

CONTENTS

From the Desk of Quinn Seabastion.....2

LOST IN THE FOG

Delphi Briefing3
The Narsuq.....5
Warehouse 77.....7
The Ambush.....7
Crocodile Attack9
The Aftermath11

ON THE TRAIL OF THE FOX

Delphi Briefing12
Kitsune13
Daisen14
Jusen Temple15
Talking to Kitsune16
Kanawa Patrol17
The Aftermath17

KALI STATION'S GONE DARK

Delphi Briefing18
Kali Station, Initial Approach19
Kali Station, Interior19
Tower of Science!20
The Laboratory20
The Lurking Horror21
The Thunderlad22
The Charybdis23
The Aftermath23

HOSTEL TAKEOVER

Delphi Briefing24
Rue Jean Moulin24
Le Hostel Petit25
Inside the Hostel27
Pascale's Room27
The Aftermath29

JUST PLANE DANGEROUS

Delphi Briefing30
Heading to the Crash Site30
The Village of Estak32

The Crashed Airplane33
The Thunder Waters34
The Aftermath35

DEMON DEATHRACE

Delphi Briefing36
Getting In37
Getting the Package38
Run for the Border38
The Chase39
The Aftermath40

THE BLAZE IN THE NORTHERN SKY

Delphi Briefing42
A Town in Ruins42
Following the Trail43
Camp of the Defilers44
The Aftermath47

SEARCH AND RESCUE

Delphi Briefing48
Five Forks River49
Shrine of Lanala50
Inside the Statue51
The Aftermath53

THE DUMAS GAMBIT

Delphi Briefing54
The Grand Robert54
Factions in the Hotel55
The Contact58
The Inquisitor58
Consequences59
The Aftermath59

TOMBSTORM

Delphi Briefing60
Stormfront60
Knives on the Wind62
Plantation63
Death in the Tombstorm65

THE ISLAND OASIS

Delphi Briefing	66
Lake Onega	68
The Kizhi Pogost	69
Marauders in the Night	71
On Holy Ground	72
The Aftermath	73

THE HEART OF UKHAAN

Delphi Briefing	74
Scene One: Landing Zone	76
Scene Two: Manhattan Skyline	76
The Crossing	77
Scene Three: The Lost Spire	78
One-Eye Attacks	79
The Aftermath	80

General Directive #1

From the desk of Quinn Sebastian

Storm Knights, you've all been dispatched on important missions but sometimes targets of opportunity arise.

Marathon Division messengers may deliver these at strange times...we have ways. You'll understand as your Clearance Level increases. Don't ignore these, even though they may seem trivial or less important than your current mission. This a war that'll be won one small battle at a time, and before it's over we'll need resources we can scarcely imagine now. There's not likely another team anywhere near you to pick things up if you can't engage.

Most Marathon deliveries are designed to self-destruct, so you'll need to pay attention to the briefing. Be careful what you write down and where – we're not the only ones with spies. If it's a packet that doesn't destruct you may need something from it, so only destroy it after the mission is completed.

We're still in this thing, never give up hope.

Quinn Sebastian

General Directive #2

From the desk of Quinn Sebastian

No burning stuff while people are in it. Seriously, you're Storm Knights, not vandals. We're gonna want a planet to live on when this war is done.

I can't believe I had to write a directive for that.

Quinn Sebastian

LOST IN THE FOG BY ED STARK

COSM: NILE EMPIRE

LOCATION: A MARKET AREA SOMEWHERE IN CAIRO, EGYPT AND A WAREHOUSE IN THE SAME AREA

The Storm Knights receive mission orders to locate and assist “Sabella,” an operative working undercover in Cairo, Egypt, as a fur merchant. She believes that Wu Han has somehow identified members of her resistance cell and is using his secret police to abduct and torture them.

Sabella is half right. One of Wu Han’s operatives, a Nile villain code-named “Iron Crocodile,” has identified many of Sabella’s compatriots, but a Nile hero operating under the nom-de-plume, “the Fog,” has been rescuing them from their would-be abductors. Unfortunately, the Fog hasn’t revealed herself to Sabella and this leads to some misunderstandings.

