

DEGENERESIS

HEIMWEH



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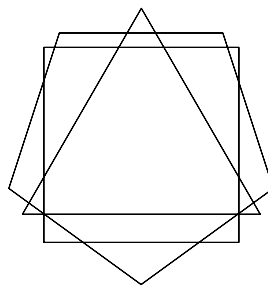
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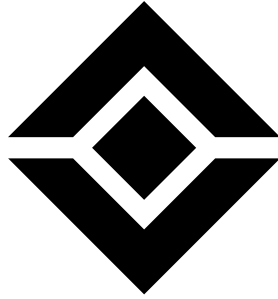
Mamark

MUSIC

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MUSIC: For some scenes, background music is suggested. It is not essential to the game but it can bring an appreciable additional atmosphere. When you see this symbol, you just have to click on it to launch the corresponding music. You can also download them directly from [this link](#).



PRINCES
WHO ARE IRRESOLUTE
USUALLY FOLLOW THE PATH OF NEUTRALITY
IN ORDER TO ESCAPE IMMEDIATE DANGER,
AND USUALLY COME TO **GRIEF**

[NICOLAS MACHIAVEL]

TEAM FRANKA

HEIMWEH

'hæɪm, ve:

She runs like a maniac through the Vosges and forgets the taste of blood. The Hellvetics are as solid as rock, they say... but she opened a crack right under their feet. The events in motion can't be undone. The cantons will finally wake up!

HEIMWEH is the story of a political revolution laced with a personal vengeance: the rise of a community far too many times between a rock and a hard place. Facing its own contradictions, can Hellvetica still claim neutrality?

SETTING

This module takes place in Franka, near the Territorial Region II, between the Borderpost South (*Primal Punk* p83), Mulhouse, and the Vosges mountains.

This area is a busy passage for many factions and merchants because it leads to Justitia. The Borderpost South is not only a deployment zone for the Cults fighting the Pheromancers, but also an open air market; many explanations can justify the presence of the Characters. You can easily insert this module in a campaign or play it as a one-shot adventure.

This module can be played in a 4 to 6 hours session and is designed for 3 to 5 intermediate level Characters. The action takes place at least 6 months after *The Killing Game*.

SUMMARY OF THE ADVENTURE

The story starts in the Borderpost South near Mulhouse. The Characters befriend a Neolibyan merchant who will later be framed for the murder of a Hellvetic P-26 Infiltrator. He is the victim of a manipulation orchestrated by a dissident group of the former cantons. Their goal is to protest against the Afrikan's grip on the region by pretending that the merchant killed an innocent Hellvetic.

This goal hides another. By throwing the corpse of an elite spy into a barrel, they send a double message that only the Fortress knows how to decipher: the P-26 program is threatened, the cantons will be warned, the massacres of civilians must stop.

Their public demands: to get complete sovereignty upon their land, to be able to elect their leaders, to raise a militia and deal with the Cults as equal.

The Characters will be involved in this operation. They will investigate in order to exonerate an innocent man and may defuse or amplify the circle of violence in the area.

They will witness a population fighting in the name of sovereignty and will have to make difficult choices after a tiresome manhunt in the mountains.

Whatever they choose, the consequences will impact all the region, one way or another.

THE STORY SO FAR

2 YEAR EARLIER

Ordal is a fortified village on the border of the Territorial Region II. It is home to a community of Clanners from the former cantons opposed to Hellvetica's disguised rule and their tolerance of the Afrikan who, they think, are looting the area.

To finance their attempts at political destabilization, they participate in the Burn traffic under the tutelage of the Apocalyptics. They buy weapons, useful equipment and food from the ex-cantons.

Georg is a Hellvetic Infiltrator who operates undercover. He has joined the dissidents in the village and has sent a harsh report to the Fortress about the situation: not only are they Burn smugglers who aspire to sovereignty, but they also seek to bring

THE DISSIDENTS

The objectives of the dissidents coordinated by Luise are multiple:

- ◇ To obtain sovereignty for the cantons and be treated as equal as the Cults on their secular land.
- ◇ To get payback from the Hellvetics by reducing the efficacy of the P-26 program in order to avoid another Clanner bloodbath.
- ◇ To force the Fortress out of its hypocrisy and oppose the Afrikan expansion.
- ◇ In the long term: to free themselves from financial dependence on the Apocalyptics and to stop trafficking in Burn.

Their methods:

- ◇ Use the corpse of the P-26 who is responsible for the Ordal massacre and make a message of it.
- ◇ Incriminate the Afrikans for the murder of a local citizen to publicly force the Fortress to take sides and put pressure on them.
- ◇ Fire up the population and demand the real sovereignty of the cantons over their territory.
- ◇ Get rid of Infiltrators whose cover has been blown-up.

the whole Territorial Region II to their cause.

The Fortress, in connection with the Spital, orders a purge operation. When the Hellvetic squad led by a violent Grenadier named Baptiste arrives (*The Killing Game* p108), Georg goes back to the fortress where he ranks up to becoming a P-26, assumes a new identity and takes on another mission.

The village is decimated, the inhabitants are gruesomely massacred and the whole place is bombed.

Georg made a mistake though: a young woman named Luise was not there. When she returns home, she contemplates the carnage: her friends and family have been brutally murdered. Alone, she flees to a friendly cell in another canton.

3 MONTHS EARLIER

The dissident faction has expanded and Luise has become one of its leaders. She operates from Basel and works to make the old cantons aware of the hypocrisy of the Fortress. By chance, she recognizes the features of the man who had called himself Georg a few years earlier in the village of Ordal. Without revealing herself, she keeps an eye on him, spies on his movements and notices that he behaves exactly as he did when she knew him. Luise understands that Georg, or whatever his real name is, is acting as an infiltrator for dissident groups. An idea springs to her mind: she knows how to move up a gear and kill two birds with one stone.

3 WEEKS EARLIER

Luise orders the kidnapping of Georg. Her friends torture him in the ruins of Ordal and eventually learn the whole truth behind the massacre and the Fortress's P-26 program (*Primal Punk* p189). The plan is ready, all that remains is to wait for a Neolibyan with a medium-size caravan to pass by the Borderpost South.

