



the World of Darkness

D.E.A.T.H. PLC



D.E.A.T.H.

PLC

BY JASON C MARSHALL
A WALKS FOREVER PRODUCTION

A Green Tomorrow,

A Grey Today

The shopping center was a typical clone of all other shopping centers, vast and labyrinthine, with store after store of food, clothes, toys, house hold items, DVDs and other stuff. Hundreds of people thronged the place, milling like so many ants on the jungle floor.

Gustav Trask still couldn't believe such places were needed, these vast caverns that served as shrines to the consumer world. For each of these things built, entire areas were stripped bare and rendered completely dead to nature, never again to be able to host plant life unless it was in a planter.

He stopped at a set of potted plants artfully arranged and placed to look pleasing. He touched one and sighed.

Fake.

It figured, he mused.

Gustav continued his wanderings, his cane clicking on the ground as he walked. A small group of children ran past, screaming about the holiday season. A mother, tired and worn, passed by, pulled by two more small children, screaming about wanting this and that from Santa.

Trask smiled, thinking of his own children and the coming holidays. It was for them he was devoted to his work to see the planet and man to a better more "green" future. One where such travesties as this urban nightmarish shrine to the almighty Euro wasn't needed.

But for now they were needed, to help usher in the future that would be safe and beneficial for not only his children but all children, and their children, and so on.

And to do that the corporation had to be in control, letting the masses know that there was a greener tomorrow by assisting them today.

He moved into a large drugstore, walking slowly down the aisles, his cane clicking as it hit the ground with each step. He rounded the corner and entered the pharmacy area, and looked over across to the shelves of pill bottles that lined the walls.

At least a quarter of them had the D.E.A.T.H. PLC coat of arms logo on them.

Trask smiled and walked off, the sounds of the cane overshadowing the cries of infants, the PA system blaring about the daily specials and the general murmur of the crowds.

Today for tomorrow.

Credits

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About the author: I am 37-year-old guy living in Ontario, Canada. I have been playing RPGs since 1978 and have played so many I have lost count. My

personal library, while not equal to some out there, fills five 6-shelf shelving units of RPG books and the White Wolf collection alone is substantial. I currently own all the published White Wolf books for World of Darkness, both old and new, as well as all of Aeon Trinity, Aberrant, Adventure and Street Fighter.

I occasionally run games in my hometown for a loyal following of players and never seem to lack for people wanting into my campaigns for some reason.

You will need a copy of White Wolf's **World of Darkness Main Rule Book** to use this fan supplement as well as a copy of the **F.E.A.R. Corporation Fan Core Book**. Owning copies of **Vampire the Requiem**, **Werewolf the Forsaken**, **Mage the Awakening**, and even **Promethean the Created** is advised as well.

Coming Next

Erickson House for the Homeless





Disclaimer

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World of Darkness

FEAR Corporation: Rivals

D.E.A.T.H. PLC

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Introduction

Rival Corporations: D.E.A.T.H. PLC is the first of the books covering the eight rival corporations to the F.E.A.R. Corporation. Each of these fan supplements will have details of the public and shadow project along with stats on NPCs, any extra rules and options, and so forth to help the Storyteller and players use them more effectively in a campaign.

type as well as expanded information of some of the stuff the company has found.

Please remember that these rival corporations are not real, so trying to hunt down their offices to enlist to help them take over the world will not work.

Mood

Like all corporations the mood of a game will be intrigue mixed with innovation about what they are doing.

Theme

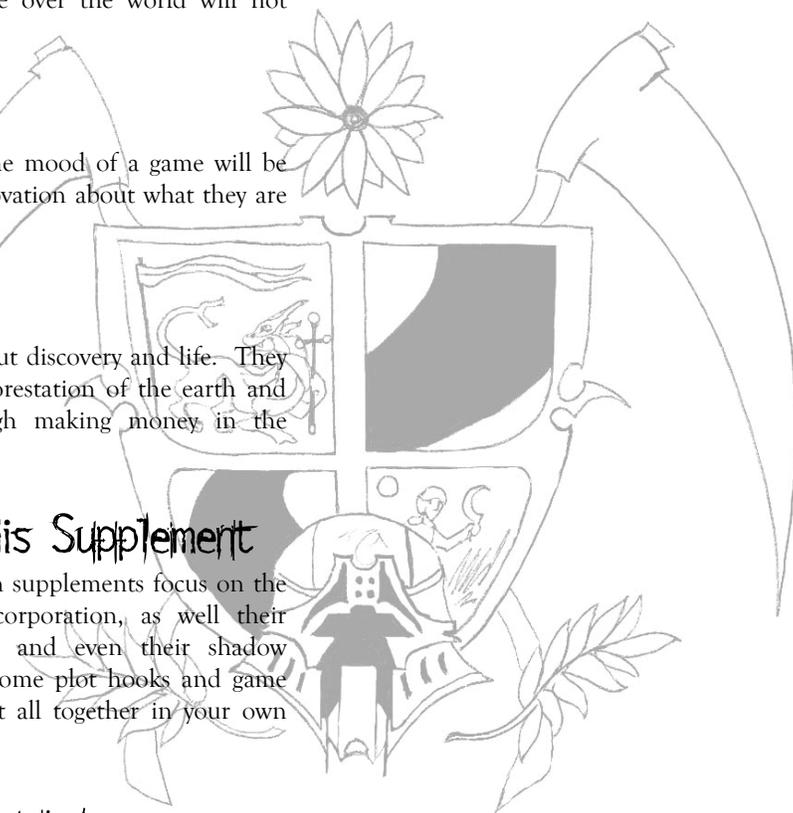
DEATH PLC is all about discovery and life. They are dedicated to the reforestation of the earth and the environment, though making money in the process never hurts.