The players arrive in Cairo and try to locate Sabella. As they are doing this, Iron Crocodile’s Nile Shocktroops are closing in. This leads to a running battle and escape to one of Sabella’s safehouses—a dockside warehouse. The Storm Knights and the Fog realize they’re on the same side just in time for Iron Crocodile to catch up to them, and a final battle ensues.

DELPHI BRIEFING

Standard Scene. The Delphi Council has received a distress message from one of their operatives in Cairo, Egypt. Someone has been identifying and abducting local resistance members and the operative is afraid she’s next. The Council wants the Storm Knights to travel to Cairo and make contact with “Sabella” in a particular street market near the Nile River and provide assistance.

Unfortunately, due to heightened security, the only clue they have to Sabella’s identity is her code-name. “Sabella” is a derivation of “sable,” which refers to the color black.

The action begins when the players reach Cairo and enter the Narsuq, or “river market,” on the



Sabella moves in the elite circles of Cairo and secretly reports to the Delphi Council.

banks of the Nile. As late afternoon turns to early evening, a fog begins to roll in over the city...

THE NARSUQ

Before the invasion, Cairo was a city of contrasts—very modern and very cosmopolitan, but with ancient edifices seemingly everywhere. Now, under the rule of Dr. Mobius and his governor Wu-Han, the reality of the Nile Empire encroaches. Gin joints, underground clubs, and street markets spring up around every corner.

The Narsuq is one such street market. When the players arrive, it is late in the afternoon. The market is busy—small traders of all descriptions mix with men and women from all over the world. Many languages are spoken, most shouting loudly about the quality of their wares...but some in short, sharp whispers not meant to be overheard.

And a good thing, too. Among the denizens of the market, the Storm Knights can clearly see “police”

wearing badges identifying themselves as loyal to Wu Han. They might not be Nile Shocktroops themselves, but giving away their intentions to Wu Han’s police won’t do the Delphi Council or Sabella any good.

THE SEARCH FOR SABELLA

The Storm Knights need to identify Sabella and make contact without giving away their intentions to Wu Han’s spies or the “police.” Time is critical—Sabella stated in her distress message that all her compatriots’ disappearances happened in the early evening. Time is getting on and the predators are closing in.

Allow the players to look around the market a little bit and describe the stalls, vendors, and passers-by. Read aloud or paraphrase:

The sights, sounds, and smells of the Narsuq come from all directions. To the west, the Nile River flows south to north, but along the streets of the Narsuq, what flow exists is choppy and unpredictable. One

river hazard is a fire-breather, collecting coins in an earthenware bowl as he spouts goutts of flame to the amusement of those around him. Not far off, a fat man with a pipe plays a strange tune as a young woman, draped in colorful veils, spins and dances to the song. Everywhere, men and women hawk their wares in loud voices as patrons argue over the prices. But there is something menacing here as well. Furtive glances and hushed whispers give away the nervousness felt by all.

Suddenly, there is a sharp crash as a glass bottle hits the cobbled street. A man shouts in Arabic as two uniformed police grab him by the arms. A smaller man, dressed in robes, points at him accusingly. The man staggers back in fear, but the police begin to drag him off. One tosses a small coin to the small, robed man, who makes it disappear with a laugh.

The players see that informants are everywhere. They need to find Sabella quickly, and without attracting undue attention. It is time for Dramatic Skill Resolution.

• **Step A:** The players must locate a merchant they can associate with the codename "Sabella," or "Sable." According to their best information, this means looking for something black as a marker. Allow them to be creative in their searching, but they need to narrow their search by interacting with the locals. Fortunately, most of them speak a variety of languages. The Storm Knights test *streetwise* (DC 10) to speak subtly to patrons or passersby, asking about merchants known for black decorations on their stalls, or particularly black merchandise.

• **Step B:** The players learn there's a merchant meeting the above description located near the northwestern edge of the market. When they go there, they actually see a crowd of people around a food vendor's stall. It appears there is an argument over payment and someone is trying to summon the police. At least one of the Storm Knights must succeed at a Hard (DN 14) *stealth* test to make it through the crowds without getting embroiled in the situation. Otherwise there is much pushing and shoving and the investigators must keep their distance or their cover will be blown.

