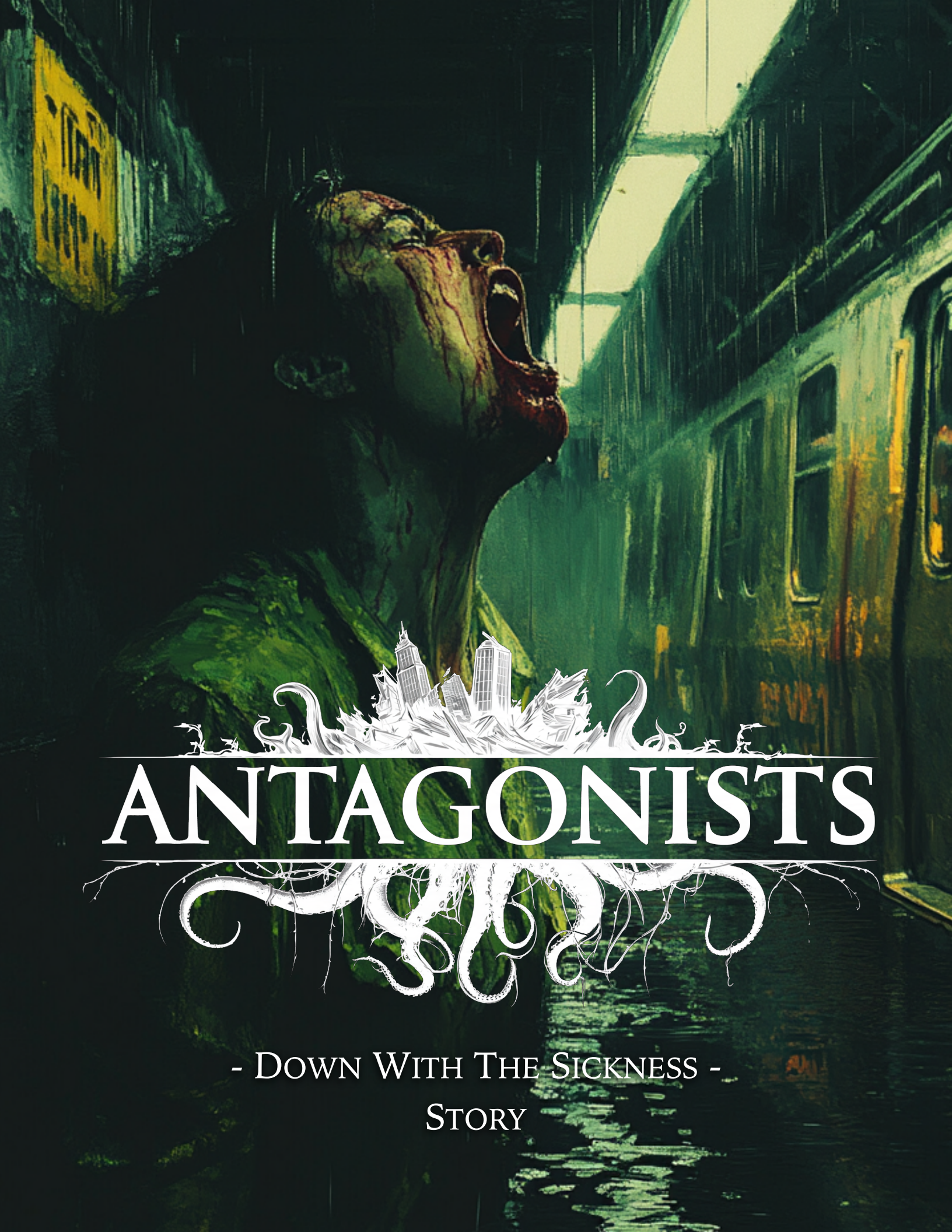


- Down With The Sickness -

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This document is a Story for Antagonists. If you don't plan to be a Game Master, don't read further.

The World of Antagonists

This adventure is pretty simple and straightforward. It uses many key mechanics from Antagonists and can be used as a first-game adventure. It starts with a pursuit and then a plot to solve and some moral choices. Lastly, the final should be stressful for the players.

Download the free rulebook for Antagonists here: https://antagonistsrpg.com

Read this adventure a first time and highlight the important parts for you or the ones that you don't want to forget.

Background

A group of travelling scavengers are hiding from a large monster in a subway station. Many members of the group are sick and unable to move, so escaping the monster is very risky without help. Some of the scavengers want to leave the sick ones behind to save the rest of the group. What will the protagonists do?

The protagonists will stumble on the monster as well and be forced to hide in the same subway station. The group of protagonists will be able to team up or confront the group. To make some allies, they will be able to rescue an exiled member and solve the mystery of why some are sick.




Metro Station
9 Street
8 Flooded Street
7c Unstable Wall
7a Car Wrecks
7b Breach
6 Collapsed Street
5a Street
5c Balcony
5b Alley
4a Car Wrecks
4c Backyard
4b Muddy Alley
3a Car Barricade
3c Back Alley
3b Muddy Alley
2 Car Wrecks
1 Empty Street
Start

Overview

The story begins with the protagonists being attacked by a large monster that they cannot beat. They will have to flee. The pursuit will end with the protagonists hiding in an underground subway station where a group of travelling survivors are already hiding.

Many members of the group are really sick, and some have already died. The group has exiled a member suspected to have supernatural powers and the cause of the illness. Unfortunately, some people have become sick after she was exiled. The protagonists will be able to find the exiled one in a tunnel and get more information about what is happening.

The protagonists will then be able to find more clues about the poisoning of the water that is causing all the sickness.