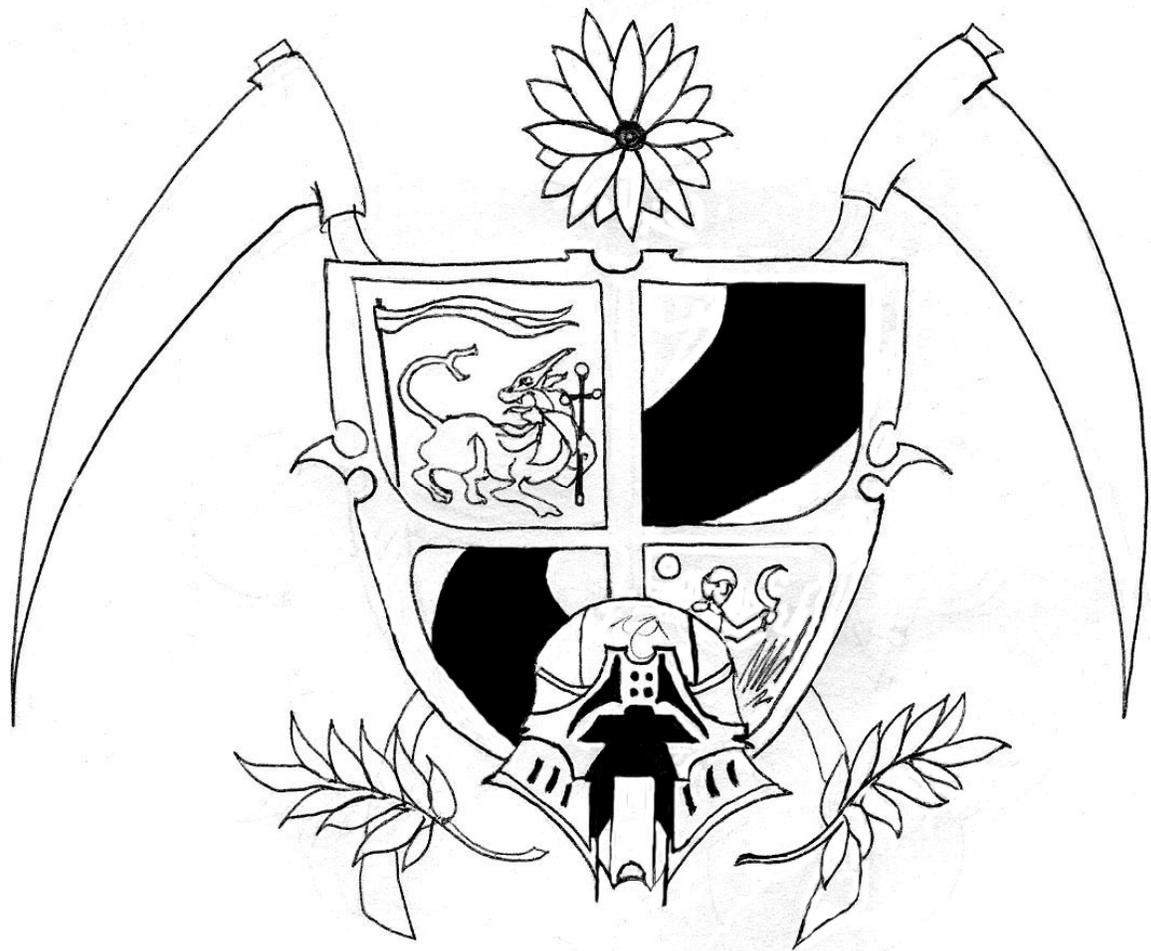
How to Use this Supplement

The Rival Corporation supplements focus on the key personnel of the corporation, as well their projects, areas of work and even their shadow projects. Included are some plot hooks and game mechanics to help put it all together in your own campaigns.

Chapter by Chapter

Chapter One covers expanded background on the corporation itself. Chapter Two has expanded info on the key players of the company as well as their agents. Chapter Three has expanded information on the secret projects of the company. Chapter Four has Shadows of South America, which is a brief general overview of the area for each supernatural







Chin watched quietly as the morning fog swirled in the valley, creeping around the trees like a living thing. He could hear the sounds of animals down there and part of him was chilled because he was not native to this almost sacred place of nature, yet here he was, ready to traipse down into it and forage like the people of old, for herbs and plants.

Only in this case, Chin was accompanied by a small team of heavily armed guards because the last time Chin has come here, something had chased him away. Something large and vaguely lion like.

While Chin was not overtly superstitious, he had listened to the stories the local tribesmen told about this valley and the “ancient hunters” that lived there. Rather confident that they were merely overblown stories of jaguar attacks, Chin still made sure to pack a gun along with his gear just in case.

He’d been slowly making his way through the undergrowth, making sites of herbs and other plants when he’d heard the sounds of the big cat. Still sure it was a jaguar, he’d loaded his 45 and made sure it was handy, and then continued his work.

What came out of the underbrush was anything but a jaguar. Massive, easily the size of a tiger if not bigger with a tawny coat and he swore massive curving eye teeth. The thing moved at him in a leisurely pace, its jaws wide.

Chin had pulled the gun and still to this day swore he put five rounds into it before it reached him and stood up.

He shook his head to clear it, but still couldn’t get the image of the big cat standing onto its hind legs and adopting a humanoid posture. It leaped in and snarled into his face, its breath hot and fetid with the stink of a fresh kill. It had sniffed him twice, the causally backhanded him across the small area he was in. Chin had run at that point, moving as fast as his legs could take him.