A FEW DAYS BEFORE THE BEGINNING OF THE ADVENTURE

Trying to escape, Georg wounds Luise but is shot to death by another dissident. His body is dismembered and placed in a barrel in a storage area at a trader's home in the Borderpost South.

A Neolibyan sells barrels of grain to the trader. His dockers, who tortured and committed the murder, take the opportunity to place Georg's corpse in his caravan, then disappear.

THE ADVENTURE BEGINS

An anonymous tip causes a customs check and the body of the Hellvetic is discovered. The rumor spreads like wild-fire. This is the signal that the dissidents are waiting for to launch their propaganda operation: Freedom for the cantons! Out with the Afrikans! Remember Toulon!

News travels fast, and the Hellvetics are on their toes.

CHRONOLOGY

◆ -2 YEARS: Ordal's massacre. Luise is the only survivor.

◆ -3 MONTHS: Luise is now the head of an autonomist network, whose mulhousian cell is allied to a local Apocalyptic flock (the Solar Wind). They finance their operation with Burn trade. Luise finds Georg and has him followed.

◆ -3 WEEKS: Luise and her network capture, torture and get the truth from Georg about the Ordal massacre and the P-26 program. Several other names of infiltrators are recovered by the dissidents. They trap a few of them and make them disappear in the following weeks.

◆ D+0: Georg is killed. His corpse is put in a barrel at the Borderpost South by two dissident brothers, under the guise of a grain sale with a merchant. The Characters have a chance encounter with the Neolibyan.

◆ D+1: On the road, the Characters befriend him.

◆ D+2: The cell directs the Hellvetic customs to the infamous barrel. The Neolibyan and his men are arrested. One of the Scourgers asks for help and gives a key information: the exchange of the barrels could only have taken place at the outpost. They are interrogated, but the Neolibyan exonerates them. They are let free.

◆ D+3/4: Autonomist propaganda is launched by leaflets from Mulhouse to all the former cantons of the Territorial Region II. It denounces the Hellvetic complacency towards the "Afrikan invader". The characters have little time to find the two brothers.

◆ D+4 AND BEYOND: The Characters continue their investigation and eventually confront the cell in the depths of an Apocalyptic brothel. Chaos ensues and Luise, discovered by the Characters, flees to the ruins of Ordal with the stolen Trailblazer. Both are followed by a Hellvetic Infiltrator who operates to save the Fortress' interests.

APOCALYPTICS MOTIVATION

The flock helps the dissidents from a distance, because sovereign clans under the noses of the Hellvetics would allow them to further increase their traffic of Burn. Mulhouse is not that far outside the Judges' Protectorate, whose influence could grow from Bassham. Furthermore, the road is too militarized for the flock's taste, with the presence of the Spital and customs officers in white armor. The dissidents serve as mules through the mountains. In exchange, the Apocalypitics provide them with a hidden room and some material help. It is a profitable partnership that will end as soon as it is possible to link the Apocalypitics to an attempted insurrection against the Hellvetics.



SPECIAL

In Act II, during her escape to the mountains, Luise's wound reappears and causes her a lot of trouble. She maintains an assertive attitude towards the players, but suffers intensely. She knows that she cannot continue her escape beyond Ordal, and so she plays for all she's worth. If she is pushed too far, she risks fainting.

SPECIAL EQUIPEMENT

Georg's Stubbed Trailblazer

LUISE PEITZER

Clanner, mountain girl, she has always aspired to freedom and wide open spaces. A muscular blonde with dark eyes, she is a survivor who is driven by vengeance and a just cause. Ordal was her home. That night, she lost everything.

She doesn't like the Burn traffic but knows that some compromises are necessary. That's how she rationalizes the framing of an innocent man.

She is the one who thought up the whole manipulation operation. Georg has revealed several names of other infiltrators and her allies are tracking them down in several cantons. If her plan works, the local clans will be heroes: they will have bent a mountain. She hopes that the Afrikan's accusation will put the Fortress in a position untenable enough to negotiate with them. Luise is not driven by xenophobia, but she leverages this feeling among dissidents.

The Hellvetics have supposedly entrenched themselves in their fortress, depriving the cantons of their support, but they still behave as if they were at home, dictating their law to protect their damn economy and burning villages as they see fit!

In the meantime they seem to open their arms wide to foreigners who bring petro. Where is the neutrality in all this? It is high time that the forgotten ones assert their rights to their land!

PROFILE

ARCHETYPE: Franka, The Righteous, Clanner, Rang 4: Chieftain

ATTRIBUTES: BOD 3, AGI 3, CHA 4, INT 3, PSY 4, INS 3

SKILLS: Athletics 6D, Strength 5D, Melee 6D, Stamina 6D, Toughness 6D, Mobility 7D, Navigation 7D, Projectiles 6D, Stealth 7D, Conduct 6D, Expression 7D, Leadership 8D, Negotiation 7D, Seduction 6D, Focus 7D, Ruse 8D, Deception 6D, Reaction 6D, Willpower 8D, Empathy 6D, Orienteering 7D, Perception 5D, Survival 6D

BACKGROUNDS: Ally 3, Authority 4, Network 1, Renown 3, Ressources 1, Secrets 3

POTENTIALS: Paragon 1, Rebel 3

INITIATIVE: 6D / 14 Ego points (Focus)

ATTACK: Stubbed Trailblazer 6D, Distance (15/60), Damage 11, Smooth Running (2T), Ice Pick 5D, Distance 1, Damage 5, Impact 1

DEFENSE: Passive 1; Melee Active (Block), Melee 5D; Range Combat active (Look for Cover), Mobility 7D; Mental (Willpower) 8D

MOVEMENT: 6D

ARMOR: Bear fur cape, Armor 1

CONDITION: Spore Infestation 0/16, Flesh Wound 12, Trauma 7



TSHINGUTA, THE ACCUSED MERCHANT

He is an intelligent, empathetic and generous man.

The son of a dignitary, this slender young man is careful not to show off his wealth, unlike many of his colleagues. In his eyes, this is an admission of weakness, for his people do not need pretentious manners to shine. His aura of tranquility fascinates his five Scourgers allies who escort him and sincerely appreciate him. He takes advantage of his trip to Justitian to deliver grain to the Borderpost South and Bassham. He plans to travel the other way, loaded with valuable artifacts.