A visit to the Glare will be required to exit the subway station, and then, lastly, the monster encountered in the first part will come back for a final showdown.

Adventure Hook

This one is simple. The protagonists only have to be travelling into a large city with a subway station nearby. They will be attacked by a large monster.

The Adventure

Scene 1: The Pursuit

The protagonists are travelling in a big city with an underground subway.

They are walking in a street with old apartment buildings on each side. The lines of buildings on each side create a tunnel and many perpendicular streets are blocked by a large wall built by the army many years ago. A lot of car wrecks and debris are in the middle of the street.

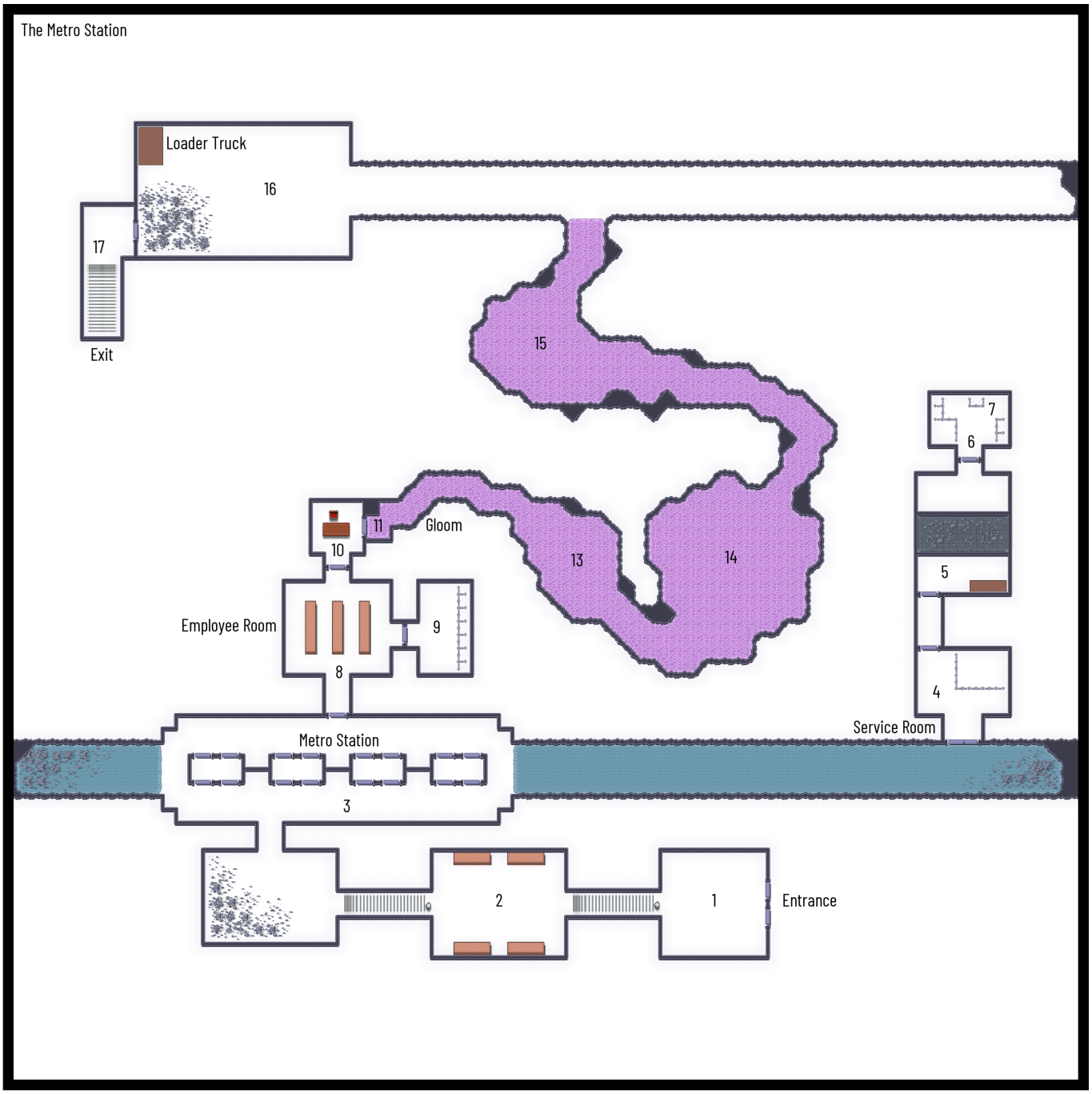
Suddenly, the protagonists hear the menacing scream of a large monster behind them. Try to add ambience with the description of the monster moving in the direction of the protagonists. Describe the monster's entrance with as much detail as possible. The monster is a Venontail.

The monster is colossal and unstoppable for the protagonists. If it catches up with the protagonists, it will attack them, trying to wound as many as possible. In the rare eventuality that the monster dies, add another one. The players cannot win this one at this point.

The monster will always move to the nearest protagonist or to the most cinematic locations. Describe what the monster does and add details about the collapsing buildings under the weight of the monster and cars flying around when the monster advances.

Describe every location with the main obstacles. You have to provide possible ways to resolve the obstacles but let the players choose how they want to do it.