All the time he swore he could hear it behind him, its breath hot on his heels and its cries echoing in the trees about him.

By the time he had reached the small village on the edge of the valley he had been exhausted, run ragged and had lost most of his gear.

Now he was going back, to face what ever that thing was and to make sure that it wouldn’t harm the soon to be arriving harvest teams as well as the surveyors. Chin’s initial readings had made it clear the valley was abundant with the herbs and plants that the company was looking for, and plans for a small research outpost and processing complex were in the works.

The head of the commando detail signaled to Chin that they were ready to proceed.

Chin smiled and picked up his gear, ready to face the unknown in that jungle valley and bring its secrets back to the corporation.

Chapter One:

Daniels, Edmonds, Akins & Trask

Horticulture P L C

Lord Siegfried Daniels III can trace his family's history, money, status and property back to the Middle Ages with ease, with members of his family have been landed nobles for just over eight hundred years. While never close enough in status to have been among the royals, the Daniels family and its ancestors have nether the less been part of that world.

A more open family, used to getting its hand dirty, they were among the more liked of the nobles. The lords of the manor were considered provincial and didn't mind mucking in with the serfs to make sure harvests were in, hunting was done and lumber readily available. The family was in turn well liked by their people, suffering little upheaval even during rough times.

In the later part of the 1800s, Lord Akien Daniels made the acquaintance of businessman Arthur Edmonds, an industrialist seeking backers for his new ideas. The two quickly formed a partner ship and started to market the ideas, forming Daniels and Edmonds Industrial.

The company fared well until 1910 when a series of setbacks in materials and poor working conditions led to it loosing enough money to be in trouble of being closed permanently. While the Daniels family were nobles, they weren't overtly rich nobles, and most of their, and the Edmonds' family fortunes, were tied up in the company at this point. In stepped Matthew Akins, an explorer who had made a fortune in exploring and bringing back artifacts from Central and South America. He approached the two, knowing Daniels from a couple hunting expeditions, and asked them simply if they had thought about bringing their business to the undeveloped Americas. Thus the duo became a trio, and Daniels, Edmonds & Akins Industrial Exports became the new company.

Things were good and the new company prospered well and even the advent of World War 1 didn't deter them from exploiting the situation to their advantage. World War 2 on the other hand nearly destroyed them, as German u-boats sank many of their merchant ships that traveled from England to South America. The foundering company had to do something and so they took a step to the "dark side".

D.E.A.T.H. PLC and the 5th Reich

There are still members of Trask's family in South America who have connections to the Nazis, the 5th Reich to be exact. Secret meetings to exchange information and supplies occur on a semi regular basis, and have been becoming more frequent of late.

Using some of their South American contacts, they managed to get a meeting with Heinrich Trask, a German who worked with the Nazi naval elements in South America. With a hefty bribe to the man, they managed to cut down the destruction of their shipping while making sure their competition was hammered instead.

When the war started to go badly for the Nazi's Trask changed the agreement he had, demanding safe passage for his wife and three daughters to South America from Germany, along with all his possessions to start a new life. Daniels agreed and had them brought to safety. It was at this time that Trask then made his bid for power in the company by bringing to the attention of the three owners the presence of a dozen and more spots of rare plants and minerals in the South American jungles and rain forests. He also brought a novel idea of preservation of the environment they would be

possibly reaping in order to make sure they also had access to the plants themselves. His final deal was his inclusion as a fourth partner in exchange for all sites he had bought, plus the destruction of all his evidence of their involvement with the Nazis during the war. Edmonds then added one more thing. Trask's daughters in marriage to sons of each other three partners, thus ensuring his end of the agreement. Trask agreed.

Surprisingly the three women and their new husbands actually became deeply in love with each other, and the agreement strengthened the company immensely. A final name change was done, and Daniels, Edmonds, Akins & Trask Horticulture was founded in 1946. This new company immediately set up various research posts and mining sites through out South America, using Trask and Akins knowledge of the land and contacts with the various governments to enable them to hold the sites as they mined and exploited them for the resources.

They set up massive agricultural labs and sites that made sure the rare plants were being replanted and cultivated properly as well as research better applications for them. These refined plants were then sold to various pharmacology companies to make drugs.

Since the 1950s D.E.A.T.H. PLC has made it clear they have a vested interest in the environment of the planet. One of the worlds first "Green" companies they have backed numerous green movements both politically and clandestinely, in the interests of not only protecting their own sites around the world, but also to make them more liked in the business communities.



D.E.A.T.H. PLC first clashed with the F.E.A.R. Corporation in 1983 when the two fought a legal war over a strip of land in western Brazil and the

rights to use it. D.E.A.T.H. PLC wanted it for the rare roots of a plant in the area, while the F.E.A.R. Corporation wanted it because of the presence of a set of ruins buried on the land. As the battle in the legal system began to drag on, both companies sent in teams to try to gain the site's resources through clandestine force. Project Pulsar forces clashed in the jungle with D.E.A.T.H. SA Commandos, small arms fire disturbing the early dawn as the two groups jockeyed for position and the goal. Sadly all the two teams managed to do was not only upset the UN and Brazilian government but also awaken something that was trapped in the ruins that the F.E.A.R. Corporation had come to explore. The spirit rose and immediately fed on the violence and death that the two teams were creating, which allowed it to partially manifest. This of course caused both teams to turn their weapons on the spirit, but only to find themselves vastly out powered as the creature fed on their souls.

When the Brazilian army arrived they found only one survivor and the rest lying dead, torn to shreds. The survivor just whispered "it's screaming in my dreams" over and over. He was taken to an army hospital but subsequently vanished from there without a trace.