• **Step C:** Several of the vendors are packing up and trying to get out of the area before the

police arrive. One of them is a larger woman carrying a huge, black cauldron. Another is a woman dressed all in black and carrying what look like tarot cards. The third is a younger woman wearing white, tanned leathers and carrying a small cage containing a furry animal. With a Hard (DN 14) *scholar* test a Storm Knight realizes that the furry animal is a weasel-like animal known as a sable. This must be Sabella! The players can still guess at the identity of Sabella, but even if they pick the right woman it costs valuable time.

• **Step D:** Sabella is suspicious. Even if the players show her their orders with the Delphi Council seal, she insists she doesn't know anything about them and wants to get away. A *persuasion* test against her *willpower* (DN 14) convinces Sabella that they're friends and she offers to take them to her safehouse where they can talk more. Otherwise she plays for time and appears cagey.

The players have five rounds. A Complication may represent police entering the area, setting everyone on guard. A Possible Setback could come from drawing too much attention from the crowds. A Critical Problem usually means Sabella has become suspicious of at least one pursuer, and she's prepared to use flash grenades to make her escape!

Success: They make contact with Sabella and she leads them to her safehouse. See **New Friends**, below.

Failure: The players must track Sabella and only catch up to her during the ambush at her safehouse. See **The Hard Way**, below.

SABELLA

Sabella is a native of Cairo. She lost her parents in the invasion, one to the Storm and one to Wu Han's Shocktroopers. She lives as a merchant dealing in exotic furs and leather goods, but she also works with other independent operatives to funnel information to the Delphi Council and others resisting Dr. Mobius's invasion.

Sabella has transformed to the Nile Empire. She isn't a Storm Knight but is a quite competent Ord. She hates Wu Han and his Shocktroopers, but doesn't trust outsiders, even those who've acted

against her own enemies. She is, however, devoted to those she considers friends and has been devastated by the loss of her comrades.

Quote: “You want to fight something? Fight the urge to interfere in my business!”

Attributes: Charisma 10, Dexterity 10, Mind 9, Spirit 8, Strength 8

Skills: Dodge 12, evidence analysis 13, intimidation 12, maneuver 12, melee weapons 12, profession 11, stealth 14, streetwise 14, trick 12

Move: 10; **Tough:** 10; **Shock:** 8; **Wounds:** —

Equipment: Leather armor, knife, flash grenade (x2), wild sable in cage

Perks: —

Possibilities: None

Special Abilities: —

NEW FRIENDS

If the players successfully completed the Dramatic Skill Resolution and made contact with Sabella, she quickly leads them away from the confrontation at the market to her safehouse, Warehouse 77.

During a quick conversation with Sabella on their way to the safehouse, the players can learn the following information:

- Sabella is one of five informants working indirectly with the Delphi Council and other resistance movements.
- The other informants were abducted on four separate occasions right after they supposedly learned important information and were going to meet with her.
- Sabella believes Wu Han is behind the abductions, but something is strange about them—no big, splashy raids or firefights. They just disappeared.
- She has a safehouse on the docks nearby, an old cannery. She’s taking the Storm Knights there.

At the GM’s option, the players may learn more about Sabella and her background, but things should progress quickly to Warehouse 77.

THE HARD WAY

If the players failed at the Dramatic Skill Resolution, they’re currently tracking Sabella or wondering how to find her when they hear a scream and gunfire. It’s coming from the northwest, past the

market and toward the Nile River.

The players make their way to Warehouse 77 just as **The Ambush** occurs (see below).

WAREHOUSE 77

Built right up against the Nile, Warehouse 77 has an office entrance and a riverside dock. Sabella enters through the office entrance, regardless of whether the Storm Knights are with her or not.

Warehouse 77 was once part of a cannery operation but has been defunct for years. With its sheltered riverside entrance and position just outside the Narsuq, it made an idea safehouse for Sabella and her friends. Now, however, it has been discovered and serves as a scene for battle.

1. Office: A small, dilapidated office with a few banged-up chairs and an old desk. There is a phone on the desk but its cord appears to be broken. In reality, there is a second cord rolled up inside the phone’s base that can be plugged into a nearby wall socket and used.