- **Monster Start:** Give a head start to the protagonists. The goal is not to kill them but start with some stress and fear and maybe a few wounds during the encounter. Set the start of the monster 4 rounds away.
- **1. Empty Street:** This part of the street is almost empty so the protagonists can use a quick action to move to the next zone.
- **2. Car Wrecks:** Many car wrecks and debris block the street. Going through is normally easy but it's a lot harder in a hurry. An a**crobatics test with an advantage** is required to cross this path.
- **3a. Car Barricade:** A small barricade made of cars is standing tall across the street. The only obvious way to go through is to climb the barricade with an a**thletics test with a disadvantage**. As always, the players can find other ways to go through the barricade.
- **3b. Muddy Alley:** The path is clear but there is mud on the ground. A Quick Action can be used to go around or an **acrobatics test with an advantage** can be done to avoid falling on the ground.
- **3c. Back Alley:** The back alley is clear with no obstacles.
- **4a. Car Wrecks:** Again, there are a lot of car wrecks blocking the street. An **acrobatics test with a disadvantage** is required to rapidly go through.
- **4b. Muddy Alley:** The path is clear but there is mud on the ground. A Quick Action can be used to go around or an **acrobatics test with an advantage** can be done to avoid falling on the ground.
- **4c. Backyard:** An old fence is blocking the path. Climbing the old fence is possible, but the fence is very unstable, and an **Athletics test** should be done with a disadvantage. The best way to go through is to break the fence with an **Athletics test with a disadvantage**. When the fence is broken, anyone can pass through without any test.
- **5a. Car Wrecks:** A few car wrecks are blocking the street. An **Acrobatics test with an advantage** is required to rapidly go through.
- **5b. Alley:** The alley is clear; no test is required to go on this path.
- **5c. Balcony:** The protagonists see a building with a balcony allowing them to go around the building. A stair allows them to access the balcony, but it's behind a closed door locked with an old padlock. It's possible to climb on the balcony with an **Athletics test**. Falling requires an **Athletics test with a Disadvantage** to resist a wound. It's still possible to pick the padlock with some tool and a **Sleight of Hands test with an Advantage**. It's also possible to break the lock with a heavy tool and an **Athletics test with a Disadvantage**. When the padlock is broken, everyone can go through the balcony.



- **6. Collapsed Street:** The street has collapsed, and a hole is in the middle of the street. It's possible to jump over with an **Athletics test**. Someone can also push an old advertising billboard over the hole to allow everyone to cross without a test. It needs a successful **Athletics test with a Disadvantage**.
- **7a. Car Wrecks:** Many car wrecks and debris block the street. Going through is normally easy, but it's a lot harder in a hurry. An **Acrobatics Test with an Advantage** is required to cross this path.
- **7b. Breach:** A collapsed wall allows them to enter the building. A stair allows them to climb to the second



floor. Suddenly, the floor collapses under the feet of the first protagonist. An **Acrobatic Test with a Disadvantage** can be required to avoid falling. Other protagonists can jump with an **Acrobatic Test with an Advantage without the disadvantage** after the collapse. A protagonist failing the test falls to the street and must roll an **Athletics** test with a Disadvantage.

- **7c. Unstable Wall:** The protagonists can continue to run in the building. A part of the front wall of the building is still there but threatens to fall on the street. If the protagonists simply want to continue, they can do an **Athletics Test with an Advantage** to avoid the debris. If the monster is in the street at the same location, a protagonist can do an **Athletics Test** to push a part of the wall on the monster. The monster will be stuck under the debris for a few rounds, causing the pursuit to end. It's not enough to kill the monster and trying to attack the monster is not a good idea since the monster will be able to get out of the debris after a few rounds. Pushing the wall before the monster will slow the monster that will need to climb the new debris. The protagonists will gain a round with the monster not moving to the next zone.
- **8. Flooded Street:** The street is flooded at this point. An **Athletics test** is required to cross the water.
- **9. Street:** The street is clear and it allows them to reach the entrance of the subway station.

Subway Station: The protagonists can try to enter but the door is locked. A **Sleight of Hands Test with an Advantage** or an **Athletics Test** can allow them to open the door. A character can then make an **Athletics Test** to move a vending machine to block the door.

Scene 2: The Subway Station

Encounter 1: The entrance

Tell the players that the monster is very angry about losing their lunch. They can hear the monster near the door, and getting out is a very bad idea. The protagonists will have to go deeper into the station.



Claire Williams
Leader



Robert Pépin



Jacob Maurice



Lexie Fleury



Amelie Taillefer



Leon Potvin





Subway Stairs: The protagonists must go down the stairs in the station. The floor is filled with government propaganda.

The deeper the protagonists go, the darker it becomes.

> Light management is important to add the fear of running out of light. At the start of every important encounter, ask the players if they want to use a source of light for the duration of that encounter.

Encounter 2: Bottom of the Stairs

The protagonists can see flashlight's rays and they can hear people talking. Two scavengers are looting the old vending machines, and they haven't heard the protagonists. They are not aggressive and will surrender or try to avoid any combat. They will suggest bringing the protagonists to the rest of the group.

> You can use Leon Potvin as one of the two scavengers. If the protagonists are aggressive and kill the scavengers without talking to them, you may prefer to use Leon later in the story. Just decide that the two scavengers were generic survivors.

Encounter 3: Subway Cars

After navigating in the subway, the protagonists arrive at the decks. A subway train is parked between two decks. It's possible to see inside by the large windows.

On the deck nearby, two cadavers are under blankets. Those are the cadavers of people dead from a mysterious illness.

The theme now changes from action-packed story to darker topics with dead people. Some themes should be completely avoided with some players, but generally, it's more about the description given than the topic.

If dead people is a theme to avoid completely, do not talk about those cadavers. If it's okay, just tell the players that there are two cadavers under blankets. Do not give too much description.

If your players like horror movies and being uncomfortable, add more description about the odour, the blood on the floor, and maybe one of them is the size of a child.

A protagonist can try to do an autopsy on a cadaver with a Knowledge test with a disadvantage. When doing so, large larvae burst out of the cadaver. They are not dangerous at this phase but have eaten the interior of the bodies.