ARCHETYPE: Afrika, The Mediator, Neolibyan, Rank 3: Merchant

SARA IZER, THE INFILTRATOR

Sara is a twenty year old woman, with an ordinary appearance and capable of adopting a thousand faces. She has just proven herself as an Infiltrator of the P-26 program, thanks to her mentor and teammate Georg.

Georg disappeared while searching for wood at the edge of a village near Basel. She detected signs of a struggle, but was unable to follow a trail. She reported his disappearance to the Fortress, which sent all of its patrols a missing persons report. As soon as the command learnt about the Neolibyan arrest, Sara was sent on the Characters track. She was the closest agent available. She has to observe them from a distance and make sure the Neolibyan gets cleared, whatever the means. She also suspects that the dissidents are in on it, and is very afraid that her identity has been revealed to them by Georg. Her goal is to get the Trailblazer back in order to clear the merchant and pin the murder on someone else.

The Fortress is unable to move because of tensions with the Afrikans and Apocalyptic, but she is a capable soldier who's been raised and trained in the mountains. She plays the role of a poor frightened Clanner if the Characters approach her in the market and a version of herself in light harness looking for a good time in the Rodo.

PROFILE

ARCHETYPE: Borca, The Traditionalist, Hellvetic, Rank 4: Infiltrator

ATTRIBUTES: BOD 4, AGI 4, CHA 3, INT 3, PSY 4, INS 4

SKILLS: Athletics 7D, Brawl 6D, Strength 6D, Melee 8D, Stamina 8D, Toughness 7D, Legend 5D, Mobility 8D, Projectile 7D, Stealth 7D, Cunning 8D, Deception 8D, Domination 7D, Reaction 7D, Faith 8D, Conduct 5D, Expression 6D, Leadership 5D, Negotiation 7D, Empathy 6D, Orientation 7D, Perception 7D, Primal 6D, Survival 7D

BACKGROUNDS: Ally 1, Authority 3, Network 4, Renown 2, Ressources 2, Secrets 1

POTENTIALS: Infiltration 2, Alpine soul 2

INITIATIVE: 7D / 10 Ego points (Primal)

ATTACK: Knife 9D, Distance 1m, Damage 4; 1 Throwing axe, 7D, Distance (3/10), Damage 6; Trailblazer, 7D, Distance (30/120), Damage 11, Smooth Running (3T), Salvage (3)

DEFENSE: Passive 1; Melee Active (Block) Melee 9D; Range Combat active (Look for Cover), Mobility 8D; Mental (Faith) 8D

MOVEMENT: 7D

ARMOR: Spotter Harness Armor 3, Camo (5C), Clanner clothes

CONDITION: Spore Infestation 2/16, Flesh Wound 14, Trauma 8

SPECIAL: (+4D) INS+Orientation when looking for caches / secret passage in the Fortress.



SPECIAL

Sara takes her mission all the more to heart because she appreciated Georg and what he taught her. This mission is personal.

(+1D) Mental Defense while she is facing Georg's killers.

JONAS AND IVAN MÜLLER

These two brothers transpire contained violence. Their practical intelligence made them among the most respected members of their dissident cell. Vicious, devious and without any moral conscience, they secretly conduct the dirty work of the cell. They are ideologically committed to Luise's cause and, although they remain discreet, they will fight to the death if the need arises.

PROFILE

INITIATIVE: 7D/10 ego point (Focus)

ATTACK: Jona's Hand axe, 8D, Distance 1m, Damage 6; Ivan's mace, 7D, Distance 1, Damage 8, Blunt; Throwing knife (2 each), 6D, Distance (3/10), Damage 6

DEFENSE: Passive 1; Melee Active (Block) Melee 8/7D, Ranged active (Sidestep), Mobility 6D; Mental (Willpower) 7D

MOVEMENT: 7D

ARMOR: Leather armor, Armor 3

CONDITION: Spore Infestation 4/14, Flesh Wounds 12, Trauma 6



TACTIC

The two brothers act as one and attack together one opponent at a time if possible.

ACT I

THOSE WHO DEMAND

This first act is an investigation that navigates the underbelly of the Mulhouse periphery, between the Borderpost South and an Apocalyptic brothel. Every day counts: the dissidents' plan is in motion and the merchant's life is hanging by a thread!



SCENE 01: THE BORDERPOST SOUTH DAY 0

SUMMARY: The Characters arrive at the Borderpost South and discover the Hellvetic and Spitalian facilities. There they meet Tshinguta the merchant, a major character in this story.

CHARACTERS' GOAL: To get through the controls smoothly.

GM'S GOAL: To convey the heavy atmosphere of the controls, to subtly introduce the very sympathetic Tshinguta and his caravan so that the Characters get a little attached to him.



All the place is struck with commotion as the screams of the Hygienists resonate in the hall. The Mollusks in the long covered walkway are reacting to a passing traveler. In a matter of seconds, the infected is identified, removed from the crowd and incinerated. The family, devastated by the ignominious sight, is left in shock on the side of the road.

If the Characters want to prevent the Spitalians from killing the father, a young Neolibyan beckons them: this is really not a good idea.

The crowd is relieved not to suffer the same fate and moves on quickly. However, a caravan of a few carts, secured by Scourgers, stops near the family and a dashing Neolibyan gets off. He quietly exchanges a few sympathetic words with the grieving before offering them what looks like food and dinars.

"It's not much, but it will allow you to feed yourself this week." The Neolibyan, soberly dressed, modestly leaves the family. As he climbs back into his cart, he gives them a sad but humanistic smile before setting off again.

The Alley of the Mollusks is now quieter. It leads to the big market of the outpost where dozens of merchants have a tent.

THE EXCHANGE

Tshinguta is transporting grain to Bassham, stopping at the Borderpost South market to support the war effort while replenishing some of his stocks for the rest of the journey. It is during this transaction that two barrels are exchanged without him knowing. After kindly dealing with Arnest, a local wholesaler who buys a small portion of his grain, the Neolibyan and his caravan set out for Mulhouse.

MULHOUSE

Tech III-IV in the center, Tech II on the outskirts (slums).

Mulhouse is a city of 20,000 souls and a security crossing point for the Spital and Hellvetic forces for the distribution of troops to the Borderpost South. It is a border town between the Hellvetic and Frankan clans.