D.E.A.T.H. PLC has tangled with both C.O.R.P.S. and W.A.R. in the last decade as well. In C.O.R.P.S.'s case it was over the extraction of a researcher deep in the Sahara desert. D.E.A.T.H. PLC was studying the rarer plants in a desert ecosystem and seeing about how the to possibly revitalize the desert area to become farmland, when the head researcher stumbled across something that infected him with a virus of some type. Within an hour a C.O.R.P.S. osprey was inbound, responding to their customer's medical alert bracelet. The problem of course was that the operations in the Sahara were secret, and the info that the researcher had was likewise secret. D.E.A.T.H. PLC didn't want him taken and were quite happy to have him die if it protected their secrets, that and now the site location had been compromised by the alert.

The C.O.R.P.S. osprey came under small arms fire the minute it got within sight of the location and of course responded with its own gunfire from the onboard weapons systems. The firefight lasted twenty minutes, ending with the osprey going down and the crew dead. D.E.A.T.H. PLC immediately packed up everything and left. When the second C.O.R.P.S. osprey arrived a couple hours later, all they found was their customer lying dead on the





sand near the wreckage of the other osprey. C.O.R.P.S. is aware that the customer worked for D.E.A.T.H. PLC but has yet to go after them in anyway for the destruction of the osprey.

W.A.R. Inc. has actually faced off against D.E.A.T.H. PLC several times and always clandestinely. W.A.R. Inc. has ties the 5th Reich and Trask's family still has some connections to movement as well through South American contacts. Most of the clashes have been minor, with one group or the other stealing supplies or raiding small enclaves of the other. D.E.A.T.H. PLC is rather happy to try to stop anything the 5th Reich and W.A.R. Inc. are up to in order to prevent the possible release of information about their involvement with the Nazis during WW2.

as the work towards revitalizing the flora and fauna of England, Wales, and Scotland.

Operations Around the World

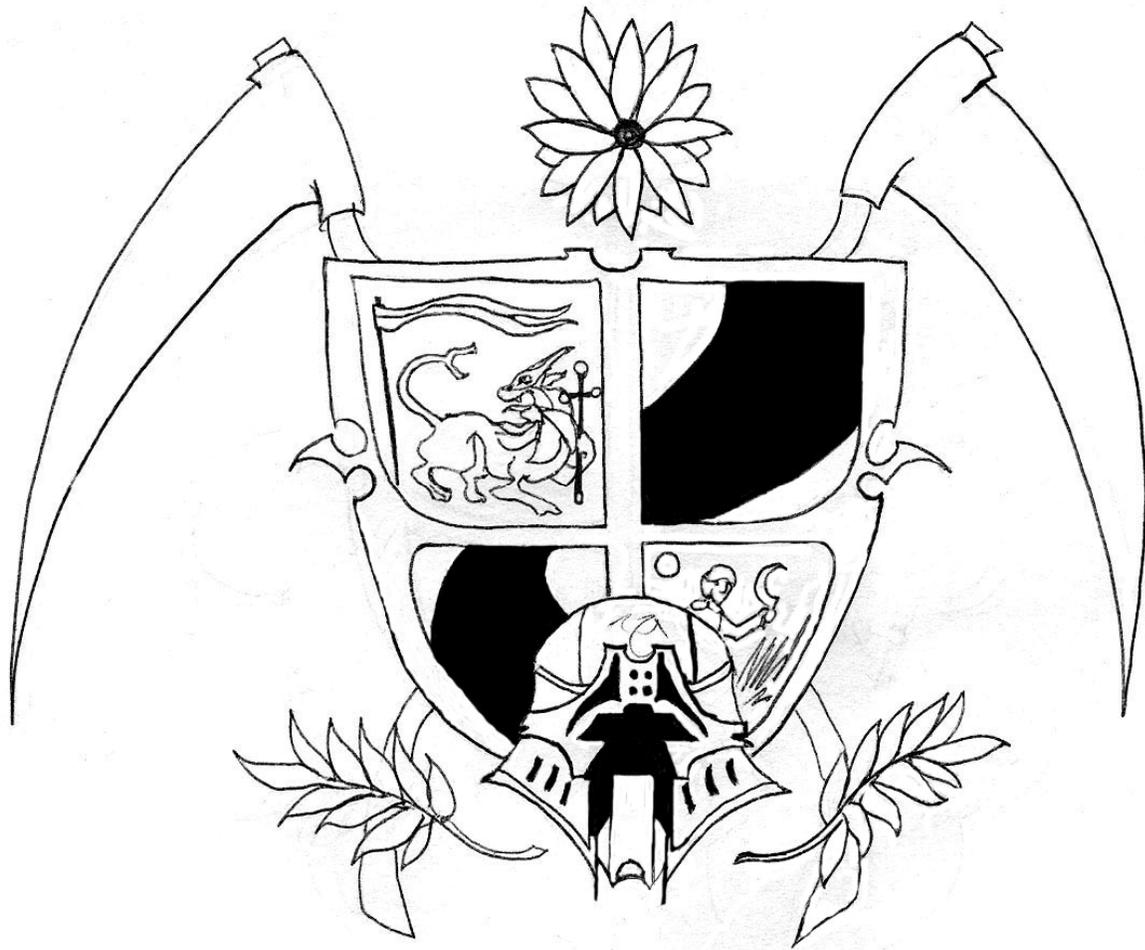
D.E.A.T.H. PLC is largely concentrated in the UK and South America, where they do a majority of their rare plant pharmaceutical operations.

