIS CONNECTION

THE SITUATION

Standard. The Storm Knights arrive outside Club Isis. This is where the Knights can encounter Countess Zinn and Graffin Ursula Parameter.

Read aloud or paraphrase:

You now find yourselves outside a four story brick building that seems to be guarded by foot patrols (all female). As you watch, a pair of elegant women enter the glass double-doors and walk across the large foyer to a reception desk. The refined woman who sits

behind the desk reaches out to examine the cards that they hand her and then wave the women through.

THE ACTION

There is a regular patrol that runs up and down the block that Club Isis is located on. It also patrols the back alleys of this area, keeping an eye out for anything that looks suspicious.

The Knights can enter the foyer and look around a little, but if there are any men in the group, they will be stared at by several of the members. Since this is a club for women only, men are allowed entry in the foyer only — hence, the stares.

As the Knights look around, they can see a large directory on a nearby wall that shows dining facilities on the first floor, a gymnasium on the second, linked meeting rooms on the third and private guest chambers on the fourth. At least half a dozen members may be found in any one of these floors entertaining other guests or sampling the club's facilities at any given time. While trying to figure out their next move, a large limousine pulls up to the front door and in walks Countess Zinn, one of the Nile's most powerful agents in New Alexandria (see Chapter Five)!

Once the Knights make their way inside the club, if they can reach the fourth floor undetected they will uncover a secret meeting being conducted in a guest room currently occupied by Countess Zinn. Zinn will be meeting with Graffin Parameter. They will be discussing something very heatedly. Each will be observed pouring over documents the latter puts in a sealed attache case and takes with her when she leaves. Anyone capable of overhearing the conversation taking place will hear repeated references to something called "Project Shoe." An occasional reference will be made by Zinn about Parameter's stupidity for letting the woman (a reference to the late Fraulein Rausch) attempt to blackmail her.

VARIABLES

If the Knights show an obvious interest in the club without going in within a minute or so of their arrival, then one of the patrols will confront them. Usually this confrontation is no more than a "move along, you" situation. If the Knights can *persuade* the women to let them stay for a few more minutes for some believable reason, then the women will allow them to stay for another five minutes. However, if the Knights resist strongly, then the patrol will call for reinforcements. Within seconds, another eight women will show up.

Club Isis Guardians (6 Outside, 10 Inside)

Reality: Nile Empire

DEXTERITY 9

Fire combat 12, melee combat 11, unarmed combat 12

STRENGTH 10

TOUGHNESS 10

PERCEPTION 9

MIND 8

Streetwise 10

CHARISMA 7



Eric Coile

SPIRIT 9

Intimidation 11, reality (Nile Empire) 10

Possibilities: 2

Equipment: .45 Colt automatic, damage value 16, ammo 7, range: 3-10/15/40; brass knuckles, damage value STR+3/13.

Unfortunately there are only a few ways to enter the club without trying to beat up all the guards. If there is a female in the group, then she can attempt to use a stolen ID card from another member. It is also possible for a few members of the group to sneak in through the side entrance. To use *stealth* successfully in this case, a total of 11 or more should be rolled. Barring this, the Knights will need to waylay Fraulein Parameter before she can make her way back to the Nile Embassy. The best way will be to take her in her car once she leaves the building. If successful in this attempt, a *persuasion* total of 22 will show that Parameter is willing to make a deal: she will disclose the location of the secret Nile/Tharkold project if the Knights will let her go. (Emphasize that Parameter will be missed very shortly and the Embassy will have armed guards out looking for her very quickly once she is determined to be overdue.)

If the Knights agree, Parameter will disclose that there is a new stadium on the outskirts of town that is the site of the secret operation. She will reveal nothing more to the Knights. An examination of Parameter's papers will reveal that she has been acting as a go-between between the Tharkoldu and the Nile Embassy. If forced to disclose her information, Parameter will reveal that Fraulein Rausch was actually her cousin. Without Parameter's knowledge, Rausch was also an informant working for the Heimdall Bund, a secret society dedicated to overthrowing the Tharkoldu. Rausch discovered that Parameter was working as a go-between in an effort to secure Tharkold technology

for her own companies. Unfortunately, Zinn discovered Rausche's involvement with the Heimdall and had her killed, but not before word reached Herman.

(Alternately, the gamemaster may allow Knights to go after similar documents locked in a wall safe in Zinn private chambers on the third floor of the club. This is, however, a more dangerous approach.)

FLAGS

If an *Alertness* card is played, the Knight will see a dark complected, well-dressed man "looking something like a diplomat" carrying an attache case. He will walk into the Club shortly after Zinn arrives. Strange... wasn't this club supposed to be exclusively for women only?!

If a *True Identity* card is played, the mysterious stranger's features will be highlighted by lamplight long enough for the Knight to recognize "him" as really Graffin Ursula Parameter, a wealthy female industrialist dressed as a man.

CUT TO ...

Players must now decide what to do about Parameter and the information she has revealed. Assuming they intend to track down their available clues to the end, go to the Scene Four, "Close Encounters?," below.

SCENE FOUR: CLOSE ENCOUNTERS?

THE SITUATION

Standard. The Knights arrive at the stadium. This is where they find out more about Project Shu.

Read aloud or paraphrase:

You are on a street facing the stadium. Before you is a large expanse of empty parking lot. As you watch, several tanks move into position. Overhead you can spot a few zeppelins with roving searchlights directly over the stadium. No doubt these are not the only obstacles that you'll have to go through to get the information that you need.

THE ACTION

There are several ways to get to one of the entrances of the stadium. The most straightforward way is to run, of course. If the Knights attempt to do this, they will have to *dodge* both the Cataphract battle tanks (there are four) and the Ptolemy light reconnaissance aircrafts (two of the four will detach) that will strafe the Knights after detaching from the zeppelins (see Chapter Six for descriptions).

The other course that the Knights could take to get them to the stadium requires making a *Perception* total of 10. If a Knight makes it, then she will notice that trucks are exiting the road behind them and driving over to Gate A. At Gate A, there is a truck entrance that leads into the stadium. If the Knights wish to, they can jump into the back of one of the trucks when it slows down to make a right turn into the stadium lot on the road between A and D parking lots.

If the Knights manage to get to the stadium by running, then they can enter through any of the four

gates easily. However, they will have to make it down to the actual floor of the arena from the first tier of seats. If the Knights were able to sneak into the stadium by truck, then they are already in the underground area.

First Tier: Have the Knights make several *Perception* rolls with totals of 12 to see if one of them notices the hidden sensors that are set up at various places on the stairs or among the seats. If they don't notice one, then they trip it and set off an alarm. The alarm immediately brings on all the stadium lights (only the lights of the arena floor are on when the Knights come in) and Strategos Nikanor's personal Aegema Guard (see Chapter Three) start combing the seats for the Knights.

If the Knights don't set off the alarm, then they are only accosted by two of the wandering guards. If the Knights want to, it is possible to use the guards' uniforms as a disguise if they so wish.

Floor of the Arena: The floor of the arena has three concrete buildings with huge camouflage tarps suspended over them. There is a large hangar in the middle with its doors open slightly. In the hangar, there are strange glowing lights. The other two buildings contain very noisy machinery. Because of the noise, the Knights should be able to determine that heavy power equipment is being used in these buildings.

If the Knights are wearing the uniforms of the Aegema Guard, then they should have no trouble with walking through this area. If they are trying to sneak through it, have them make *stealth* rolls with a total of 12 to remain unseen. If the Knights fail, then a group of guards (two for each Knight) will appear. The guards will immediately attack.