The city suffers from a massive infestation of Apocalypics, making it one of the Burn granaries that flood the Borca. The

Solar Wind, although weakened since the events of *The Killing Game*, controls the minor flocks in the region.

The outskirts of the city, where most of the population lives, is made up of clannish neighborhoods. The appearance is that of a shantytown of bricks and mortar which contrasts with the military infrastructure of the city center. Many are former residents of the Hellvetic cantons who have become disillusioned with the stifling control of the Fortress.



SCENE 02: THE ROAD

Day 1 & Day 2

SUMMARY: The Characters come across the Neolibyan again, who recognizes them and offers to travel together. The customs officers then arrest the merchant and discover a corpse in his belongings.

CHARACTERS' GOAL: To learn more about the current relationship between the Lion and the Crow, and to understand the merchant's motivations and philosophy.

GM'S GOAL: Emphasize Tshinguta's goodness so that the Characters feel concerned about his fate. Describe the road and the beautiful mountainous landscape. Show the brutality of the customs officers and make it clear to the Characters through the voice of the merchant or a Scourger that resisting will be counterproductive, and that they should focus on an investigation to clear him afterwards.



The road between the Borderpost South, Mulhouse and Basel is a busy one, maintained by the Hellvetics to be as passable as possible for troops. Small squads of Hellvetics and Spitaliers are common.

It is in the teeming outskirts of Mulhouse, possibly on a horse rental station that the Characters come across the Neolibyan convoy again: "Oh, I recognize you, are you heading north? Wouldn't it be fun to go on the road together? I must admit that not many people will talk to me around here, and the journey is getting long. It will save you the expense of hiring a mount. Are you hungry?"

"For the adventurers among you, I can offer a spice liquor that goes wonderfully well with the fresh spring air." Tshinguta is the heir of a wealthy dignitary who sends him to Justitian to trade artifacts. He is only carrying grain at the moment so that he can, in his small way, ease the bur-

den of Bassham where he plans to stop.

As a young idealist, he wants to work for goodwill between Tripol and Justitian: "The fathers failed to get along, it is up to us sons to do better."

The Scourgers securing the caravan are surprisingly personable. The Chaga who leads them is not embarrassed to say that the expedition is calm, thanks in part to Tshinguta's calming aura.

The young merchant's smile is radiant even when it comes to unpleasant observations: "I have been advised several times to avoid these topics, but I'm not the kind of man who hides from conversation. Try these dates, you'll see, they're delicious!"

If any Characters are hostile to him, he does not insist and is confident in the protection of his Scourgers. However, he openly regrets this kind of tension that poisons "the good understanding of people." He even apologizes for the behavior of some of his fellow Afrikans, criticism that his Scourgers clearly do not appreciate.

The convoy is one day's march north of Mulhouse when its progress is interrupted by a Hellvetic patrol. One of the Grenadiers approaches the caravan and waves to stop. Of course, he has been informed by an anonymous tip on the illegal contents of a particular barrel. He greets the Neolibyan.

Confident that nothing illegal is present, the Neolibyan takes the opportunity to stretch out a bit while the Scourgers are at rest. The Grenadier who is leading the interview climbs aboard the lead cart and opens a barrel. "Damn it! What the hell is that?!" he yells. The whole squad points their guns at the travelers.



SARA'S PARALLEL INVESTIGATION

In Mulhouse, the guards quickly identify the deceased as the missing Hellvetic soldier their hierarchy reported two weeks ago. They do not find his Trailblazer though, neither in the barrel nor in the merchant's belongings. Sara is quickly informed. From the body's description, she understands it is Georg's. Sara also gets the description of the group of travelers who were seen with the Neolibyan from the customs officers. She already wonders whether this is not a gross manipulation, because she does not see what connection Georg could have with the passing Afrikans, nor why his body reappears so far from the place of his disappearance, covered with traces or torture.

She will follow the Characters from D+2 onwards after having questioned the merchant in Mulhouse through a customs officer under her orders. She hides in shadow and often changes her appearance because she is afraid that if the dissidents are in on it, Georg may have revealed secret information. Sara will approach the players directly twice: first in the market where the first flyers will be distributed, then inside the Rodo, conveniently posing as a Hellvetic soldier in light harness.

The young Afrikan is surprised by the reaction of the Grenadier, who gets off the wagon and grabs the merchant. The young man's first instinct is to order the Scourgers to remain calm and lower their weapons, ready to spit bullets. The tension is rising fast.

The Grenadier vociferates, horrified by the sight of the twisted body: "There is a corpse in that barrel! The Neolibyan seems not to understand. He is handcuffed while the one who seems to be the squad leader returns to the cart. The other guards call for backup and report the situation. Behind them, dozens of other travelers anguishly wait or stare at the situation.

The Hellvetics, while holding the members of the caravan at gunpoint, also order the Characters to dismount and disarm themselves before being handcuffed.

The merchant, to exonerate them, says in a scornful tone: "Do you really think I would let Crows travel with me? They haven't stopped bothering me since the outpost."

Sitting on the side of the road, the group waits for the Grenadiers to finish inspecting the convoy. The Chaga, close to the Characters, whispers to them: "The barrels have been switched, for sure. We've only unloaded in one place since the beginning of the journey and that was at a wholesaler named Arnest at the Borderpost South, so help us. Those guards won't listen to us." He is interrupted by a Hellvetic: "Silence! We arrest you for murder. Follow us with your cart, towards Mulhouse."

After having written the Characters' details and whereabouts, he orders their release. If they enquire about the Neolibyan, the Grenadier will ask: "We may not be Judges, but we are civilized here. Why do you care about him? What kind of man puts another man in a barrel, like he's trash? We're going to form a court and unravel this story!"

If the Characters ask to see the corpse or inspect the scene, they will be curtly told that the caravan is now an exhibit and that they still have their feet to walk on. They will not be allowed to enter the court in Mulhouse until the day of judgment in a week.



SCENE 03: RETURN TO THE OUTPOST

Day 3/Day 4

SUMMARY: The Characters return to the Borderpost South to help the Afrikans.

CHARACTERS' GOAL: Get leads from the wholesaler.

GM'S GOAL: Emphasize the wholesaler's displeasure, give the lead to the two brothers and the bar of dissident Clanners.