2. Stairs: These heavy, wooden stairs are flanked by the office wall on one side and a series of narrow, iron bars to the other. The bars are spaced six inches apart.

3. Warehouse Floor: The main floor is littered with trash and old crates. The larger crates are four feet tall and the smaller ones are two feet tall.

4. The River: The Nile River flows under the warehouse and this open area is a dock once used for shipping.

5. The Iron Crocodile: The small, weird science sub is the property of Wu Han’s enforcer, Iron Crocodile (yes, he’s just that egotistical; he named his sub after himself). There are two small hatches, allowing up to two ninja frogmen to enter or exit at a time. The elevated central area houses a harpoon gun on a turret. *Note: The Iron Crocodile surfaces during the ambush (see below).*

THE AMBUSH

Depending on how the players arrive at Warehouse 77, the scene begins a little differently.

If the Storm Knights are with Sabella, she leads them through the office area and gathers up some



notes from a hidden panel beneath the desk. Sabella then heads down into the main warehouse area, telling her new allies that they need to figure out what happened to her friends and how to rescue them. As if on cue, a deep fog rolls in from the dock area and a figure appears.

It is the Fog.

Note: If the Storm Knights are not with Sabella when she arrives at the warehouse, they enter to find the Fog trying to “abduct” the woman as she flees down the stairs into the warehouse.

THE FOG (REAL NAME: ADRIANNA BRUME)

Adrianna Brume was a librarian in a former life. She spent most of her adult life cataloging old texts and brushing dust off museum shelves. But when Dr. Mobius invaded, she found herself embroiled in a desperate effort to protect the ancient tomes she loved from his clutches. Adrianna’s moment of crisis came when she was trying to load yet another crate of sacred

books onto a small sloop and one of Wu Han’s operatives—the Iron Crocodile—appeared and attacked her friends.

Brume never thought of herself as brave, but watching the cackling Iron Crocodile steeled her resolve. She grabbed an armload of texts and her nearest ally, diving into the rising fog. She willed herself to become invisible and, amazingly enough, she did.

Ever since, Brume has fought the Nile Empire as the Fog. She rescues people and artifacts from Dr. Mobius’s clutches, using her ability to disappear into the mists of the Nile as a weapon against the agents of the Empire. Most recently, she caught wind of the Iron Crocodile’s pursuit of Sabella and her band of operatives and has been snatching them up one at a time and spiriting them out of Cairo.

Of course, she failed to tell Sabella or anyone else that she was doing so.

Quote: “That belongs in a—well, I’m not sure where it belongs, but it doesn’t belong to you!”

Attributes: Charisma 8, Dexterity 12, Mind 11, Spirit 11, Strength 8

Skills: Dodge 16, intimidation 13, maneuver 14, reality 13, scholar 14, stealth 20, survival 12, taunt 10, unarmed combat 13, willpower 14

Move: 12; **Tough:** 9 (1); **Shock:** 11; **Wounds:** 3

Equipment: Vision Goggles (gadget). She can see normally at night or in fog. Heavy cloak and cape (functions as light armor)

Perks: Super Skill *stealth* (*Power Enhancement*), Vision Goggles allow her to see through fog or at night (no bonus, just no penalty)

Limitation: Only works within 100 meters of a large body of water (size of a small swimming pool or greater)

Possibilities: 3

Special Abilities:

- **Fog Bank:** Adrianna can instantly create a fog bank and make a *Stealth* check even if she's being directly observed. To anyone she succeeds against, she is completely invisible.

- **Carry Off:** The Fog can extend her invisibility to anyone within five meters, though each person increases her enemies' check by +2.

- **Intimidation:** When she chooses to emerge from the Fog, she's naturally frightening. Her *intimidation* becomes Favored when the Fog appears.

- **Disorientation:** Adrianna becomes Favored on any *maneuver* or *Trick* checks used against enemies while she has a fogbank up.