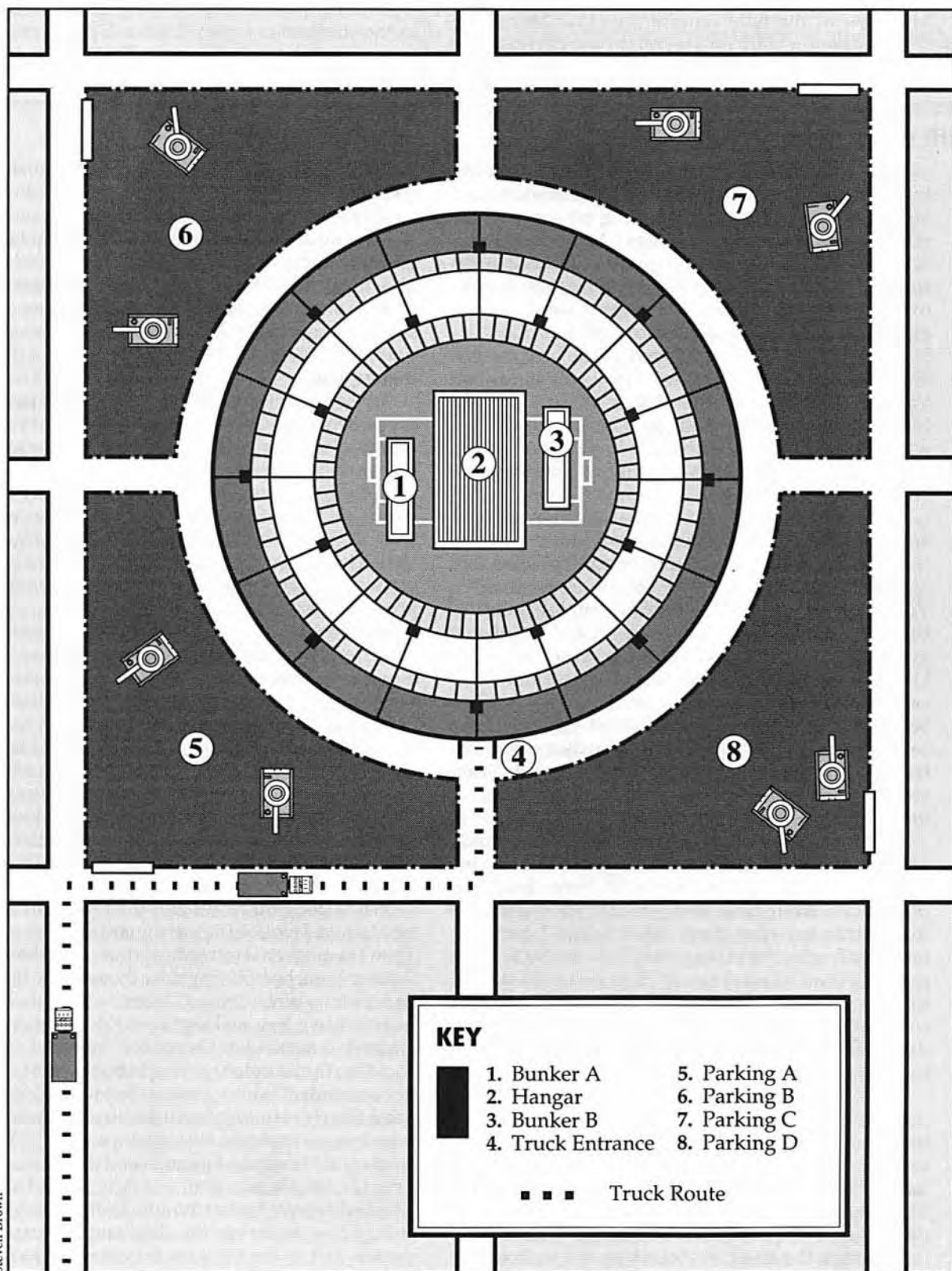
Bunkers: Inside each bunker are large machines that are manufacturing or finishing up unidentifiable pieces of metal. The machines are tended by several technicians, but, for the most part the technicians ignore the Knights. They are completely ignorant of what the ultimate goal of their work is. All they could possibly tell the Knights is where things are in the stadium. There is a ladder immediately in front of the party that leads both up and down.

Underground: There are two ways to get to the underground work area: by the truck or by the ladders in the bunkers. When the Knights look around, they see that there are large ion cannons similar to the weaponry used by a cyborth being set up. There are also some other weapons being created that seem to meld Nile and Tharkold technologies.

Bunkers, Second Floor: The Knights will find monofilament technology in the shops up here that provide further proof that Nile and Tharkold are working together. Other than that, there is not much else of interest.

Hangar: If the Knights have managed to attract no attention at all during their infiltration of the stadium, then they will find the hangar doors open. However, if the Knights did set off an alarm or face a major group of guards, then they will find the hangar door closed with two guards posted outside it. It is possible to take out the two guards and open the door before reinforcements arrive. If the Knights do this, allow them to see a glimpse of the "flying disc" before the encounter with Countess Zinn. Another item of interest in the hangar is the set of blueprints that is on a table to the right of the door. The

PROJECT SHU STADIUM



Steven Brown

blueprints are not complete, but they do give the Knights some tangible proof of what they see in the hangar.

PROJECT SHU

Members of the Nile Empire scientific attache in Berlin have begun work on a secret project of considerable importance to Dr. Mobius, codenamed Project Shu

(after the Egyptian god of the sky). This operation is centered around the now abandoned stadium. Were this not enough, the Nile villain known as Countess Zinn also has an interest in this project.

Housed within several newly constructed bunkers in the stadium complex itself is a prototype of a new type of aerial combat vehicle. This craft is believed to

THE WAY IT MIGHT GO DOWN . . .

We knew that Mobius was up to something. Nothing unusual about that. But what could be so important as to require Nikanor's pulling off some of his pet Aegema to watch over things? And, what could be so huge in scope as to require an entire sports stadium to hide it in? After due consideration, I came to two conclusions. First, whatever it was Mobius' people were about, I wanted to find out about it. Secondly, I decided I might need a little help on this one. To make a long story short, I enlisted the aid of Valkyrie, Liberte' Belle, and Corsair for the job. Maybe, given the way things turned out, I was wrong to think we could handle it all by ourselves. Still, there's always safety in numbers. Besides, we all knew the risks involved.

Getting inside proved to be harder than we had anticipated. They had Cataphracts moving about the grounds while searchlights from Zeppelins flying low overhead covered the outer perimeter. Valkyrie and Belle took out the first couple of guards. Right away we got our first surprise. One of the guards was wearing synthi-leather, you know, the kind the Tharkold manufacture. We just looked at each other, never saying a word. No time, really. Seems no sooner had we disabled the first two sentries that an officer and two guards more came through an entranceway. Both sides saw each other at the same instant. I noticed the officer had a stunner in her hand — another Tharkoldu present!

A one-on-one quickly erupted with the guards slowly giving ground as we fought our way in! Valkyrie traded stunner shots with blasts from her powerstaff, while Belle and Corsair took out one of the guards between them. Meanwhile I had my hands full with the other guard who knew how to put his pilum to good use at close quarters. By the time I managed to tag him with a sharp uppercut, my companions had the other two trussed up and dumped in a nearby washroom. This wasn't exactly turning out to be your typical evening stroll.

Once inside the stadium, we made our way through the upper decks down towards the floor of the arena. We managed to neutralize several hidden sensors without any problem, (who knew the Empire's had those anyway?), but things didn't get any easier. They must have had some other sensory devices we didn't know about because Aegema started combing through the seats, obviously on the lookout for someone. Corsair garroted one who got too close. (I guess I couldn't blame him. You stay long enough in this place and it starts to get to you.)

Slowly we infiltrated our way past the guards

without further incident. Down on the deck we could see the outlines of three concrete buildings with huge camouflage tarps suspended over them. In the middle was a huge hangar, its metal doors partially open. A weird array of lights could be seen glowing inside. The other two buildings looked to be storage shops or maybe machinery plants of some sort. The sounds of heavy power equipment from within could be clearly heard even from a hundred meters away.

Those machine sounds also masked the approach of my archrival, the Crimson Scorpion. Maybe they found the guard Corsair had disposed of earlier. Perhaps they knew where we were all along. Whatever the case, the Scorpion and some of his friends decided they objected to our presence there. Poor Corsair, he never had a chance. He took two of the Scorpion's venom darts in the back — damn you Scorpion for your cowardice — we were so caught up in watching the comings and goings under those tarps.