Inside the Train: The train is composed of four cars.

The place is full of people sitting on the benches in front of makeshift tables or sleeping in sleeping bags on the floor. A whole community of about 20 persons is there. They are known as the Orphans Coalition. The moral looks very low, but some hope appears when they see the protagonists.

When the protagonists approach a car's open door, everyone is looking at them. If they are with the two previous scavengers, everyone will be happy to see people that can help. If the scavengers are dead, killed by the protagonists, the community will be on the defensive but will not attack. They are very angry that the protagonists have killed the two members, but they need the players' help.

There is a workbench near the train that can be used to repair, craft, and upgrade items.

Scene 3: The Community

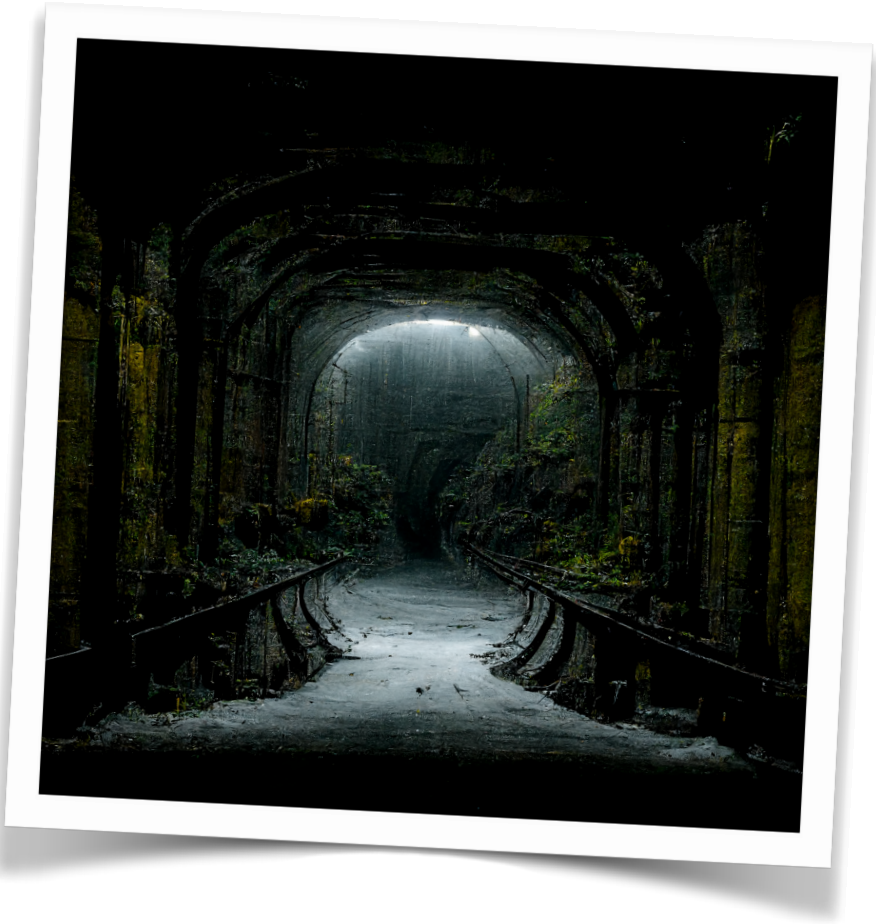
The community was formed of 18 survivors. Here are the six that will interact with the protagonists. <u>Don't read out loud this section to the players.</u>

Claire Williams: She's in her 50s and she's a tough but just leader. She does what she has to do to keep everyone alive. She recently had multiple heated conversations with Robert. She wants to leave the subway station and leave the sick behind.

Robert Pépin: He's a tin man in his 60s. He's currently challenging Claire's leadership. He doesn't want to abandon the sick. He is a doctor, so he can heal the protagonists if needed.

Jacob Maurice: Jacob looks like a nice guy in his 30s. He's strong and always available to help. He's neutral in the

recent conflict about saving the sick or leaving without them. He's angry at Robert for exiling Ophelia.



Lexie Fleury: Lexie is a small and very bright woman. She's on Claire's side. She's the one that has added the larvae's eggs in the water (more information about that later).

Amelie Taillefer: She's young, about 12 years old, and resourceful. She's always ready to help. She's neutral and cannot vote since she's too young. She has a cat named Lily.

Leon Potvin: He's in his mid-thirties and he's a Runner. The protagonists can guess his job just by looking at his clothing. He was doing a run when he met the group a few months ago. He's now on Robert's side and wants to save everyone.

Oreo: Oreo is a dog who lost his human mother a few months ago. The group now takes care of the dog.

Lily: Lily is Amelie's cat.

Protagonist's contact: Add a few of the protagonists' contacts. Only add a few to limit the group's size. The contact has joined the group a few weeks or months ago.

The other members of the group are 10 men, women, and children. Distribute the gender and age like you want in the following groups:

- Two are recently dead of sickness.
- Four are very sick with a strong fever and in bed, not able to move without a stretcher.
- Four are well and able to move, but some are very old or very young.
- One (Ophelia) was exiled a few days ago.

Introduce the six main non-playing characters to the protagonists.

What the Protagonists Can Learn

The protagonists can talk to any member of the group to get the following information. Try to use the six main non-playing characters to talk about those topics.