Primary headquarters is out of the Trask Building in London, England. This large thirty floor building is home to several small subsidiaries of D.E.A.T.H. PLC, as well as their primary corporate headquarters, not to mention the home of three major political lobbyist groups that are environmentally aspected.

On a daily basis, Lord Siegfried Daniels and Thaddeus Edmonds can be found in their offices going over day to day operations while liaising with Gustav Trask who is usually down in one of the three lobbyist offices. Joseph Akins operates out of an office in a research facility in Rio de Janeiro, Brazil.

Most of South America's operations are centered around rainforest lumber and reforestation, as well as the harvesting of rare plants, herbs and roots for pharmacological sales. Most of the research and harvesting takes place at remote sites through out the continent in large specially designed and constructed research stations. These areas are places few people go to, and some are untouched by human hand apart from D.E.A.T.H. PLC being there.

In England most of the corporation operations center around logistics, monitoring the merchant ships and cargos, the pharmacology markets as well





Siegfried looked up at the tower clock and smiled. Big Ben was an icon of the British Empire, synonymous with Dodger's Stadium, the Seattle Sky Needle or the statue of Jesus outside Rio.

It was icons like these that cause people to look at their country with pride, seemingly ready to ignore the problems that were evident if one cared to just look.

Homeless, sick, jobless, and so on, the problems were merely compounding themselves and in time it would lead to a disaster of epidemic proportions.

Siegfried watched as two homeless begged for spare change outside a small run down tenement, keeping warm with ratty blankets and multiple coats. He shook his head and dropped forty pounds into their cup.

They nodded and wished him seasons' greetings, before asking the next person for money.

Siegfried would not let this happen to his country. His family had once done all they could to ensure their people's welfare, shunning common practices and actually mucking in with the serfs and peasants.

Now it was time for Siegfried to follow in his ancestor's footsteps, by building a better now so that all children would have a future.

New medicine to help cure the sick, jobs for those that needed them and a new start for some in South America if needed. He would reach out and make sure England rose back to its place as one of the world's foremost nations, and his company would be the pillar on which it will rebuild itself.

Finishing his walk at the doors to the Trask Building, Siegfried passed the security guards and took his private lift to his penthouse office.

Standing in the window looking out across London, he stared once more at Big Ben.

Icons.

Pillars.

A new foundation to build a better world.

Chapter Two:

The Faces of D.E.A.T.H.

Lord Siegfried Daniels III



CEO Corporate

Quote: "Money, power, its all the same and it all equals the same thing in the end."

Real Name: Siegfried Hamilton Smythe Daniels III

Faction: D.E.A.T.H. PLC
Apparent Age: Mid 30s
Age: 32

Mental Attributes:
Intelligence 4, Wits 3,
Resolve 3

Physical Attributes:

Strength 3, Dexterity 3, Stamina 3

Social Attributes: Presence 4, Manipulation 3,
Composure 4

Mental Skills: Academics 3, Computer 3, Crafts 2,
Investigation 2, Medicine 2, Occult 2, Politics 4
(Corporate), Science 2

Physical Skills: Athletics 2, Brawl 2, Drive 2,
Firearms 3, Larceny 1, Stealth 1, Weaponry 2

Social Skills: Empathy 1, Expression 2, Intimidation
3, Persuasion 2, Socialize 4 (High Society), Streetwise
2, Subterfuge 3

Merits: Common Sense, Resources 5, Allies 4
(DEATH PLC), Contacts 5 (DEATH PLC),
Retainers 3 (DEATH PLC), Status 5 (DEATH PLC)

Willpower: 7

Morality: 6

Virtue: Faith

Vice: Pride

Health: 8

Initiative: 7

Defense: 3

Speed: 11

Siegfried is the spitting image of his great, great, great grand father, Lord Hamilton Daniels. He is a no nonsense man with a head for business and an eye for the women. When not in the office making sure the company makes money everyday, he's at the

local dance clubs, drinking and dancing with gorgeous young women, and usually going home with one or more of them.

Secrets: None. Siegfried is exactly what he seems.

Thaddeus Edmonds



CEO Financial

Quote: "Work, is is the answer"

Real Name:
Thaddeus George
Edmonds

Faction:
D.E.A.T.H. PLC
Apparent Age:
Mid 40s

Age: 42
Mental Attributes:
Intelligence 3, Wits
3, Resolve 4

Physical Attributes: Strength 3, Dexterity 3,
Stamina 4

Social Attributes: Presence 3, Manipulation 4,
Composure 3

Mental Skills: Academics 4, Computer 4,
Investigation 2, Medicine 1, Occult 2, Politics 4
(Corporate), Science 2

Physical Skills: Athletics 3, Brawl 3, Drive 2,
Firearms 2, Weaponry 2

Social Skills: Expression 1, Intimidation 3,
Persuasion 3, Socialize 3, Streetwise 1, Subterfuge 2

Merits: Resources 5, Allies 4 (DEATH PLC),
Contacts 5 (DEATH PLC), Retainers 3 (DEATH
PLC), Status 5 (DEATH PLC)

Flaws: Possessed

Willpower: 7

Morality: 6

Virtue: Prudence

Vice: Envy

Health: 9

Initiative: 6

Defense: 3

Speed: 11

Thaddeus is a work-a-holic, something that concerns his partners. Unmarried and spending close to 90 hours a week in the office working on corporate business, Thaddeus seems determined to try to kill himself to better the corporate profile. It is not known why he does this, and several times Siegfried has tried to get his friend out into the bar scene with him to party but it never works out.

Secrets: Thaddeus is currently in the first stages of possession by an *uggfy-thal*, a worker ant spirit that latched onto him the last time he was in South America. Unsure how to survive the spirit began a bonding process to survive and has been the thing that has been driving Thaddeus to overwork.