We broke ranks and a free-for-all ensued. We were clearly outnumbered. The Scorpion had brought along six of his Aegema friends to the party and it was every man, woman, and thing for themselves. Several of the guards had stunners with them and one had something looking very much like a grenade launcher that fired an energy beam of sorts.

I confess I'm no slouch at a rough-and-tumble, but these people were good too. (Maybe a bit too good. What were they protecting, anyway?) After several minutes of give and take, I decided I needed to turn the enemy's advantage in numbers into a disadvantage.

While dodging blows and ducking stun blasts as best I could, I took out a pair of guards at close quarters. Then I maneuvered towards the man with the strange-looking launcher. Having already used my flintlocks, and with no time to reload them, I tossed them at the guardsman's feet, making signs I'd had enough and wanted to surrender. Out of the corner of my eye I could see the Scorpion moving in behind me to "accept my surrender" with a venom dart in the back of the head. Slowly counting down the time, I watched as the guardsman, sneering in contempt at my "obvious cowardice," swore in Egyptian and pulled the trigger. True to form, the Scorpion was right behind me when I ducked away at the last minute. The Scorpion took the energy blast square in the chest and the guard got a venom dart in the neck for his efforts. I don't know which one was more surprised. At least Corsair had been avenged.

We dragged the rest of the guards into the seats and made for the nearest concrete blockhouse. No

make use of a form of propulsion hitherto unknown on this planet. Not simply a modification of existing designs utilizing Nile Empire weird science, this prototype is believed to incorporate new occulttech secretly obtained from the Tharkoldu. If true, this prototype represents the first clear evidence of a marriage between the two sciences. It may, likewise, serve as a harbinger of a larger, more insidious, cooperation be-

tween the two dark powers.

Dubbed the Fliegeteller, or "Flying Disc," by those viewing the craft firsthand, the prototype is thought to be capable of outperforming anything currently in the skies. While it is uncertain at this time, the interior of the craft may also house examples of new weapon technology that would make it a formidable weapon against ground forces as well. At present the status of the

telling when more of those Aegema goons would show up. We needed to find out what was going on around here and get back out with the information as quickly as possible.

The immediate area scanned clear so we slipped inside. Directly in front of us were a set of stairs, one rung leading upwards and the other down. Valkyrie went topside, while Belle and I went below. Avoiding the occasional technician along the way, we discovered what appeared to be a vast underground work area dedicated to secret weapons development. We could see several large ion cannons — similar to the kind of personal weaponry used by a cyborth — in various stages of assembly. They didn't appear to be for use with ground pounders, but rather as permanent installations in something else. Retracing our steps with care, we rendezvoused with Valkyrie back outside. She had found evidence of what looked like monofilament technology in the shops upstairs. More Tharkoldu handiwork.

Whatever was going on here was getting bigger by the minute. A matter of some import, to be sure. The crux of the matter had to be hidden in that huge hangar, so that's where we headed next. To avoid unwanted attention, we decided to take the scenic route, making our way across the rooftop to the hangar beyond. By the time made it to the other side, the hangar doors were closed again and a pair of guards were posted in front.

Not to be undone by this turn of events, Valkyrie lassoed some duct work on the hangar roof. Seconds later we watched in amazement as she walked the makeshift tightrope across to the other side. The whole time, she was twenty meters above the guards who never knew that she was there. Belle and I end-over-ended it afterwards, and, with dawn less than an hour away, the three of us stood atop the most closely guarded secret in New Alexandria.

The weird play of light coming from a skylight caught our attention. Peering down over the edge, we caught sight of something none of us had ever seen before. In the center of the hangar, surrounded by scaffolding and banks of machinery was a huge, flat metal disk with a cabin of sorts. Rising high above the central cabin was a metal tower with a large metallic ball on top. We were observing some new type of Empire aircraft, but nothing like anything I'd ever flown in before. The weird glow that we'd witnessed earlier came from a row of portholes that stretched in a line across the outside of the cabin. A similar glow could be seen coming from the craft's underside stretching for several meters in all direc-

tions. The radically new design wasn't the strangest part of it all, however. What really caught our attention was the fact that this new aeroplane was not resting on the floor of the hangar, it was soundlessly floating several meters above it! Not once did we hear the slightest sound of an engine or any other form of propulsion.

Unfortunately, the sound of a machine gun bolt being pulled back alerted us to the fact we had failed to hear the approach of reinforcements as well. And as if the evening hadn't already produced enough surprises, who should be standing there, not ten meters away from us, but none other than Countess Zinn herself! That's right, I said Zinn! One of Nikanor's top agents in Berlin and one of Mobius' favorite pets. The expression on my face must have mirrored the shock I felt at that moment. I mean, if Zinn was involved in all this, it had to be very important to some very influential people. In any event, Zinn started to laugh. I'll probably hear that laughter in my dreams for years to come. Anyway, I'd heard tales of what she could do inside a person's head and didn't care for a first-hand demonstration.

With dozens of Aegema fanning out around us and Zinn laughing insanely in anticipation of the fun she was going to have with us, I decided discretion was definitely the better part of valor. Tipping my hand in a mock salute to her Ladyship, I jumped through the skylight window with Valkyrie and Belle close behind. Dodging bullets and broken glass on the way down, we caught hold of some scaffolding not far below and used it mask our descent. Grabbing a machine gun from a guard who didn't need it any longer, I laid down some answering fire while my companions raced for the hangar entrance. Never one to stand on ceremonies for long, Valkyrie blasted a hole through the hangar doors and out we ran. Once outside Belle quickly commandeered a Cataphract coming by to see what all the fuss was about. In this way we managed to smash our way into the open and the rest, as they say, is history.

I'm sorry about Corsair. We never really knew each other, but the few times we worked together he proved to be a true hero in every sense of the word. I fought with him and got no complaints. He deserved a better end than he got. Well, that's my report. Now you know what your up against. It's up to you to make sure that Corsair didn't die in vain. You do that, or you'll answer to me, personally.

— *extract from a deposition made to a closed door session of Berlin defense Committee by the Black Cavalier.*



Pete Venters

Empire's new flying disc is uncertain. It is not known just how close to completion the project is at this time. What is clear is that Dr. Mobius has yet another scheme for world domination up his sleeve. This one might just be the one that succeeds.

Fliegeteller, "Flying Disc"

Type: Air vehicle (see description below)

Origin: Nile Empire

Tech Level: Estimated at 26

Size: Air vehicle, ground disc diameter 50 meters; rectangular cupola 45 meters diameter, 10 meters high; central "tower" column 25 meters in height, two meters wide at base, tapering to one meter at top spherical junction point. Overall height 48 meters.

Armor: Toughness value 50. Vehicle may also have one or more weird science defensive systems onboard.

Armament: No visible signs of armaments along craft exterior. Vehicle is believed, however, to mount several high energy weapons as defensive armaments and may also contain conventional stores for use by the crew or troop passengers.

Speed: Unknown. Believed to exceed best performance capabilities achievable by current jet technology.

Operating Range: Experimental nature of propulsion design may presently limit operating range to a few hundred kilometers. When fully operational, range may be as high as several thousand kilometers.

Crew: Estimated at 5; pilot, engine technician, systems support staff. Upwards of 20–50 combat-equipped shocktroopers may also be carried onboard as passengers.

Price: Not calculable by present conventions.

Description: Basic shape of the vehicle is that of a flattened, circular disc, made of some unknown metal, approximately two meters in thickness with tapered edges. Resting atop this horizontal platform is a rectangular metal cupola with numerous portholes or viewports in a horizontal line across the center. Conspicuous also is a large cylindrical column, or "tower," rising from the center of the cupola. This tower tapers as it rises. Atop the tower is a large spheroid which may be used to channel or project an energy field.