- They were 16 members when they entered the subway one week ago.
- Two members of the group have already died from the sickness. Four are sick in bed and need help.
- The group cannot move out of here because of the sick members and the large monster outside. Maybe some will feel better in a few days.
- The sickness started a few days before being attacked by the monster outside.
- The group has 40 rations (about 2.5 days) left of food. They only have 1 day of water left, and it's a problem. The water that floods the subway is not drinkable.
  - They have found a place with fresh water, but they have heard strange noises, so they have blocked the door going in that direction.
- They have exiled a member of the group, "Ophelia Vincent", three days ago. She was suspected to be corrupted and to have caused the sickness with supernatural powers. Unfortunately, the sickness continued, so they are considering going after her to bring her back.
  - Robert asked for a vote, and the vote passed to exile her.
  - Jacob wants to go get her back but is looking for people to go with him.
  - He's angry at Robert for calling the vote that has exiled Ophelia.
- Some people are considering leaving the 4 sick members behind.
  - Claire and Robert already had a tense discussion about that. Claire wants to leave people behind before running out of food, but Robert refuses to let people die.
- They must find a way to bypass the monster outside, or many members of the group will not be able to make it alive.



The Prisoner

One of the subway wagons is used as a prison. The doors are blocked from the outside. When the protagonists approach the wagon, the woman will talk to the characters.

Her name is Veronica Smith, but the protagonists can call her Vero or simply V. She's super friendly and cute. She will

ask the protagonists to go talk to Claire about getting her out. She was organizing and reviewing the equipment of the group when Robert Pépin accused her of stealing. She's pleading not guilty.

She has hidden her backpack nearby, and she's willing to give it to the protagonists if they can have her out. She also tells the protagonists that she can be useful to get out of here.

Talking to Claire about Veronica: Claire doesn't know for sure if Veronica is a thief or not, but she can be dangerous if not guarded. With a little bit of persuasion test with a Disadvantage, she will accept to have her liberated if the protagonists assure her they will watch her days and nights.

Veronica's backpack: Her backpack is hidden behind some rubbles nearby. Almost all of her stuff was robbed from other members of the group.

- 10 x Matches
- 3 x Bomb, Smoke
- 4 x Battery
- 5 x Candle *(Stack)*
- 6 Slugs
- Backpack, Small *(Stack)*
- Dark Clothing with metal band logo
- Fireworks
- Flashlight, Plastic
- Lock-Picking Tools
- Oil Can

About Veronica: Veronica is a thief and she will not hesitate to push a character in front of a monster if it can save her life. She will still try to help if she can make allies to abuse them later. She has stolen the "Dark Clothing with metal band logo". If she doesn't need the protagonists anymore, she can give it and then say that they have stolen it.

Healing the Sicks

The first step to help those who are sick is to do a diagnostic. It requires a Knowledge test with a Disadvantage.

It's possible to heal the ones that are sick. It will require emptying their stomach with extreme measures or a surgery. Don't ask the protagonists to roll the test now, but be sure that someone is checking everyone that is sick. The tests will be rolled after a few days or weeks of rest for the patients. Story-wise, the tests will be rolled at the end of the story when the protagonists are out of the subway. If the test is successful, the patients will survive.

Scene 4: Searching for Ophelia the Exiled

Jacob wants to get back Ophelia, who was exiled in one of the tunnels. Unfortunately, no one is willing to go with him. He will ask the protagonists for help. He doesn't have a lot to offer except for his weapon, a baseball bat with nails and spikes. Consider the weapon has a baseball bat of superior condition. He also has about 20 Slugs and 20 Scraps to barter. Let the players negotiate, but don't give too much. If the protagonists don't want to help for a

reasonable value, he will go alone and never come back. Go to Encounter 9.

The tunnel is flooded with opaque water and blocked by rumbles on one side. It's impossible to go this way. When she was exiled, Ophelia left by the other side of the tunnel.

Two makeshift rafts are secured at the tail of the last car of the train. Each raft can hold 3 passengers. One large pole per raft allows it to be moved around. The water level is about 1.5 metres (5 feet) high, so falling in the water can ruin a backpack full of equipment, but it's possible to touch the floor.

Catchers will attack the protagonists after a while. They will try to push the protagonists into the water to let those still in the water attack the easy prey. Use two water Catchers per protagonist to have a fair combat.

Catcher: One Catcher per protagonist will jump out of the water to push their victim into the water. If a protagonist falls in the water, the remaining Catchers will bite them. Continue this process until all the Catchers are dead. Protagonists can help each other to get back on the raft and avoid the one in the water. Try to have a dynamic fight with the protagonists trying to stay on the boats.

A few metres further, a door with "Service Room" written over it. The tunnel continues for about 1 kilometre but is blocked by rubbles.

Encounter 4: Service Room

A service door is on the side of the tunnel, and the door is open. A makeshift raft is just on the side. The subway continues in the darkness. If the protagonists want to continue on the tunnel, Jacob will ask to go through the service door.

The room is filled with old electric devices to make the subway work. There are many shelves with old, rusty equipment. A workbench is on the side of the room.

An enclosure made of metal fences is on the side of the room. The fence does not reach the ceiling, so it's possible to climb over. A door with a rusty lock allows the enclosure to be opened. Inside the enclosure, the protagonists can see rusted equipment but also tools, clothing, and a first aid kit.

The protagonists can force open the lock with a tool and the Athletics rating using a difficulty of 2. A lock picking test can be done with a Sleight of Hands test with a Disadvantage if the protagonists have lock picking tools. Finally, the protagonists can climb the fence with an Athletics test with a Disadvantage. Failing the test causes 1 wound that can be resisted with an **Athletics with an Advantage**.

The protagonists can search the enclosure to find the following:

- Tool, Electrician's Kit
- Tool, Mechanics Kit
- Clothing with the "non-conductivity" descriptor
- 10 Scraps
- First Aid Kit, Small (5 uses)

Since there is a workbench in the room, it's time to introduce the players to how the crafting, repair, and upgrade system works. The rules for crafting are simple enough, but please read the rules in the Core Rules book.