Gustav Trask



CEO – PR

Quote: *“What we do now will better the world for our children and their children”*

Real Name: Gustav Deter Trask

Faction: D.E.A.T.H. PLC

Apparent Age: Mid 40s

Age: 47

Mental Attributes:

Intelligence 4, Wits 4, Resolve 5

Physical Attributes:

Strength 3, Dexterity 2, Stamina 3

Social Attributes: Presence 4, Manipulation 5, Composure 4

Mental Skills: Academics 4, Computer 3, Crafts 1, Investigation 4, Medicine 3, Occult 3, Politics 5 (Corporate and Lobbyist), Science 3

Physical Skills: Athletics 2, Brawl 1, Drive 2, Firearms 1, Weaponry 3

Social Skills: Animal Ken 3, Empathy 3, Expression 4 (Public Speaking), Intimidation 4, Persuasion 3, Socialize 5 (Corporate, High Society, Political), Streetwise 3, Subterfuge 3

Merits: Resources 5, Allies 4 (DEATH PLC), Contacts 5 (DEATH PLC), Retainers 3 (DEATH PLC), Status 5 (DEATH PLC)

Flaws: Crippled in one leg

Willpower: 9

Morality: 6

Virtue: Hope

Vice: Pride

Health: 8

Initiative: 6

Defense: 2

Speed: 10 (5 because of the cane)

Gustav is the eldest of 4 children, with 2 younger sisters and 1 younger brother. All work for D.E.A.T.H. PLC in various areas, but only Gustav is aware of the family secret of being Nazis during the war. Gustav is a powerful and overwhelming presence in the lobbyists of both the EU and the English political arenas. His deep voice tinged with a slight German accent as well as his ability to focus the voice and put it where he needs lets him effectively control a room when he's speaking. Mix into the picture him leaning on an antique cane with the head of a wolf makes Gustav all that more intimidating.

Interestingly enough outside the political arena Gustav is nothing but laughter, smiles and good nature for his friends and family. A father of two, he spends his free time with them, sailing, reading and helping them out with school work.

Gustav walks with a cane due to an injury he sustained when he was twenty three while visiting one of the remote sites in South America. When asked about it he goes quiet and distant eyed and then shakes his head and asks if they can just drop the subject. If pressed his political face comes out and he shuts down any more questions about it.

Secrets: Gustav and a small team of D.E.A.T.H. SA Commandos visited one of the more remote rain forest outposts when he was just into his twenties. The station had gone silent and there was worry of a possible outbreak of a pathogen or worse. What Gustav and his team found was an eerily deserted station full of still functioning equipment. Within a day of their arrival they managed to determine that the fifteen researchers and six security staff had all been lured out of the facility by some unknown outside source. As the Commando's took over the station they suddenly found their numbers reduced by two. Exploration revealed the missing soldiers gear but no sign of them. Gustav theorized that the thing was luring people out by sound and ordered everyone to use earplugs and sound bafflers except for himself and that they should follow him when the lure pulled him out.

Gustav's next memories are lying on his back, his leg slashed open and bleeding heavily while a thing that looked like a cross between a bug, a person and a tree reeled back under a constant stream of gunfire. He remembers two of the commandos dragging him back then one putting an armburst rocket into the thing causing it to explode into pieces. Detailed search of the area eventually found the creature's lair and the remains of the kills it had made. No one is quite sure what the thing was, and detailed autopsy

records were larger inconclusive, with much of the creatures DNA and organs being of unknown origin.

Of note is that Trask still has contacts with the Shadowy 5th Reich, though what he uses them for is unknown.

Joseph Akins



CEO - HR

Quote: "Unions? Bah, have a drink and we'll chat about it"

Real Name: Joseph Maxwell Akins

Faction: D.E.A.T.H. PLC

Apparent Age: Early 30s

Age: 32

Mental Attributes:

Intelligence 4, Wits 4,

Resolve 4

Physical Attributes:

Strength 3, Dexterity 3,

Stamina 3

Social Attributes: Presence 3, Manipulation 3, Composure 4

Mental Skills: Academics 4, Computer 3, Investigation 2, Medicine 3, Occult, Politics 3, Science 3

Physical Skills: Athletics 2, Brawl 2, Drive 2, Firearms 1, Weaponry 1

Social Skills: Empathy 1, Expression 1, Intimidation 2, Persuasion 3, Socialize 3, Streetwise 1, Subterfuge 2

Merits: Direction Sense, Danger Sense, Resources 5, Allies 4 (DEATH PLC), Contacts 5 (DEATH PLC), Retainers 3 (DEATH PLC), Status 5 (DEATH PLC)