Usage Notes: When fully operational, vehicle may be capable of achieving escape velocity and operating in near-earth orbit. While the exact nature of the craft's propulsion is not known at this time, the possibility of some form of atomic power generation or even anti-gravity (as in the case of Nile Empire gravitation belts) cannot be ruled out. Either way, outright destruction of the vehicle or even serious damage to any onboard containment system could result in serious consequences for local populations.

Read aloud or paraphrase:

As you stand in the doorway, you are awed by what you see. Before you is a flattened, circular disc, made

of some unknown metal, approximately two meters in thickness with tapered edges. On top of this horizontal platform is a rectangular metal cupola with numerous portholes or viewports in a horizontal line across the center. There is also a large cylindrical column, or "tower," rising from the center of the cupola that tapers as it rises. There is a large spheroid which may be used to channel or project an energy field on top of the tower. The strangest thing about this "flying disc" is the fact that it is not resting on the floor of the hangar, but is floating soundlessly several meters above it! There is no sound of an engine!

Once the Knights have seen the "flying disc," then Countess Zinn and a contingent of Aegema Guards show up. There are three guards for every Knight. If the Knights either win the fight or run away, then they still have to get out of the stadium. Remember, there are still tank and zeppelins patrolling the area!

FLAGS

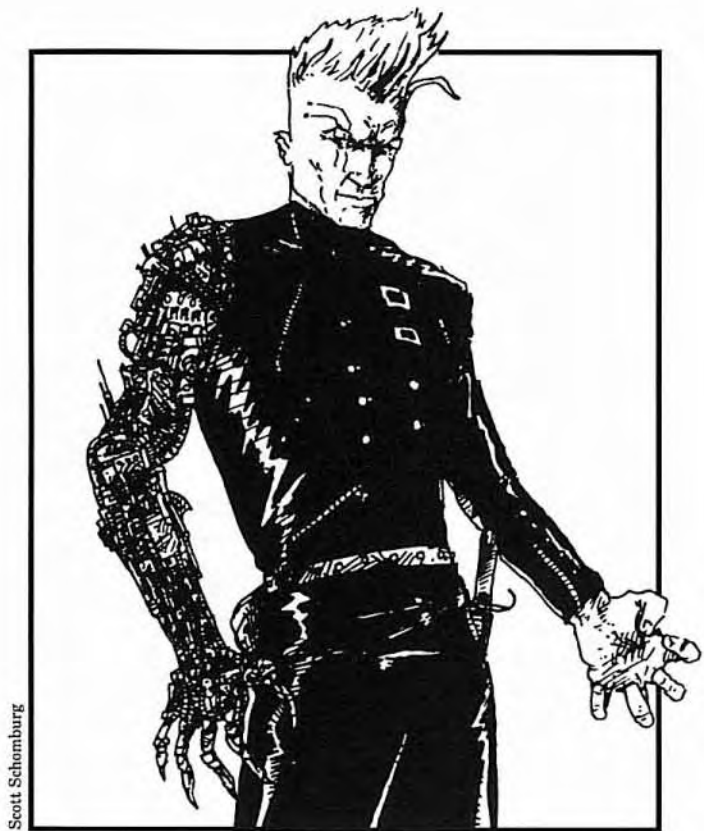
An *Alertness* card allows the Knight to realize that there are sensors in the stadium and that they are evenly spaced out. No *Perception* rolls have to be made now.

AFTERMATH

Assuming the Knights can discover the secret of Project Shu and make it out of the stadium alive, they will next need to rendezvous with Herman to relate their findings. Fearing they might lead pursuers back to his private residence, Herman will instruct the Knights to return to the Kaiserin Cabaret afterwards. Someone there will contact Herman, who will meet them within the hour. Depending on the level of difficulty encountered so far, the gamemaster may desire to have one final confrontation at the club prior to Herman's arrival, or permit the Knights to "stand down" and enjoy the rest of the evening after a job well-done.

AWARDS

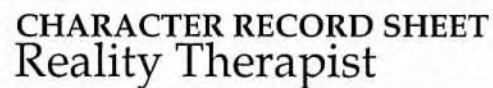
Penetrating the secret of Project Shu and returning with the information is worth ten possibilities. Deductions will be made for any acts of willful violence committed by the Knights not otherwise made in self-defense. (The Tharkold axioms are strong here and care must be taken that Knights do not succumb to them too easily. This deduction may be viewed as an object warning in this regard.) There is also the matter of the reward from Herman. If the Knights got the blueprints of the "flying disc," then they receive the full \$600 US each. If they don't have the blueprints, then they only receive \$400 US each. If the Knights managed to kill Countess Zinn in the final battle (or something else equivalent that helps break the Nile-Tharkold connection), then each Knight will receive another \$400 US each.



CHARACTER

TEMPLATES

I



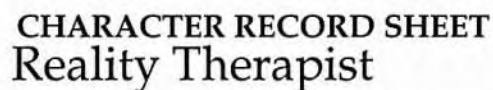
| | | | | | |
|----------------|---|-------------------------|------------|--------------|---------------------|
| Character Name | | Home Cosm Core Earth | | | Possibilities 10 |
| Age | Wound Level Wound Hvy Wound Mortal Dead | Shock Damage K O | Magic 7 | Social 21 | |
| Height | | | Spiritual | Tech | |
| Weight | | | 9 | 23 | |

[illegible][illegible]

| Bonus Chart | |
|-------------|--|
| Die Roll | <div> <div>3</div> <div>5</div> <div>7</div> <div>9</div> <div>11</div> <div>13</div> <div>21</div> <div>26</div> <div>31</div> <div>36</div> <div>41</div> <div>46</div> </div> |
| Bonus # | <div> <div>-12</div> <div>-10</div> <div>-8</div> <div>-5</div> <div>-2</div> <div>-1</div> <div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> <div>11</div> <div>12</div> <div>13</div> <div>+1</div> </div> |

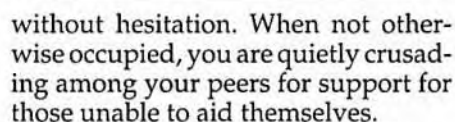
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*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: You have always been fascinated by the mysteries of the Human psyche. As you grew older, you came to understand the many ways that the Human mind can suffer pain. You decided to dedicate your life to alleviating mental suffering in others. You have studied at some of the best universities and finest institutions in Europe. Then came The Great Spasm! In the aftermath of the Possibility Raiders' invasions, you sensed a new meaning and direction to your life. No longer was your task limited simply to aiding unfortunate men and women unable to cope with the stress of modern-day reality. Reality itself had become horribly twisted! You came to understand that, now more than ever, Humanity needed help in holding its tenuous grasp on what Core Earth reality was, as well as help in coping with what reality had now become. To this end, you began a very specialized practice aimed to assist others in coming to grips with the frightening new worlds around them.

Personality: A compassionate individual by nature, you are sensitive to the suffering of others. While capable of working alone, you are not above sharing your skills with others and prefer to help others help themselves. A firm believer in the dignity of the Human spirit, you lack similar feelings for those who have invaded your world. If you can assist others in their fight against the common foes by whatever means at your disposal, you will do so



Equipment: Portable computer (in attache case) with patient case history database, pocket watch, business suit, paper and pen, \$300, passport, casual clothes, subway schedule, street map.

Quote: "There is no longer any distinction between 'the front lines' and 'the home front.'"

Skill Notes: Your tag skill is *scholar: psychotherapy*.

This image shows a full page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page, typical of notebook paper. There are no margins, text, or other markings on the page.