A closed door at the back of the room allows the protagonists to go to the Rainwater Reservoir.

Encounter 5: Rainwater Reservoir

An Hunting Trap is carefully placed in front of the door. It's dark and hard to see. An investigation test with a disadvantage is required to avoid it. On a fail, it causes a wound to a leg.

It's a very large room with the centre of the room lower than the entrance and the exit on the other side of the room. The middle section is an empty reservoir. The reservoir is about 4 metres large and 10 metres deep. It's generally used to purge the water from the tunnel if there is too much rain. Multiple switches and machinery boxes are on the side of the door where the protagonists entered.

Normally, a metal bridge is used to cross over the reservoir, but the protagonists can see it at the bottom of the reservoir. Fortunately, a makeshift bridge made of wood is on the other side. Someone has crossed the reservoir and has removed the bridge after crossing.

The reservoir is about 4 metres large, so it's a pretty long jump to do. An **Athletics test with a disadvantage** is required. On the side of the door, there are some switches that can allow water to be transferred into the reservoir. It's broken and rusty. A Technicals test with a disadvantage can allow it to be repaired and filled with water. The protagonists will then be able to swim across. Furthermore, there are some pipes on the ceiling that can be used to throw a rope across.

The door on the other side goes to the Pipe Room.

Encounter 6: Pipe Room

This room is filled with pipes that go in all directions. A silhouette is moving in the darkness; it's Ophelia, but it gives some doubts to the players.

Ophelia has a wound on her arm and she's angry to have been exiled. She doesn't have a lot of food left, so she will follow the protagonists back to the main group. She had searched for a way out but didn't find any.



The way back to the community goes without a problem, so you can skip it or just summarize it.

This room is a dead end.

Encounter 7: Meeting Ophelia

Ophelia does not have supernatural power, but she's a Toxin-Breather. She's also some kind of alchemist and produces chemicals and drugs. She will ask for food, and she's willing to pay with chemicals and drugs.

The protagonists can buy stuff from her. With Slugs or rations.

- Aphrodisiac Oil (2 Slugs)
- Candy Pill (2 Slugs)
- Extinguishing Powder (1 Slug)
- Hallucinogen (2 Slugs)

Scene 5: Getting Clean Water

At this point, the group of survivors is talking about leaving. Claire still wants to leave without the sick, and Robert wants to leave with everyone.

Leaving with the sick will greatly slow down the group since it will need 2 healthy persons to carry a sick one on a stretcher.

Before leaving, they will need to refill the water skin with fresh water and clean water.

The group of scavengers is out of water, and they ask the protagonists for help filling some water bottles. The water in the tunnel doesn't look clean, but they have found water in the "Employee Only" section. Unfortunately, they heard strange noises the last time, so they don't want to go there alone.

> It's possible that the character can have access to clean water and doesn't need to go there. If it's the case, find another way to bring the protagonists there. It can be to explore in hope of finding a way out.
>
> Lexie will still try to put eggs in Robert's bottle. Check the next text in frame for more information about that.

Lexie, Leon, and Amelie will go there with or without the protagonists. Jacob will stay behind to protect the sick

scavengers. The group leaves the camp with multiple empty bottles.

Encounter 8: Employee Room

The door is barricaded from the protagonists' side. The scavengers have blocked the door since the last time they tried to go that way.

It's a medium room with many lockers. An old guitar *(large)* is on a bench.

Four lockers are locked with simple locks. A Sleight of Hands test with a Disadvantage allows unlocking a lock if the protagonists have lock-picking tools. It's also possible to break the locks with an Athletics test with a Disadvantage but requires a heavy tool and is very loud.

- **Locker 1:** Clothing with the "durable" descriptor, 5 Scraps, and a hammer.
- **Locker 2:** Clothing with the "impermeable" descriptor, 10 Scraps, and 2 walkie-talkies.
- **Locker 3:** Clothing with the "non-conductivity" descriptor, a whistle *(stack)*, and firecrackers.
- **Locker 4:** Clothing with the "uniform - Subway" descriptor, cosmetics, and a flashlight, headlamp.

A door allows going to the showers, and another one allows going to an office.

Encounter 9: The Showers

This room is divided into two parts: one is the showers, and the other is composed of multiple bathroom stalls.

A crack in the wall allows the water to enter the room; everything has rotted. The water running out of the wall looks clean.

Lexie starts to fill the bottles.

This part is important for the story.



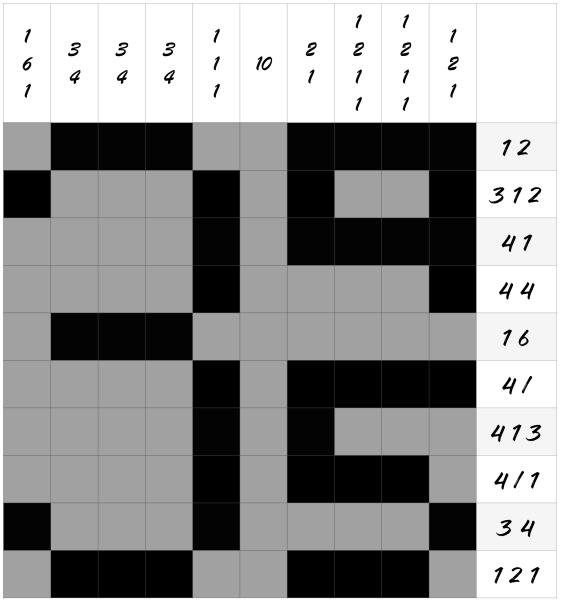
The protagonists can see Lexie add something to Robert's bottle. An investigation test (3) is required to see it. Everyone can do the roll. The story will only be better if someone is able to see it, but don't worry if everybody fails the test; mystery is also nice.