Willpower: 8

Morality: 6

Virtue: Fortitude

Vice: Gluttony

Health: 8

Initiative: 8

Defense: 3

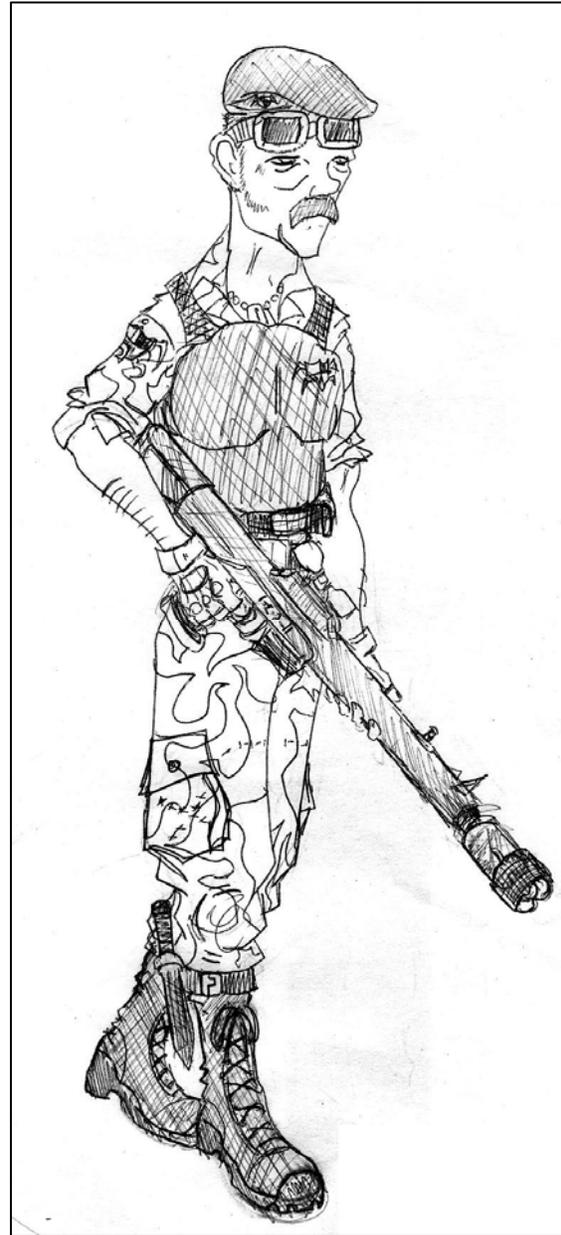
Speed: 11

Joseph is the youngest of the four current heads of D.E.A.T.H. PLC. He spends most of his time in South America overseeing the operations of the company there. He can usually be found in his office or at his extravagant home, surrounded by women and sycophants all wanting something of what he has. His weekend parties are well known and many clamor to be able to attend them, but only the cream of the crop end up going. The other three partners frown on his behavior, though Siegfried tends to smile and wink a lot when admonishing

him about the parties and it's a loose secret that Siegfried attends them himself and a semi-regular basis.

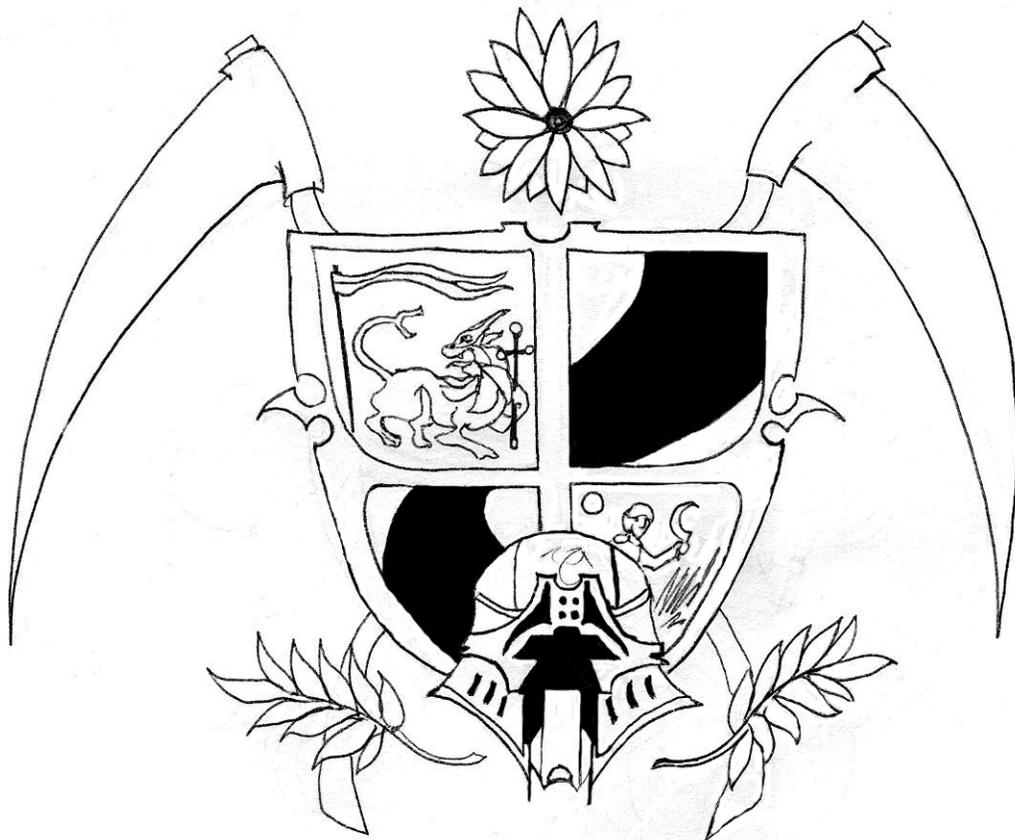
Secrets: Joe has little that isn't known by the press.

Corporate Agents



The Special Agent division of D.E.A.T.H. PLC is broken down into four parts, Commandos, Scouts, Security and Logistics. The Commando teams are small 10 man squads of highly trained and well equipped soldiers who operate out the London and Rio offices. They are dispatched to anywhere that is

needed and are on 24 hour call. The Scouts are saboteurs, assassins, infiltrators and spies. They are masters of disguise and socializing as well as street smarts and other tactics to get to a target and deal with the situation. Security is those members who have been trained to act as corporate security and bodyguards. At least two of these people are with the four corporate partners at all times. Logistics are the data collectors, sifters and analysis people. They process all the info from the other three groups, and then hand out assignments to them.