CHARACTER RECORD SHEET

Cabaret Informant

Player Name: _____

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|----------------|-------------|----------------------|-----------|------------------|--|
| Character Name | | Home Cosm Core Earth | | Possibilities 10 | |
| Age | Wound Level | Shock Damage | Magic | Social | |
| Height | Wound | | 7 | 21 | |
| Weight | Hvy Wound | | Spiritual | Tech | |
| | Mortal | K O | 9 | 23 | |
| | Dead | | | | |

| Skill | Add | Attribute | Value | Attributes | Approved Actions |
|------------------|-----|-----------|-------|--------------|------------------|
| Dodge | | DEX | | Dexterity 12 | Maneuver |
| Maneuver | | DEX | | Strength 8 | |
| Running | | DEX | | Toughness 7 | |
| Unarmed combat | | DEX | | Perception 8 | Trick |
| Climbing | | STR | | Mind 9 | Test |
| Lifting | | STR | | Charisma 13 | Taunt |
| Disguise | | PER | | Spirit 9 | Intimidate |
| Language | | PER | | | Reality |
| Artist (Acting) | | MIN | | | |
| Artist (Dancing) | | MIN | | | |
| Artist (Singing) | | MIN | | | |
| Business | | MIN | | | |
| Streetwise | | MIN | | | |
| Test | | MIN | | | |
| Willpower | | MIN | | | |
| Charm | | CHA | | | |
| Persuasion | 3 | CHA | 16 | | |
| Taunt | | CHA | | | |
| Reality | | SPI | | | |

| Equipment | Axiom Level | Notes | Equipment | Axiom Level | Notes |
|----------------|-------------|-------------------------|-----------|-------------|-------|
| Street clothes | 23 | | | | |
| Stage costumes | 23 | | | | |
| Jewelry | 23 | Moderately expensive | | | |
| Passport | 23 | Reunified Germany Issue | | | |
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Bonus Chart

| | | | | | | | | | | | | | | | | | | | | | |
|---------|-----|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Die | 3 | 5 | 7 | 9 | 11 | 13 | 21 | 26 | 31 | 36 | 41 | 46 | | | | | | | | | |
| Roll | 1 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | +5 |
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 |

| Spells | | | | | Arcane Knowledges | | | | Miracles | | | | |
|--------|---|---|---|-----|-------------------|-----|-------|-----|----------|---|---|---|----|
| Name | D | B | E | Ax* | Know. | Add | Know. | Add | Name | C | D | E | Ax |
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| Cyberware | | | | Powers & Gizmos | | | | Natural Tools | |
|-----------|----|---|--|-----------------|------|---|----|---------------|---|
| Name | CR | E | | Name | Cost | E | Ax | Tool | E |
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| Martial Arts | | Psionics | | | | Other | | |
|--------------|-----------|----------|---|---|---|-------|---|----|
| Style: | Style: | Name | D | R | E | Name | E | Ax |
| Maneuver: | Maneuver: | | | | | | | |
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*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: Yours is the world of the dimly-lit stage. To most you are a gifted entertainer, using your talents to provide your patrons a brief respite from the horrors of life found outside your club. Sure life has always been hard, but you've always accepted life on its own terms. There was a time when hard work, long hours, and raw ability were pushing you towards the top. Then, with the coming of the Invaders, life abruptly changed for the worse. Now you use your fame and talent in other ways. Today you deal in information in a shadow war against the intruders. These days, seems there's always a patron who lingers after your show is over. There's always a patron eager to talk with you, to flatter you, and tell you all about themselves. And, if you show the right amount of interest, there's always a patron who'll seek to impress you with a shared secret or two; a modest indiscretion you can, no doubt, keep to yourself. You've learned to listen. You've learned to discern truth from triviality. And, you've learned there's always someone willing to pay for that truth if it's timely and can be used to hurt the Outworlders. It's a risky business, but someone has to take a chance now and then for a good cause.

Quote: "There are no more innocents. You either fight for your Homeland or you fight against it. We each do our part the best we can with what we have."

NOTES

2



CHARACTER RECORD SHEET

Nacht Jäger

Player Name: _____

| | | | | | |
|----------------|-------------|----------------------|-------------|------------------|--|
| Character Name | | Home Cosm Core Earth | | Possibilities 10 | |
| Age | Wound Level | Shock Damage | Magic 7 | Social 21 | |
| Height | Hvy Wound | K O | Spiritual 9 | Tech 23 | |
| Weight | Mortal Dead | | | | |

| Skill | Add | Attribute | Value | Attributes | Approved Actions |
|-------------------|-----|-----------|-------|---------------|------------------|
| Dodge | | DEX | | Dexterity 12 | Maneuver |
| Energy weapons | | DEX | | Strength 9 | |
| Fire combat | | DEX | | Toughness 10 | |
| Heavy weapons | | DEX | | Perception 11 | Trick |
| Maneuver | | DEX | | Mind 9 | Test |
| Melee weapons | | DEX | | Charisma 8 | Taunt |
| Stealth | 3 | DEX | 15 | Spirit 9 | Intimidate |
| Unarmed combat | | DEX | | | Reality |
| Camouflage | | PER | | | |
| Disguise | | PER | | | |
| Evidence analysis | | PER | | | |
| Find | | PER | | | |
| First aid | | PER | | | |
| Land vehicles | | PER | | | |
| Language | | PER | | | |
| Tracking | | PER | | | |
| Streetwise | | MIN | | | |
| Survival | | MIN | | | |
| Test | | MIN | | | |
| Willpower | | MIN | | | |
| Persuasion | | CHA | | | |
| Reality | | SPI | | | |

| Equipment | Axiom Level | Notes | Equipment | Axiom Level | Notes |
|---------------|-------------|---------------|-----------|-------------|-------|
| Disguise kit | 23 | | | | |
| First aid kit | 23 | | | | |
| Wrist watch | 22 | | | | |
| Passport | 23 | Reunified | | | |
| | | Germany Issue | | | |
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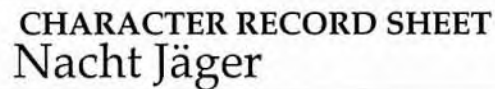
| Bonus Chart | |
|-------------|---|
| Die | 3 5 7 9 11 13 21 26 31 36 41 46 |
| Roll | 1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5 |
| Bonus # | -12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1 |

| Spells | | | | | Arcane Knowledges | | | | Miracles | | | | |
|--------|---|---|---|-----|-------------------|-----|-------|-----|----------|---|---|---|----|
| Name | D | B | E | Ax* | Know. | Add | Know. | Add | Name | C | D | E | Ax |
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| Cyberware | | | | Powers & Gizmos | | | | Natural Tools | |
|-----------|----|---|--|-----------------|------|---|----|---------------|---|
| Name | CR | E | | Name | Cost | E | Ax | Tool | E |
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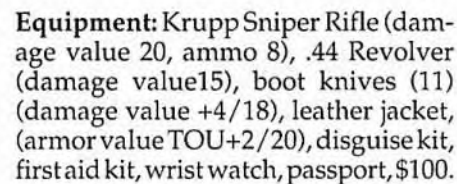
| Martial Arts | | Psionics | | | Other | | | |
|--------------|-----------|----------|---|---|-------|------|---|----|
| Style: | Style: | Name | D | R | E | Name | E | Ax |
| Maneuver: | Maneuver: | | | | | | | |
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*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: You were on leave from your combat unit when the Outworlders struck. You witnessed the devastation and the bloodshed that followed. Like so many others, you did your best to defend your Homeland, but were defeated in short order. Unable to win a conventional war against the enemy, you have taken up the cause by unconventional means. While others wait and watch, you act, taking the war to the enemy by night. Hunting your Homeland's oppressors under cover of darkness, you learn their habits and their vulnerabilities. Carefully, meticulously, you stalk your intended prey, selecting just the right moment to strike. Sometimes the target is a flying technodemon on the prowl. Other times, it may be a leading figure in the enemy hierarchy. So far the hunting has been good. But the enemy has become aware of your presence. One day soon your luck will run out. Until that day comes, however, you continue your private shadow war against the Foe, one corpse at a time.

Personality: You are a solitary hunter, daring to go where others fear to dread. You stalk back streets and protected compounds with equal care. You plan your attacks with skill and precision. Sometimes the kill is made silently, from afar. Other times, it is close-up, one on one. Either way, you take each kill very personally. Each is a challenge, a duty to be performed, and an act of just revenge, all rolled into one.



Quote: "I did not ask you to come to my world. You could have left us in peace but chose not to do so. You have sealed your own fate. I will waste no time in misplaced remorse over the likes of you."