Having taken a good day to get to the checkpoint, it will take the characters at least that long to get back to the northern outskirts of Mulhouse and rent horses. Unless the characters insist on making the trip on a dark night (knowing that a curfew is customary in cities at dusk), they have the choice of camping or heading to one of the nearby clan villages to spend the night in a rather dingy stopover.

Once they arrive at the outpost, the wholesaler is easy to find. He chats with some Spitalians and thanks them for their health protection and their hunt for junkies. He seems to hate the “dirt” coming from Mulhouse. Show that despite their intransigence, their intervention pleases many people.

When questioned, he explains that he only deals with the conclusion of the business and that the handling of it is the responsibility of others. He also does not hide his dissatisfaction with the fact that the two brothers Jonas and Ivan, who were on duty the day before yesterday, did not show up yesterday. When asked where they could be found, he replies: “These two bastards must be slacking at the Edel, a bar between here and Mulhouse. As you can see, I’m swamped with work, I don’t have time to chase them. But if you see them, tell them they will never work at the market again! I’ll make sure of it!”

So, in theory, the Characters go to the bar, described in Scene 04.

SCENE 04: THE EDEL

Day 3/Day 4

SUMMARY: The two brothers' trail leads to a bar. The Characters are provoked by the customers, who are sympathetic to the dissidents.

CHARACTERS' GOAL: To get useful information from the Clanners and to understand that the trail of the two brothers will not go far.

GM'S GOAL: Give them enough clues to go on and set the scene for a very tense situation, in a filthy bar full of people who don't like them at all.

The Edel is not the only bar in the area, but it is well known to the local Clanners, so the Characters will have no trouble finding it.

The exterior is not very attractive, the dirty, foggy windows barely allow to see the people inside. The smell of sweat and stale beer overwhelms the Characters' nostrils.

The clientele seems to be mainly craftsmen and warehouse workers from the surrounding area.

The two brothers are not there, but both the customers and the owner are not cooperative, especially if a Hellvetic or an Afrikan is part of the group. Finding that the Characters are meddling in matters that are none of their business, one of the clan members gets up and closes the door of the bar.

"You're very curious, what makes us think you don't want to hurt them?" he asks, cracking his knuckles, as four other clan members join him. If the Characters threaten them with a weapon or intimidate them by showing rank or subtler arguments, ask for a PSY+Domination roll against their Mental defense (7D since they outnumber the Characters). Grumbling, they go back to their drinks.

BAR'S REGULARS

COMBAT STATS

INITIATIVE: 4D / 8 Ego points (Primal)

ATTACK: Blow, 6D, Distance 1m, Damage 0, Dazed 2, Smooth Running (2T); Kick, 5D, Distance 1, Damage 0, Dazed 3

DEFENSE: Passive 1; Melee Active (Block) Melee 6D, Ranged active (Hide under the table), Mobility 4D; Mental (Willpower) 5D

MOVEMENT: 5D

CONDITION: Spore Infestation 0/10, Flesh Wounds 8, Trauma 4

◇ If the Characters get into a brawl, these clansmen are not much of a threat. They confess to rooting "for the freedom of the cantons" and explain that they want to be as respected as the other Cults on their own land, adding some inappropriate remarks about the Afrikans. They do know the two dockers and if coerced or manipulated, they will give up their probable locations.

◇ If the Characters are defeated by the dissident clanists, they are robbed of their weapons, money and equipment, some of which is sold to the Apocalyptic (if you are generous, the recovery of their belongings can lead them to Scene 06 or 07 after some adventures in the slum). They are dragged into an alley and beaten up again (1D6 Ego / Character), unless they run away.

Then go to Scene 05 or 06.

SCENE 05: WHERE ARE THE BROTHERS?

Day 4

SUMMARY: The Characters try to find the two brothers and begin to realize that something bigger is at stake.

CHARACTERS' GOAL: Understand the importance of the leaflets and their political significance.

GM'S GOAL: To infuse the investigation with multiple layers of depth and to add more tension.

The information obtained at the Edel leads the Characters into the underworld of the suburbs of Mulhouse. This is where the two brothers live, but the inhabitants avoid talking about them. They seem to be afraid and elusive. If the characters persist, they will learn that the brothers live with a woman named Simone. It is easier to try

to find her than to find the two brothers.

The Characters eventually get an address: a shanty made of wood and scraps large enough to house three people. The house is deserted and seems to have been “cleaned”: there is a big mess, but it has been cleared around the central table. On it, a faded map, one area of which is circled with charcoal, and covered with several dots. This is the huge local market. What do these crosses mean?

If the Characters search the house, they will find a misplaced leaflet. It looks like it’s fresh off the press but it doesn’t look like it was deliberately hidden. Rather, it appears to have slipped under a pile of stuff when the house was cleaned. They can find up to three other clues depending on their Triggers with a roll of INS+Perception (2):

- ◇ 1. Cooper’s equipment. Strange that this one is in a dwelling house and not in a woodworking shop.
- ◇ 2. Metal wire, various butcher blades and a saw, all perfectly clean, but hidden under the floor of the house. Why is this?
- ◇ 3. A crumpled and half-burned page of writing in the fireplace of the room. One can hardly read traces of Hellvetic-sounding names on it.

them quickly, but in view of the popular discontent, they prefer to obtain proof that he is innocent to defuse the protests.

The market where the characters should go is an explosion of colors in the middle of a dull and depressing environment. A hundred or so canopies of colored cloth cover all types of food and merchandise. There is a lot of activity, but a particular restlessness prevails. A loudspeaker broadcasts a propaganda relayed by leaflets distributed by kids. The position of the children is that of the dots that appeared on the map in the abandoned house. They all have the same speech: “An innocent from our country was hunted and killed by a Neolibyan! Put in a barrel as a trophy! The Neolibyans trade here as if they were at home. They flood the tunnels with their dirty money. Remember Toulon! The authorities do not bat an eye and take advantage of their petrol! We demand the right to rule our land! Long live the Free cantons!”

All over the outskirts of Mulhouse, Clanners install clandestine amplifiers. Once powered, they shout the same type of speech. If the authorities intervene, the Clanners take the crowd to task: “They are trying to silence us! The truth is disturbing!”