If confronted with an intimidation test with an advantage, she will confess. It was small worm eggs that will make him sick.

At this point, the protagonists may ask her more questions about the other persons that are sick. She will confess everything.

- Claire asked her to do it the last time they got water. Robert challenged her leadership, and she didn't like it.
- Robert refilled other water bottles with his own, so many members were infected. It was an unfortunate accident.
- Now, Robert refuses to leave without the sick ones, so everybody will die. They have to get rid of Robert for the better good.
- She will ask the protagonists and the people around to stay silent. They need to leave without the sick one.

Hi Alex,
I have to go but I putted your things in the safe. Here is a little puzzle for the code. I hope you will find it!



Meg

- If asked about where she got the eggs, she said she found them a few weeks ago and she only has a few left.

If the protagonists don't see Lexie putting larvae's eggs into Robert's bottle or if they prefer to let Robert drink the water, he will fall sick a few hours later.

A door allows access to the showers, and another one allows access to the office.

Encounter 10: The Office

This room is an old office with a desk and archives.

When entering, the protagonists hear noises of moving creatures. Hidden behind the desks and other pieces of furniture, the protagonists can find Gloomy Mice. Those are peaceful and fearful. If chased, they will try to escape to the storage room by using the window on top of the door.

There is a safe in the room. A protagonist with the safe cracker specialization and tools can do a Sleight of Hands (4) to open the safe.

There is a letter on the safe with a puzzle to find the 3-digit combination. A protagonist can do a Knowledge test with an Advantage to try to remember the rules. You can get all the explanation here https://en.wikipedia.org/wiki/Nonogram. The result is 3 - 9 - 5 and the block colours are inverted. Check the

annexe at the end of this document for the puzzle sheet.

Here's what's in the safe:
- Watch, Automatic
- 4 x Batteries
- Camera, Instant
- Camera's Instant Film (600 Photos)
- 4 x Disc, DVD
- Book, Novel

If the players don't want to resolve the puzzle, you can only ask for a Knowledge test (5) and give the answer.

A barricaded door allows access to a backroom. Read the next encounter to know more about that door.

Encounter 11: Storage Room

The door is locked and barricaded. A small window over the door allows a small person to go through the room. Amelie will be willing to go through if someone can help her climb. No test required.

> Amelie will describe what she sees:
>
> *Oh my god, it's a… long tunnel with a lot of colours. There is vegetation everywhere. There is a crowbar used as a bar to block the door. There is also a cadaver on the floor. I can go down in the room to remove the crossbar.*

It's a small room with many shelves with rusted and useless stuff. The main attraction is an entrance to the Glare. The Glare is colourful and full of weird vegetation and insects. Even the air is colourful.

If the protagonists search the room before entering the Glare, they can find 10 Scrap with a successful investigate test with an advantage.

The Glare goes through one wall and joins the subway tunnel. It goes "over" the rubble that was blocking the path in the real world. It looks like a way out.

Lexie, Leon, and Amelie suggest blocking the door from the protagonists' side and going to get the group. It can be a way to leave the station without returning to the surface and confronting the big monster.

Scene 6: Politics

Encounter 12a: Confronting Claire

This encounter is optional. It will only work if the protagonists spot Lexis putting Worm Eggs in Robert's water bottle and want to confront Claire.

If asked and pushed a little, Lexie will confess in front of everyone. Claire will defend herself but also confess. She was doing it for the better good.

- Robert will suggest sentencing Lexie and Claire to death by making them drink the water from his bottle and then leave the station with everyone except Claire and Lexie.

- Claire will suggest restraining Robert and leaving with only those not sick.

If the protagonists do not change the balance, Robert will win.

Encounter 12b: Not Confronting Claire

If the protagonists prefer to let Robert drink his infected water, he will wake up sick the next morning and his health will decrease rapidly.

- Claire will easily convince the group to leave without Robert and the sick one.

Scene 7: Leaving the Subway Station

At this point, the group should be ready to leave with or without the sick one. They will gather their stuff and then move on.

They don't like going through the Glare, but it's the only solution for now.

If the sicks are part of the expedition, they will be moved on makeshift stretchers. It requires 2 persons for every sick one, and there are four.

People who can carry someone on a stretcher:
- Claire
- Robert (if not sick)
- Jacob
- Leon
- Lexie
- Ophelia
- Veronica
- Protagonist's contact
- The protagonists

People requiring the help of 2 persons to move:
- 4 sicks
- Robert (if sick)

People who cannot help but don't need help:
- Amelie
- Lily
- Oreo
- Other members of the group (old one and young one)

Be sure to know how it will go. It will be useful further in the story. As always, the protagonists can help or not.

Encounter 13: The tunnel in the Glare

The Glare follows the subway tunnel.

If the sicks are with the protagonists, the group walks at a slower pace than usual. Everyone is scared to be there.

After some walking, a member of the group gets grabbed by a tentacle-like vine. It's a plant monster named Glare Sundew.

The plant looks like one entity, but it's in fact multiple ones.

There are two ways to defeat this encounter: fight or flight. If the sicks are with the group, fleeing will be harder. Running to pass through the plant's

vines will take 2 combat rounds. With the sicks, it will take 4 combat rounds.

When a target transporting a sick one on a stretcher is hit, both fall on the ground.

Try to have this combat as dynamic as possible. Members of the group should fly in the air (don't roll test, just describe the situation) and the sick ones falling on the ground and needing help to move. Have the players choose who to save and who to sacrifice. Also have the protagonists go in the spores and then change their strategy. Have some of the group members run for their life and others trying to fight. Let the players take control of the situation and give orders if they want.