Skill Notes: Your tag skill is *stealth*.

[illegible]



CHARACTER RECORD SHEET

Frei Korp Member

Player Name: _____

| | | | | | |
|----------------|-------------|----------------------|-----------|------------------|--|
| Character Name | | Home Cosm Core Earth | | Possibilities 10 | |
| Age | Wound Level | Shock Damage | Magic | Social | |
| Height | Wound | | 7 | 21 | |
| Weight | Hvy Wound | | Spiritual | Tech | |
| | Mortal | K O | 9 | 23 | |
| | Dead | | | | |

| Skill | Add | Attribute | Value | Attributes | Approved Actions |
|----------------|-----|-----------|-------|--------------|------------------|
| Dodge | | DEX | | Dexterity 9 | Maneuver |
| Fire combat | | DEX | | Strength 10 | |
| Maneuver | | DEX | | Toughness 12 | |
| Melee weapons | | DEX | | Perception 9 | Trick |
| Running | | DEX | | Mind 10 | Test |
| Unarmed combat | | DEX | | Charisma 8 | Taunt |
| Climbing | | STR | | Spirit 8 | Intimidate |
| Lifting | | STR | | | Reality |
| Find | | PER | | | |
| First aid | | PER | | | |
| Forgery | | PER | | | |
| Land vehicles | | PER | | | |
| Language | | PER | | | |
| Streetwise | 3 | MIN | 13 | | |
| Test | | MIN | | | |
| Willpower | | MIN | | | |
| Persuasion | | CHA | | | |
| Taunt | | CHA | | | |
| Intimidation | | SPI | | | |
| Reality | | SPI | | | |

| Equipment | Axiom Level | Notes | Equipment | Axiom Level | Notes |
|-------------|-------------|---------------|-----------|-------------|-------|
| Wrist Watch | 20 | | | | |
| Passport | 23 | Unified | | | |
| | | Germany Issue | | | |
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Bonus Chart

| | | | | | | | | | | | | | | |
|---------|-----|-----|----|----|----|----|----|----|----|----|----|----|----|----|
| Die | | 3 | 5 | 7 | 9 | 11 | 13 | | 21 | 26 | 31 | 36 | 41 | 46 |
| Roll | 1 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| | | | | | | | | | | | | | | 8 |
| | | | | | | | | | | | | | | 9 |
| | | | | | | | | | | | | | | 10 |
| | | | | | | | | | | | | | | 11 |
| | | | | | | | | | | | | | | 12 |
| | | | | | | | | | | | | | | 13 |
| | | | | | | | | | | | | | | +1 |

| Spells | | | | |
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| Name | D | B | E | Ax* |
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| Arcane Knowledges | | | |
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| Know. | Add | Know. | Add |
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| Miracles | | | | |
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| Name | C | D | E | Ax |
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| Cyberware | | | |
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| Powers & Gizmos | | | |
|-----------------|------|---|----|
| Name | Cost | E | Ax |
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| Natural Tools | |
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| Tool | E |
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| Martial Arts | |
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| Style: | Style: |
| Maneuver: | Maneuver: |
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| Psionics | | | |
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| Name | D | R | E |
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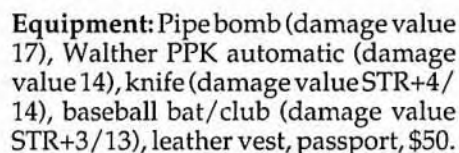
| Other | | |
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*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: Not everyone believes the government is doing enough to fight the Outworlders. Maintaining the status quo is not the path to victory. Agitation, sabotage, disruption, and resistance are the keys. If the central government is too spineless to act, heroes must be found to step into the void and redirect the Volk to their Greater Glory. That is where people like you come in. You are the core of the New German Underground. Any Storm Knight seeking to strike a blow for freedom has your support. Any one caught collaborating with the Outworlders has reason to fear you. Although you and your fellows are drawn from different backgrounds, for different reasons, your underlying motivation is the same: to galvanize and direct organized resistance against the invaders, wherever they can be hurt, and hurt bad.

Personality: You have deep pride in your native land that nothing can shake. Your patriotism and sense of duty are without question. You have little patience for those who seek accommodation with the enemy and none for those who actively support them. You have no doubt that one day your country will again be free of the alien presences that now infest it. To that end, no method, no option, and no means are too extreme, so long as they contribute to hastening that day of independence.



Quote: "First we shall free our beloved Volk from the foreign pestilence. Once that is accomplished, we may have to get rid of a few of us too."

Skill Notes: Your tag skill is *streetwise*.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



CHARACTER RECORD SHEET

Hanseatic Technocrat

Player Name: _____

| | | | | | |
|----------------|-------------|----------------------|-------------|---------|---------------------|
| Character Name | | Home Cosm Core Earth | | | Possibilities 10 |
| Age | Wound Level | Shock Damage | Magic | Social | |
| Height | Hvy Wound | | 7 | 21 | |
| Weight | Mortal Dead | K O | Spiritual 9 | Tech 23 | |

| Skill | Add | Attribute | Value | Attributes | Approved Actions |
|-------------------|-----|-----------|-------|---------------|------------------|
| Fire combat | | DEX | | Dexterity 8 | Maneuver |
| Heavy weapons | | DEX | | Strength 8 | |
| Maneuver | | DEX | | Toughness 8 | |
| Melee weapons | | DEX | | Perception 10 | Trick |
| Climbing | | STR | | Mind 12 | Test |
| Lifting | | STR | | Charisma 11 | Taunt |
| Air vehicles | | PER | | Spirit 9 | Intimidate |
| Evidence analysis | | PER | | | Reality |
| Land vehicles | | PER | | | |
| Language | | PER | | | |
| Scholar | | PER | | | |
| Water vehicles | | PER | | | |
| Business | | | | | |
| (armaments) | 3 | MIN | 15 | | |
| Science | | MIN | | | |
| Test | | MIN | | | |
| Willpower | | MIN | | | |
| Charm | | CHA | | | |
| Persuasion | | CHA | | | |
| Taunt | | CHA | | | |
| Reality | | SPI | | | |

| Equipment | Axiom Level | Notes | Equipment | Axiom Level | Notes |
|------------------|-------------|-----------------------|-----------|-------------|-------|
| Attache case | 22 | | | | |
| Laptop computer | 23 | | | | |
| Car phone | 23 | | | | |
| Electronic watch | 21 | | | | |
| Passport | 23 | Unified Germany Issue | | | |
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| Bonus Chart | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------|-----|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|--|--|--|--|--|--|
| Die | | 3 | 5 | 7 | 9 | 11 | 13 | | | | | | | | | | | | | | | | | | | | |
| Roll | 1 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | +5 | | | | | | |
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 | | | | | | |

| Spells | | | | | Arcane Knowledges | | | | Miracles | | | | |
|--------|---|---|---|-----|-------------------|-----|-------|-----|----------|---|---|---|----|
| Name | D | B | E | Ax* | Know. | Add | Know. | Add | Name | C | D | E | Ax |
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| Cyberware | | | | Powers & Gizmos | | | | Natural Tools | |
|-----------|----|---|--|-----------------|------|---|----|---------------|---|
| Name | CR | E | | Name | Cost | E | Ax | Tool | E |
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| Martial Arts | | Psionics | | | | Other | | |
|--------------|-----------|----------|---|---|---|-------|---|----|
| Style: | Style: | Name | D | R | E | Name | E | AX |
| Maneuver: | Maneuver: | | | | | | | |
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*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: Times change, sometimes rapidly and not always for the best. Still, business goes on. Business as usual is a cornerstone to Core Earth reality as you perceive it. You and your associates, in maintaining the flow of munitions and armaments worldwide, are contributing to the continuation of Core Earth reality in your own way. Unlike the more radical elements in your society, however, you see no reason not to explore new and potentially profitable ways of incorporating Raider technologies into future product lines. You do not support many of the things the Outlanders have done in their wars of attempted conquest. Still, arrangements can be made. In time, arrangements can turn into dependences. Once dependent on you, you can use your position of industrial power to play one side off against the other. After all, the Raiders are business professionals just like you, only operating on a much larger scale.