Unbeknownst to the Characters, some Hellvetics agree with the speech and have it relayed it to other cantons, especially those in Regional Territory II.

The children distribute the dissidents’ leaflets. On closer inspection, it is a crude caricature of a Neolibyan laughing with a Hellvetic, who is crushing the head of a poor clanist taking refuge in a barrel. Under this caricature is written in bold capitals “Remember Toulon!”

If the Characters ask gently where the children have obtained the leaflets, the latter willingly show them the distribution point. If they ask with condescension or aggressiveness, they will scatter, laughing at them and trying to steal a thing or two! The Characters can also follow the children to the distribution point.

There, if they’re discreet, they’ll catch a pusher, a young Apocalyptic, delivering a bunch of leaflets to the kids, before heading north to the Rodo, a brothel on the outskirts, to replenish his stock.

The man seems to be reluctantly doing a chore and doesn’t seem particularly bright or capable.

A little further on in the market, an uproar breaks out: an afrikan Scrapper is attacked by about 40 people who spit at him. He narrowly avoids the worst by fleeing without too much damage.

Sara has been busy locating the Characters without being seen. Before leaving the scene, they roll INS+Perception (2). If they succeed, they have a feeling of déjà-vu, as if they had crossed the same person several times in the tumult of the market.



SCENE 06: THE MARKET

Day 4 or Day 5

SUMMARY: The Characters follow the trail of leaflets to the Apocalyptics as protests multiply.

CHARACTERS’ GOAL: To understand where the flyers came from and how they relate to the Neolibyan case.

GM’S GOAL: Show how the merchant’s arrest becomes a popular affair and an affair of state. Make sure the Characters get the clue that leads to the Apocalyptic brothel.

During the day, the Clanners and dissidents invade the streets everywhere in the canton, but in a rather peaceful way. Reluctant shopkeepers close their stores, fearing breakage. Clan workers go on strike, demanding the same autonomy that Bern enjoys “to protect themselves”. The Hellvetics, confused, do not react immediately. The Spital is angry, because the Famulancers need to continue their hygienization of the area quietly. The Apocalyptics take advantage of the mess to smuggle more drugs around the already busy customs.

The merchant and his Scourgers are in prison in Mulhouse, awaiting trial. The Hellvetics would like to free

SCENE 07: THE RODO

Day 4 or Day 5

SUMMARY: Welcome to the Apocalypse.

CHARACTERS' GOAL: Enter the Rodo with subtlety. Don't get killed with a knife in the dark once inside. Blend in with the scenery and understand that this place hides another.

GM'S GOAL: To stage a disturbing, chaotic, messy place and create the transition between Act I and Act II.

The Rodo is a picturesque place. It is located in an old Bygones building near the Vosges forests. You can see the thawing slopes and the white mountains a little further away.



There are bouncers at the entrance: Characters will have to show their credentials, and provide a good explanation for not having to drop their weapons at the locker. It could also be a good idea to conceal their affiliation to certain Cults (Afrikans, Hellvetics, Spitalians). The first floor is down a staircase in a former ventilation column. Here, about 40 clients come to forget their suffering and spend their money between two breasts. It's not just a bar: it's a busy, picturesque brothel. The main room is a fake crater that vaguely imitates Souffrance, and junk spores are blown on the audience who dance naked, "foam party" style. The chopped lights alternate between blinding white and destabilizing black. The music pulses with an engaging groove.

Describe vaguely to the Characters some uncomfortable scenes, such as sexual role-playing in parody uniforms: Spitaliettes "sanitizing" the hygiene of lecherous Hellvetic soldiers... Show that the Cults here are mocked as annoying fetishes.



There is no sign of a dissident cell, unless the Characters manage to discreetly track down the young Apocalyptic. He will enter a dark labyrinth where some libertines are busy and will eventually open a door hidden behind some curtains that leads to the Headquarters. Next to it, there is also a discreet alcove used as a Burn inhalation room.

Sara is in the place. The Characters roll INS+Perception (2). If they succeed, they experience the same sense of déjà-vu as they did at the market.

They can also obtain all or part of this information by posing as associates of the Clanners to the bartender or to a prostitute by succeeding in the usual rolls.

SCENE 08: THE HEADQUARTERS

Day 4 or Day 5

SUMMARY: The Characters discover the two brothers and have to chase a mysterious woman with a Trailblazer.

CHARACTERS' GOAL: To face the two brothers and understand that their leader is on the run.

GM'S GOAL: To end the first part of the scenario and lead to the second one. Luise must escape.

This is the underground lair of Luise and her friends. It is a technical operations center with camp beds on a surface of 200m². 10 people are here at the moment. A heavy printing machine is at work and the dissidents are dividing the leaflets into bags. A little further on, a large radio device emits the slogans heard in the market. The dissidents are surprised to see the Characters, but not frightened: they are certainly sympathizers after all. The two brothers, on the other hand, immediately understand that they have been spotted and head for their weapons. They shout: "Run Luise, run!" A young blonde woman in the background rushes to a locker and pulls out a Trailblazer. She then heads for an escape tunnel. The two brothers will do anything to hold the Characters back while the other dissidents flee in panic.

Jonas and Ivan won't be taken alive. If some dissidents are questioned or handed over to the authorities, they mention the existence of Luise, but do not know that she and the brothers committed the murder, nor the existence of the Trailblazer. For them, the Ordal massacre and the corpse in the barrel were the reasons for rebellion. If asked, they will mention the Ordal ruins to the Characters and point them in the right direction.

A Chronicler will be able to analyze the radio and understand that it transmits to all the Hellvetic cantons. Luise is on the run, heading for Ordal. She has just enough time to bring the Trailblazer with her before entering one of the security tunnels that lead to the surface. She is injured since Georg's escape attempt and is slowed down in her escape. However, she has the advantage of knowing the terrain.

If the Characters chase the fleeing woman, proceed to Act II.

If they don't want to follow Luise, the Neolibyan merchant is exonerated by the Hellvetics: the Characters become the scapegoats and are charged instead as the perpetrators hired by the dissidents (see the end of Act II, Scene 02 and the Epilogue for more details).