Adrianna wants to rescue Sabella, even if she has to use the Storm Knights as a distraction—but she won't out-and-out abandon them. After she gets Sabella to safety, she'll return and use her *Intimidation* and *Disorientation* tricks to distract the Storm Knights' enemies. She isn't much of a factor in physical combat, but she can rescue injured Storm Knights and frustrate the Iron Crocodile and his minions.

THE FOG ROLLS IN

When the Fog steps out of her mist, she's quite imposing. In a voice shrouded by her heavy mask, she declares. "Sabella. I am here for you!" and lunges at the woman.

Sabella will try to escape down into the warehouse. If the Fog grabs her, she'll try to take them out the same way. Either way, the players can try to "rescue" Sabella, fight the Fog, or do whatever they think is most effective.

Ideally, the players spend a few rounds chasing the Fog and/or Sabella around the warehouse—a classic, heroic misunderstanding. It should end before anyone gets seriously hurt, and the Fog can even reveal her true intentions (to save Sabella) if necessary. However, once that battle has played out, the real fight begins.

With a tremendous rush of water and air, the Iron Crocodile surfaces.

CROCODILE ATTACK

Once the sub appears in the warehouse, it should become apparent the Storm Knights and Sabella need to join forces with the Fog—the true enemy has arrived. The hatches open immediately, and ninja frogmen, members of Wu Han's elite strike forces, arrive and attack.

NINJA FROGMEN (2 PER HERO)

Ninja frogmen are an elite group of Nile Shocktroopers employed by the Crocodile as his main enforcers. They are particularly adept in amphibious assaults.

Attributes: Charisma 6, Dexterity 8, Mind 6, Spirit 8, Strength 9

Skills: Dodge 9, find, 8, fire combat 9, heavy weapons 9, intimidation 10, water vehicles 10, maneuver 9, melee weapons 9, streetwise 9, survival 9, taunt 7, trick 8

Move: 7; **Tough:** 9; **Shock:** 8; **Wounds:** —

Equipment: Marine knife (*Strength* +2/11), Harpoon gun (Damage 13, Range 10/15/30)—on a Wound result, the target is pinned and cannot move until succeeding at a Strength DN 10 test), snorkel (breathe underwater)

Perks: —

Possibilities: None

Special Abilities:

- **Swim Fins:** Ninja Frogmen move at speed 8 in the water.

Two frogmen emerge from each hatch on the Iron Crocodile per round before the villains take actions.

The first out of the upper hatch mans the topside harpoon gun. It works like their personal harpoon guns but uses *heavy weapons* to fire, does Damage 15, and has double the range.

The frogmen are fanatics—or, at least, more scared of the Iron Crocodile than anything their enemies might do to them. They fight until rendered unconscious or killed or until told to retreat by their boss.

Once all the ninja frogmen are deployed, the Iron Crocodile emerges.

THE IRON CROCODILE

Recruited by Wu Han from a band of dockside enforcers, the Iron Crocodile specializes in mob tactics: Shakedowns, extortion, and bullying informants. He isn't above a bit of rough-and-tumble, however, and has a particularly vicious streak. This is only made worse by the suit of iron armor he "inherited" from a disgraced Nile villain who once served as Dr. Mobius's governor.

The Iron Crocodile's exo-suit gives him increased strength and toughness, though he does move rather slowly in it. The thug inside had the foresight to ask his master to install a breathing apparatus, however, so like his namesake the Iron Crocodile can breathe underwater.

Wu Han entrusted the Iron Crocodile with "policing" the dockyards and that's how he ran afoul of the Fog and became aware of Sabella's group's activities. He knows that if he brings in the Nile hero and the Delphi Council operative, Wu Han may arrange to have his suit's power increased still further. Otherwise, the Iron Crocodile may find himself inside a real crocodile.

Attributes: Charisma 8, Dexterity 8, Mind 10, Spirit 10, Strength 15

Skills: Find 12, fire combat 12, heavy weapons 12, intimidation 14, melee weapons 12, reality 14, streetwise 10, survival 10, taunt 12, unarmed combat 10, water vehicles 10, willpower 11

Move: 6; **Tough:** 19 (4); **Shock:** 10; **Wounds:** 3



Drawing too much attention brings trouble from Shock Troopers or a stint in jail.