A black and white illustration of a man in a dark suit, white shirt, and tie, holding a briefcase. He is standing and looking slightly to the left. The illustration is framed by a thick black border.

Quote: "Why shouldn't we make use of the enemy's own tools to further his own destruction?"

NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page or a sheet of stationery.



| | | | | | |
|----------------|---|-------------------------|------------|--------------|---------------------|
| Character Name | | Home Cosm Core Earth | | | Possibilities 10 |
| Age | Wound Level Wound Hvy Wound Mortal Dead | Shock Damage K O | Magic 7 | Social 21 | |
| Height | | | Spiritual | Tech | |
| Weight | | | 9 | 23 | |

| Skill | Add | Attribute | Value | Attributes | | Approved Actions | | | | |
|-------------------|-----|-----------|-------|-----------------|-------|------------------|-------------|----|---------|---|
| Dodge | | DEX | | Dexterity | 8 | Maneuver | | | | |
| Fire combat | | DEX | | Strength | 9 | | | | | |
| Maneuver | | DEX | | Toughness | 8 | | | | | |
| Melee weapons | | DEX | | Perception | 8 | Trick | | | | |
| Running | | DEX | | Mind | 9 | Test | | | | |
| Stealth | | DEX | | Charisma | 11 | Taunt | | | | |
| Climbing | | STR | | Spirit | 13 | Intimidate | | | | |
| Lifting | | STR | | | | Reality | | | | |
| Disguise | | PER | | | | | | | | |
| Evidence analysis | | PER | | Weapons & Armor | | | Axiom Level | S | Range M | L |
| First aid | | PER | | | Value | | | | | |
| Land vehicles | | PER | | Armor | | | | | | |
| Language | | PER | | | | | | | | |
| Test | | MIN | | | | | | | | |
| Willpower | | MIN | | Weapons | | | | | | |
| Charm | | CHA | | .38 Revolver | 14 | 20 | 3-10 | 25 | 50 | |
| Persuasion | | CHA | | | | | | | | |
| Taunt | | CHA | | | | | | | | |
| Faith (Christian) | 3 | SPI | 16 | | | | | | | |
| Intimidation | | SPI | | | | | | | | |
| Reality | | SPI | | | | | | | | |

[illegible]

| Bonus Chart | |
|-------------|---|
| Die Roll | <div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> <div>11</div> <div>12</div> <div>13</div> <div>14</div> <div>15</div> <div>16</div> <div>17</div> <div>18</div> <div>19</div> <div>20</div> <div>21</div> <div>25</div> <div>26</div> <div>30</div> <div>31</div> <div>35</div> <div>36</div> <div>40</div> <div>41</div> <div>45</div> <div>46</div> <div>50</div> <div>+5</div> </div> |
| Bonus # | <div> <div>-12</div> <div>-10</div> <div>-8</div> <div>-5</div> <div>-2</div> <div>-1</div> <div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> <div>11</div> <div>12</div> <div>13</div> <div>+1</div> </div> |

[illegible][illegible][illegible]

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: While not an ordained member of the clergy, you understand the need to be of service to others. As a prominent layperson you have always tried to assist others in your congregation to the best of your ability. Still, you have always suspected that your simple acts of charity and sympathy were not enough. The passion of your religious convictions compels you to do more. Yet, for years now, just what that “something more” was you did not know. Then came the Outworlders. With the arrival of the Possibility Raiders, things seemed to fall into place for the first time. While others dithered and debated over events, you sought to organize against the invader. While others sought accommodation, you urged retribution. When others failed to act, you filled the void with your determination and religious conviction. No longer content to merely serve others, now you lead them in the service of your God.

Personality: Yours is a Holy War, but one not always fought with guns and bombs alone. You recognize the need to revitalize the Human spirit and sustain the soul. You fight your war in the pulpit and the back alleys with equal vigor. There is no thought of losing this war. The implications are too tragic to imagine.



Equipment: Holy symbol, Bible, first aid kit, .38 revolver (damage value 14), casual clothes, \$50.

Quote: "Either you are for God's Humanity or against it. Which side do you choose to be on?"

Skill Notes: Your tag skill is *faith* (Christian).

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



| Character Name | | Home Cosm Core Earth | | | Possibilities 10 |
|----------------|---|-------------------------|------------|--------------|---------------------|
| Age | Wound Level Wound Hvy Wound Mortal Dead | Shock Damage K O | Magic 7 | Social 21 | |
| Height | | | Spiritual | Tech | |
| Weight | | | 9 | 23 | |

[illegible]

| Equipment | Axiom Level | Notes | Equipment | Axiom Level | Notes |
|----------------|-------------|---------------|-----------|-------------|-------|
| Canteen | 9 | | | | |
| Passport | 23 | Unified | | | |
| | | Germany Issue | | | |
| First aid kit | 16 | | | | |
| Pocket Watch | 18 | | | | |
| Large Umbrella | 16 | Symbol of | | | |
| | | profession | | | |
| Tour guide | 15 | | | | |
| Sun block | 23 | | | | |

| Bonus Chart | |
|-------------|--|
| Die Roll | <div> <div>3</div> <div>5</div> <div>7</div> <div>9</div> <div>11</div> <div>13</div> <div>21</div> <div>26</div> <div>31</div> <div>36</div> <div>41</div> <div>46</div> </div> |
| Bonus # | <div> <div>-12</div> <div>-10</div> <div>-8</div> <div>-5</div> <div>-2</div> <div>-1</div> <div>0</div> <div>1</div> <div>2</div> <div>3</div> <div>4</div> <div>5</div> <div>6</div> <div>7</div> <div>8</div> <div>9</div> <div>10</div> <div>11</div> <div>12</div> <div>13</div> <div>+1</div> </div> |

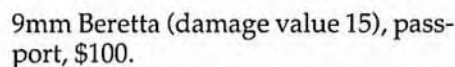
[illegible][illegible][illegible]

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: You're a stayer. Times have changed, and so have you in some ways. But that doesn't mean you can't turn the present situation to your advantage. Berlin is still one of the nation's largest tourist attractions. Now, with the jumble of different reality zones in place, everything is mixed up and most people can't make heads or tails of what's what anymore. Business people, visiting dignitaries, tourists, even locals, they all need help getting around a city as big, as complex, and as strange, as this one has become. They need someone like you. Someone, who can steer them away from trouble as easily as pointing them towards the best shopping bargains in town. Someone who knows how to keep one's wits together in the face of the unexpected. Someone who isn't afraid of putting one's life on the line in defense of one's charges if need be. All for a modest fee, of course.

Equipment: Compass, tour book, sun block, canteen, first aid kit, concealed



Quote: "Where else can you find a Nile merchant playing a game of chess with a Victorian cavalry major, while a bear-skinned Viking looks on, sipping gin-and-tonics, waiting to take on the winner? Ya gotta love this place!"