ACT II

FOR THOSE WITHOUT A VOICE

Luise escapes from the Rodo and tries to lure the threat out of her base of operations to allow her men to escape. She makes her way to Ordal through the mountain as quickly as possible, but her wound hurts horribly and penalizes her movements. Once there, she hopes to have enough time to arm explosives that could give her the advantage over her pursuers. Above all, she will try to convert them to her rightful cause.

However, Luise and the Characters are unaware that they've been followed by a lone wolf: Sara, the Hellvetic infiltrator, who intends to finish her mission clean.

SCENE 01: THE HUNT

Day 5

SUMMARY: The Characters pursue their prey and discover an unsuspected scenery.

CHARACTERS' GOAL: Don't lose sight, lose as little time as possible in the treacherous pathways.

GM'S GOAL: To exhaust the players by chasing through difficult terrain. Use the survival rules (see *Katharsys* p171 and *Artifacts* p45), emphasize on the strange beauty of the Vosges setting, which contrasts with the ugliness of the urban landscape downhill.

In theory, it takes 3 hours to reach Ordal. Ideally, they should arrive when the night falls. Although she has a head start, Luise remains often visible from a distance. She maintains the gap between herself and the Characters because, although weakened, she knows which paths to take rather than another. The Characters, on the other hand, see Luise's direction, but do not know which route will be the most effective.



The Vosges and the frozen or snow-covered surfaces have largely progressed towards the valleys since the Es-haton. At first the terrain is the Vosges forest, full of mud and snow that melts with the spring. Then the rocky and frozen slopes of the mountains appear. The Characters move from the cliffs among the conifers to some flowery clearings and cross ancient and mysterious pillars. In sev-

eral places, sculptures of branches are suspended between the trees. The wind makes metal trinkets jingle, marking trail junctions. This place is something ancient.

OBSTACLES

The pursuit goes through many junctions, 5 of which are really hazardous. For each of them, the Characters must succeed in a roll of INS+Orienteering (4) roll (locals get a +1D bonus). A success does not cause them to lose much, but a failure slows them down by 20 minutes and forces them to take on one of the following challenges. Fortunately, each Trigger obtained and each Hellvetic in the group reduces the time spent for the whole group by 10 minutes.

For every 20 minutes Luise is ahead of the Characters, she will have armed one of the 5 bombs she has at her disposal on the site (see the *tactical map* where the locations of the explosives are indicated). These devices are an unused leftover from Baptiste's operation and were found by the dissidents searching for Ordal's bodies. They were carefully stored by Luise who learned how to use them.

The weather, although sunny, becomes icy with the altitude. The Characters suffer -1D discomfort (*Artifacts* p49). After 3 hours of chasing, the characters must spend 1 Ego for every hour late to overcome their limits.

THE VOSGES FOREST

I

CROSSING A CREEK

Because of the melting, a creek flows out of its bed. The strong current is icy but Characters must cross it or step back for an additional 20mn loss of time.

A BOD+Athletics (3) roll to resist the current. If the roll fails, the Character drifts with the flow. If he botches, he loses unsecured equipment, at Game Master's discretion.

A BOD+Toughness (3) roll to endure the cold. If the roll fails, the Character is soaked and freezing, increasing by -1D penalty due to cold.

II

BLACK ICE

The springtime sun melted the snow which froze back. Characters must progress with caution if they don't want to slip and get themselves hurt.

A AGI+Mobility (2) roll to progress without tumbling too often. If he botches, the Character falls with all his weight on an articulation and suffers 1 Trauma.

III

THE MISSING QUEEN

A beehive has lost its queen. All bees are extremely aggressive and will attack anyone who enters the path where they live. A failed roll forces the Characters to go back and find another way, losing 20 minutes. The painful sting inflicts a 1D6/2 Ego loss.

A INS+Survival (2) roll to know how to behave in order to pass without angering them further, then a PSY+Faith/Willpower (2) roll to move very slowly and ignore the raging insect landing everywhere on the Character. If he botches, the Character is stung by so many bees that he suffers 1 Trauma.

IV

STEEP SLOPE

A little climbing is required.

A BOD+Athletics (3) roll combined with a BOD+Stamina (3) in order to keep up and climb to the top.

V

CREVASSE

The path leads to a crevasse where a goat trail passes behind a waterfall that flows into a pond. The characters have to walk in single file because everything is wet and slippery. Retracing the steps wastes 20 minutes.

At regular intervals, visible pitons are stuck in the rocky face. A Character can go ahead and secure the zone with 20 meters of rope. Each 5m of rope decreases the roll difficulty by (1). Characters have to pass one by one.

Before setting off along the path, a PSY+Faith/Willpower (2) roll must be done in order to not miss a go. Roll difficulty increases by (1) for each Character who has fallen. If there is no one left after the Character, the last one may be hesitant 10 minutes before attempting a roll again.

To pass through, an AGI+Mobility (4) roll is needed. A AGI+Dexterity (2) roll allows the Character to install a safe rope (one occurrence is sufficient).

If a Character botches, he falls and must roll a PSY+Reaction (2) combined with AGI+Mobility (3) to dive properly without getting hurt. He loses 1D6/2 Ego due to sudden fear and cold.

If they weren't soaked because of the creek, they're now moist and freezing (-1D of Discomfort).

If the roll is botched, the diving is painful and the current throws the Character on rocks. He suffers 1 Trauma and loses unsecured equipment at Game Master's discretion.

Because of the lack of visibility and the waterfall's roar, the Characters cannot know what happened to the one who fell.

Characters who fell into the water manage to get back up on the other side of the obstacle with a 10-minute penalty.



SCENE 02: ORDAL

Day 5

SUMMARY: The Characters reach Ordal where Luise explains everything. Sara appears.

CHARACTERS' GOAL: To stop the dissident or the Infiltrator. To pick a side and avoid unnecessary violence.

GM'S GOAL: To convey the striking sense of symbolism of that place. To confront the Characters to the harsh reality of a choice and have them witness the disproportion in violence between the rulers and the servants.

The night is quickly falling. The full moon will soon cast a bright light on the ruins of Ordal. They look like a battlefield contained in a very small space. The ramparts are torn open, the wood has burned and the stones have almost all collapsed. The area is a testimony of absolute carnage. In memory of the macabre event, the Clanners erected graves. To give a voice to those who've lost their own, they tied trinkets that shrilly toll in the wind. The tombstones are aligned to form a particular geometric pattern. Luise sits on a rock. Unhealthy sweat is beading on her pallid face contorted with pain and exhaustion.