Here are some useful rules for this encounter:

- Standing up requires a Quick Action.
- Dragging someone on the ground alone is possible but at half speed. Someone or something dragged weighs half.

Encounter 14: The Shrine and the Red Vines

The protagonists walking in the Glare enter a "room" that looks like some kind of shrine. Red Vines are all over the place and look like they are squeezing the Glare. The Red Vines can move and the sap is poisonous so the protagonists better watch out. Someone scratched by the thorn will get infected.

In the middle, some kind of human-made table with a strange cult mask on it. It also holds an Oath Trinket with 6 Screaming Stones around. The Screaming Stones are constantly vibrating and the Summoning Oath Trinket (pendant) is strangely cold to the touch. A note written in English shows the following "Hold it when in need".

The entities from outside our world are fighting each other or just trying to survive. Use this encounter with the Red Vines to show this concept to the players. It can be subtle at this point.

There are many factions in the city. One is like a cult that wears strange masks and venerates deities from outside our world. Use this moment to introduce this twisted faction that you will be able to use in your next adventures.

Using the Summoning Oath Trinket (pendant): When held tight and warmed, an opening in the Glare will open, and an old man will appear. The portal closes after him. He's a skinny old man with a white, dirty robe. His name is Garry. He will try to help the person that was using the trinket and will simply leave when he thinks his mission is done. He's not really helpful but can be used to give information to the protagonists about supernatural things. The protagonist who used the pendant is now bonded to it and will be summoned when someone else holds the pendant tight.

Encounter 15: The Merchant

The protagonists start to hear the sound of metallic objects hitting each other. Someone is coming with noisy equipment from behind them.

A few seconds later, they see Old Nick. An old man selling stuff. He can travel into the Glare and have it move for him. He has common equipment and rare things to sell. He has many items to sell. All under 20 Slugs. Improvise what he has on him. He doesn't have many of each type.

People in the group of survivors are suspicious and are not sure, then want to do business with him. Claire and Robert don't want to do business with him at all, but the others are willing to buy and sell normal stuff. Ophelia will try to do some secret transaction with him.

If the protagonists try to rob or kill him, he will vanish deeper in the Glare, and some monsters can appear.

He has the following stained objects:
- 5 x Fire Jelly *(stack)* (1 Slug)
- 1 x Air Octopus (5 Slugs)
- 3 x Purple Dust (5 Slugs)
- 1 x Anti-Toxin Slugs (20 Slugs)
- 2 x Rizen Acorn *(stack)* (20 Slugs)

Encounter 16: The Showdown

After a few hundred metres more in the Glare, the protagonists can see an exit to return to the normal world. The protagonists are back in a subway station.

Back in the subway station, the protagonists are at the end of a maintenance tunnel full of machinery.

There is a door with a sign "Emergency Exit," but the door is behind a big and heavy pile of rubble. The rubble is too heavy to be pushed away by hands. The protagonists can try to go in the tunnel, but they will attract Skulks, and they will have to fall back to the end of the maintenance tunnel. The Skulks will also follow the protagonists into the Glare if they try to hide there.

Fortunately, there is a loader truck in the corner of the room. It needs repairing with a technical test with an Advantage. Gas is low, but there is enough to operate the loader truck. There are also 8 propane tanks on another corner. The propane tanks will not be very precise to remove the rubble, but it is possible to remove everything with the loader truck. The propane tank will be useful for the combat against the Skulks.

The truck is very loud when it starts, and it will attract monsters that the protagonists will hear howling in the distant tunnel.

Using the truck requires a drive test with an Advantage every round. With time, the protagonists can remove all the rubble, but since they will try to do it as fast as possible, the test is required to add suspense. To remove all the rubble, a

total of 5 tests must be successful, and only one test can be done every round.

Skulks arrive attracted by the noise made by the truck or any other loud noise. Have one Skulk per protagonist. Don't forget to have one for the one driving the loader truck. Skulks will attack the protagonists but the survivors as well, so some protagonists will be able to help other characters. They will also attack the driver of the loader truck, so the other protagonists will have to protect the driver. Have new Skulks arriving every round to keep the challenge at a higher level.

It's the end of the adventure; you can be lethal and seriously harm or even kill the survivors and the protagonists.

- **Round 1:** The Skulks arrive
- **Round 2:** The loader truck starts to make weird noises
- **Round 3:** The loader truck stops and needs repair to continue.
- **Round 4:** Loud noises from the ceiling and falling rocks. Something is trying to get inside.
- **Round 5:** The Venontail enters the room from the ceiling. It will devour a Skulk or a survivor depending on what is more dramatic.
- **Round 6+:** The Skulks and the Venontail continue to attack the protagonists and the survivors.

The protagonists and the survivors can escape when all the rubble is removed. Behind the door, a stair allows them to go to the surface.

Encounter 17: Fresh Air

The Skulks and the Venontail will stay in the previous room fighting each other. The protagonists have escaped and are now safe.

It's time to roll the Knowledge test for every patient who was previously attended. The test is done with a disadvantage, but with a disadvantage if the patient had a hard time or was not moved safely. If the test fails, the patient dies or has died during the transport.

If the protagonists were not with the group of survivors and return to the subway station, they will find the survivors dead, eaten by some Skulks.

Hi Alex,

I have to go, but I put your things in the safe. Here is a little puzzle for the code. I hope you will find it!

1 6 1	3 4	3 4	3 4	1 1 1	10	2 1	1 2 1 1	1 2 1 1	1 2 1	
										12
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Meg