Skill Notes: Your tag skill is *streetwise*.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



Player Name:

| Character Name | | Home Nile Empire Cosm (Transformed) | | | Possibilities |
|----------------|---|--|-----------------|--------------|---------------|
| Age | Wound Level Wound Hvy Wound Mortal Dead | Shock Damage K O | Magic 12 | Social 20 | 10 |
| Height | | | Spiritual 17 | Tech 21 | |
| Weight | | | | | |

| Skill | Add | Attribute | Value | Attributes | | Approved Actions | | | |
|-------------------|-----|-----------|-------|-----------------|-------|------------------|-------|-------|----|
| Acrobatics | | DEX | | Dexterity | 13 | Maneuver | | | |
| Dodge | | DEX | | Strength | 13 | | | | |
| Energy weapons | | DEX | | Toughness | 9 | | | | |
| Fire combat | 3 | DEX | 17 | Perception | 8 | Trick | | | |
| Heavy weapons | | DEX | | Mind | 8 | Test | | | |
| Maneuver | | DEX | | Charisma | 7 | Taunt | | | |
| Martial arts | | DEX | | Spirit | 7 | Intimidate | | | |
| Melee weapons | | DEX | | | | Reality | | | |
| Missile weapons | | DEX | | Weapons & Armor | | | Axiom | Range | |
| Stealth | | DEX | | | Value | Level | S | M | L |
| Unarmed combat | | DEX | | Armor | | | | | |
| Disguise | | PER | | Leather | +2/11 | 5 | | | |
| Evidence analysis | | PER | | | | | | | |
| Find | | PER | | Weapons | | | | | |
| First aid | | PER | | .44 Revolver | 15 | 19 | 3-5 | 15 | 40 |
| Land vehicles | | PER | | Throwing Knife | +3/16 | 9 | 3-5 | 10 | 15 |
| Scholar | | PER | | | | | | | |
| Tracking | | PER | | | | | | | |
| Weird science | | MIN | | | | | | | |
| Taunt | | CHA | | | | | | | |
| Reality | | SPI | | | | | | | |

[illegible]

| Bonus Chart | | | | | | | | | | | | | | | | | | | | | | | |
|-------------|-----|-----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|
| Die Roll | 1 | 3 | 5 | 7 | 9 | 11 | 13 | | | | | | | | | | | 21 | 26 | 31 | 36 | 41 | 46 |
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | +1 | | |

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*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range



Background: You always enjoyed watching those western television action dramas on television. There things were always pretty cut and dried, black and white. You knew who the good guys were and what to do with the bad guys. No shades of moral "grey." In your heart you knew what was right and what wasn't. You always knew what side you'd fight for, if only, someday, you had the power. The coming of the Possibility Raiders gave you that opportunity. One day you found yourself very much changed. Never mind the how or the why of it, from that day on, you knew you had a mission. You had been given the power to fight for truth, justice, and the Humanity way of life. Beware, forces of evil.

Personality: Though outwardly shy and retiring for most of your life, all that is changing. Your new found abilities have given you a new confidence and belief in yourself. You feel that deeds, not words, are what is needed now to set things right.

Equipment: A matched pair of .44 Revolvers (damage value 15) in cross-draw shoulder harnesses, throwing knives (2),



Quote: "Either you're part of the solution or part of the problem. Well, punk, which side are you on?"

Skill Notes: Your tag skill is *fire combat*.

NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

CHARACTER RECORD SHEET

Pain-Bringer

Player Name:

| Character Name | | Home Cosm Tharkold (Transformed) | | | Possibilities |
|----------------|---|----------------------------------|-------------|--------------|---------------|
| Age | Wound Level Wound Hvy Wound Mortal Dead | Shock Damage K O | Magic 12 | Social 20 | 10 |
| Height | | | Spiritual | Tech | |
| Weight | | | 17 | 26 | |

| Skill | Add | Attribute | Value |
|-----------------|-----|-----------|-------|
| Dodge | | DEX | |
| Energy weapons | | DEX | |
| Melee weapons | | DEX | |
| Unarmed combat | | DEX | |
| Cyberdeck | | | |
| operation | | PER | |
| Find | | PER | |
| Land vehicles | | PER | |
| Language | | PER | |
| Streetwise | | MIN | |
| Survival | | MIN | |
| Test | | MIN | |
| Willpower | | MIN | |
| Charm | | CHA | |
| Persuasion | | CHA | |
| Taunt | | CHA | |
| Faith (Tharkold | | | |
| Evil) | | SPI | |
| Intimidation | | SPI | |
| Pain weapon | | SPI | |
| Reality | | SPI | |

| Attributes | | Approved Actions | | | |
|------------|----|------------------|--|--|--|
| Dexterity | 9 | Maneuver | | | |
| Strength | 10 | | | | |
| Toughness | 11 | | | | |
| Perception | 10 | Trick | | | |
| Mind | 8 | Test | | | |
| Charisma | 9 | Taunt | | | |
| Spirit | 9 | Intimidate | | | |
| | | Reality | | | |

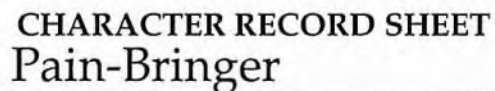
| Weapons & Armor | Value | Axiom Level | S | Range M | L |
|------------------|-------|-------------|---|---------|---|
| Armor | | | | | |
| Leather body | +2/12 | 22 | | | |
| | | | | | |
| Weapons | | | | | |
| Neural distorter | 30 | 26 | 5 | 15-30 | - |
| Razor and chain | +3/13 | 19 | | | |
| Spiked club | +4/14 | 20 | | | |
| | | | | | |
| | | | | | |
| | | | | | |

[illegible]

| Bonus Chart | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------------|-----|-----|----|----|----|----|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Die Roll | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | +5 | | | | | | |
| Bonus # | -12 | -10 | -8 | -5 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | +1 |

[illegible][illegible][illegible]

*D: Difficulty B: Backlash E: Effect Ax: Axiom Level C: Community Rating CR: Cyber Rating R: Range

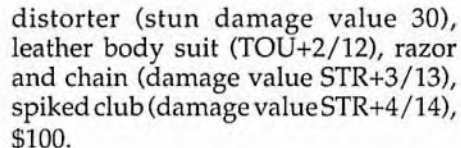


CHARACTER RECORD SHEET

Pain-Bringer

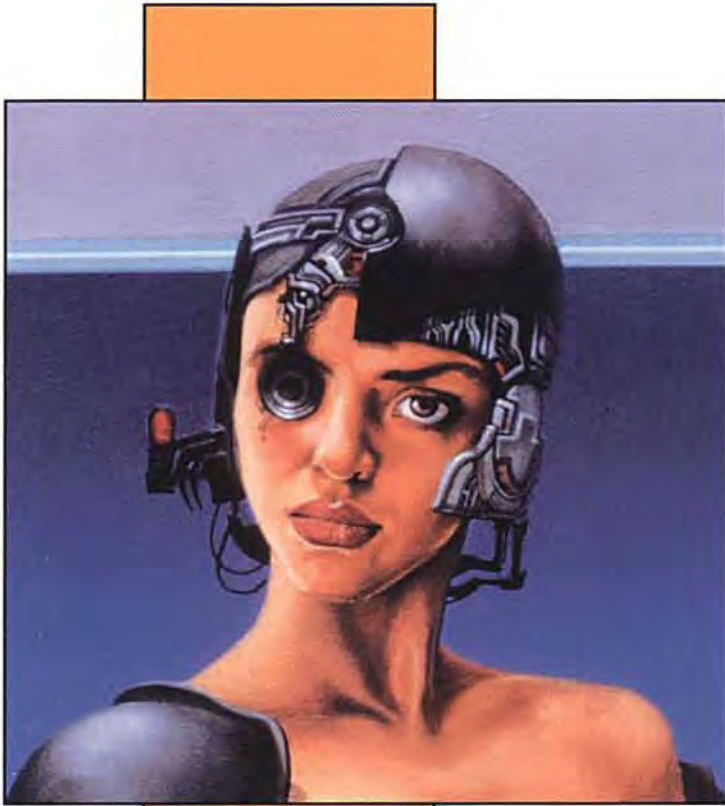
Background: For years you've hated the way your beautiful city has slowly declined, growing soft, rotting from within. You wished that there was something you could do to change it all, to sweep away the decadence, to reinstate order! You dreamed of having the power! With enough power you'd set things right! All those decadent weaklings would finally get what was coming to them — the slackers, the shirkers, the one's who always made fun of you because you were different from them. Then came the Tharkoldu. Sure they were tough, even cruel, but you understood the need for toughness in this day and age. And you had to admire their daring, their forcefulness, their style. What was more, you found out they understood you — a kindred spirit. You've learned from each other, and now you're ready to help set things right, once and for all.

Equipment: Cyberware: NeuraCal, 3-slot chipholder, cyber value: 7, neural



Skill Notes: Tag skill is *melee weapons*.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



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