She's aiming at the Characters with the stolen Trailblazer.

DELAYED CONSEQUENCES

Depending on the delay of the Characters, Luise has had time to activate up to 5 anti-personnel mines (*Katharsys p.171*). Characters may see one of them with an INS+Perception (4) roll for each Trigger.

LUISE AND SARA

"Don't come any closer, I've mined the ground. My name

is Luise. This place was once known as Ordal. It was my home."

If the Characters are willing to listen, she will explain her cause honestly. She will not try to clear herself of the exactions that her network was forced to commit, but will make it clear that the crime against Georg and the Neolibyan are her responsibility alone. On the other hand, she will incriminate the Fortress by explaining what its double standards really produce on the populations of the former cantons. She will detail what she knows about the P-26 program, the effects of which the Characters can see in these very ruins. She will talk about the problem of the Neolibyans, without any xenophobia though. For her, it reveals the absolute hypocrisy of the Hellvetics. In the end, what the dissidents are asking for is no more and no less than what the Clanners of Franka have: the right to be sovereign over their land and to deal with the Cults as equals. When the Hellvetics retreated into their tunnels, they did so only half-heartedly, without allowing the cantons to truly emancipate themselves.

She will sincerely regret the framing of the Afrikan though. She doesn't know him. He's been picked because of the small protection of his caravan. An unfortunate little sacrifice for a potentially huge result.

◆ If the Characters had discovered the half-destroyed list of names in the brothers' house, Luise would admit to ordering the kidnapping and murder of the Infiltrators revealed by Georg in the other cantons. Otherwise, this is information that she will keep secret.



◆ If the Characters side with Tshinguta and ask Luise to surrender herself rather than use unnecessary violence, she eventually agrees because of exhaustion. She's confident in the fact that cantons will perceive her as a martyr or as a very important political prisoner. Sara doesn't show herself, confident that the Characters will hand over the fugitive and the stolen weapon to the Hellvetic authorities.

◆ If the Characters decide to fight Luise, she lures them in a cat-and-mouse game. Aware that she will not make it out alive, she tries to take the lives of as many characters as possible by leading them to the land mines. If she gets killed, Sara appears and officially puts the Characters under arrest. She blames them for being accomplices and for framing the Neolybian with the barrel exchange. Sara's superiors absolutely want to exonerate Tshinguta. Dissidents won't be fooled but the rest of the population will.

◆ If the Characters let Luise leave, Sara shows up and puts everyone under arrest. She wants to get Georg's Trail-

blazer back in addition to making Luise appear before the tribunal. She breaks Luise's kneecap in order to prevent the dissident from fleeing.

◆ If one of the Characters is a Hellvetic and agrees with Luise, he should face a moral dilemma because Sara has probably a higher rank than him. He has to obey her orders.

◆ If the Characters don't comply, the Infiltrator attacks them right away. Sara is a formidable opponent, a sharpshooter and a combat artist. She is confident in her ability to neutralize her opponents and, in the end, doesn't really need a survivor. However, she doesn't know that the ruins are booby-trapped. Luise will try to hint the Characters on the mines' location and try to shoot Sara with the Trailblazer from cover.

◆ If the Characters had a feeling of déjà-vu in the market or in the Rodo, they know instantly that it was Sara when she appears.

EPILOGUE

Even if the dissidents do not see an instant uprising of other cantons, they now receive support, even indirectly, from everywhere; the number of road sabotages and rebellions against both Hellvetics and Afrikans increases.

HELLVETICS

The Fortress is caught in the trap of its own contradictions: its facade of neutrality is crumbling. The Corps Commanders completely overhaul their infiltration program. They limit the Neolibyans' anger as much as possible by explaining that the whole thing was a terrorist manipulation. As time goes on, Hellvetica gives the cantons more freedom and favors diplomatic channels with the Clanners.

If Luise is in custody, she will not witness this development that she had hoped and fought for, as she will not survive her detention. If Sara is still alive, she won't be for long. Her body will be found in a barrel. Her cover was compromised on the way back to the Alpine Fortress and she suffered the new practice that the dissidents reserve for traitors.

APOCALYPTICS

They continue to support dissidents because this alliance is profitable. The Rodo stays open but all the shady facilities have vanished.

TSHINGUTA

The merchant is freed once Georg's Trailblazer has been retrieved and once a few captured dissidents confess publicly their manipulation.

The Neolibyan young man will trade his optimism and his open-mindedness with a distrust, commonly noticed during this troubled time. If the Characters managed to exonerate him, he owes them a debt of life. This debt can take many forms in the future.

If the Characters have killed other dissidents than the brothers during their investigation, or if they brazenly have defied Hellvetic authorities, they rouse the feeling of discord. Tshinguta barely escapes a murder attempt right after his release. His Scourgers will convey the whole story to his family.

EXPERIENCE AND REWARDS

ACT I: THOSE WHO DEMAND

Getting the information from Edel's clanners +1 EP
Finding the market +1 EP
Finding the Rodo +2 EP
Discovering the Print Shop +1 EP
Surviving the brothers confrontation +1 EP

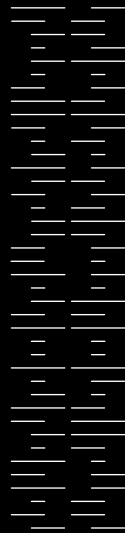
ACT II: FOR THOSE WITHOUT A VOICE

Succeeding an orientation (for each junction) +1 EP
Spotting mines +1 EP
Letting Luise leave +2 EP
Convincing Luise to surrender herself +3 EP
Killing Luise +1 EP
Killing Sara +2 EP
Tshinguta is alive +1 EP
Tshinguta is alive and has not been assaulted +2 EP

TIME WILL FEED UPON YOUR WEAKNESSES
AND SOON YOU'LL LOSE THE WILL TO CARE
WHEN YOU RETURN TO THE PLACE THAT YOU CALL HOME
WE WILL BE THERE, WE WILL BE THERE

[NINE INCH NAILS]

IT WAS MY HOME



DEGENESIS