Damn it, Jon cursed as he grappled with the intruder, where are the guards when you need them.

The intruder struggled in his grip, nearly breaking loose, but Jon managed to re-asset pressure and shift into a headlock.

“You’re not going anywhere, buddy!” he growled into the person’s ear.

The man grunted and applied pressure, trying to wedge his hand beneath Jon’s arm to leverage his way out of the headlock.

Damn it, Jon cursed again.

All he wanted to do was check on the latest batch of hybrid plants in the growing labs, a place that was normally supposed to be under a major security watch, meaning only someone with the proper access card could be in there. As one of the ten technicians working the lab, Jon didn’t recognize the bald headed man who was already in the experimental grain hybrids section when he arrived. Upon seeing him the man attempted to get away by forcing himself past Jon but Jon had taken a few self defence courses and managed to get the intruder into a grapple after tripping the alarm.

Where were those guards!

The intruder suddenly shifted position, and shot upwards with a reverse head butt, cracking Jon on the nose. Loosing his grip, the intruder broke free and began to sprint away. Jon took two steps and leaped onto the intruders back, driving him to the ground.

This time he wasn’t going to let the guy up.

Pinning the person with his knees, he pulled out his cell and once again made the call to security. Still no answer.

He could still hear the alarms ringing and so starting looking for something to tie up the intruder with. At least he could hold the guy till the guards arrived, if they ever did.

The sounds of booted feet cause him to look up but not into the eyes of DEATH PLC guards, but men dressed in dark camo and body armor, faces hooded.

Damn.

Chapter Three:

Secret Projects

D.E.A.T.H. PLC has several shadow projects underway. Named after Greek Gods, these projects are generally looked at a way to benefit humanity and the ecology of the world in general, though a couple, notable the Zeus and Ares Projects are more in line with darker subjects.

Hades Project - Started in the later part of 1973 out of a remote research station in Chile, the Hades Project researchers are using a rare root found in a secluded rain forest basin to generate an anti-aging, a drug that will retard, if not stop, the aging process. The team at the research station spent close to eight years doing the research and experimentation before reaching any successful effects. Realizing they would need test subjects for better results, D.E.A.T.H. PLC "bought up" the land



of the basin, bribing the Chilean government of the time. The edge of the basin was seeded with security devices as well as ultra sonic emitters. When activate the emitters created a wall around the valley of a specific frequency. This frequency is only audible to someone or something with a control chip implanted into them. This chip, unofficially called the Cerberus chip, when implanted and turned on, causes immense pain the closer one get to the "wall". If a person or animal with the chip attempts to breach the wall, the implant fires a chemical into the host killing them and then signals the station for pickup of the body.

These chips were implanted into the test subjects, a small tribe of natives found in the basin. The

natives were then inoculated and kept monitored with a ten year operational span for the entire testing.

In 1995 the villagers were given a full medical workup. They were seen to have aged slower than normal, with a number of the children having shown almost no significant aging at all. Tests on blood, fluids and tissue were ordered and another two years of research done. At the end they noted the readiness for testing on someone outside the village and had ten test subjects brought in. These ten people were given the serum and then monitored. Two died immediately, suffering intense system shocks. A third went into spasms after a day, and then cardiac arrest. The other seven exhibited no side effects at all, but a strange reading in one of the subjects test results had them hold him and send the other six back into the general public. Then the base went quiet.

The Shadow of the Valley

The Shadow in the research valley looks like a nightmare forest, full of twisted spirits of the vegetation as well as strange spirits that seem to hunt the twisting and gnarled underbrush for other spirits to feed off. The entire valley is a Verge about to happen, and when it does the sprits will flow through into the real world.

Within a week D.E.A.T.H. PLC's South American office sent in two full squads of SA Commandos lead by a team of Ares Project agents. They found the based wrecked, no bodies, but blood and gore splattered the walls everywhere. Amid the wreckage of the station's computers they discovered that the head researcher had noted the strange readings in the tests from the tenth subject and that after another day of testing the subject suddenly underwent a startling transformation into a savage

bestial thing. Worse the three corpses in the morgue also “awoke” undergoing a similar transformation. These four savage and bestial zombie-like creatures attacked and killed the station personnel before escaping into the basin. Luckily the test subjects had all been implanted with the Cerberus chip and hopefully were contained in the basin. Sweeps of the basin revealed the natives but no sign of the three test subjects.

A recall on the other six test subjects was done immediately, but only four of them were found and brought back to the basin. Those four similarly underwent the transformation and are currently held in containment at the re-staffed station in the basin. A general search is being done for the missing two subjects.

The status of the project of course is in question. Why did the natives not have this transformation happen to them? What was the strange reading that the head researcher discovered and where did the bodies of all the station’s personnel go to?

The Sundowner Pathogen, Zombies, and D.E.A.T.H. PLC

In Echo Z we saw what happened when the strange Sundowner Pathogen spread out and caused widespread zombie-ism to occur. The Zeus Project is stepping dangerously close to actually creating this world’s version of the Sundowner Pathogen with their control drug. What will happen when they seek to test it, and what if it gets loose into the world?

Zeus Project - This project is a recent one, begun within the last five years by D.E.A.T.H. PLC. The concept is quite simple when it boils down to it. For years the governments have been drugging the water and food with stuff to make us better. Fluorinating the water to make teeth better, steroids into food animals to make more meat, and so on. The public consumes large quantities of these drugs every time they eat, more so if they go out to eat fast food. Project Zeus’s goal is to take a series of the various pharmacological items that the company has found and harvested and use it to create a drug that can be introduced to the water supply in order to make people docile, happy and productive.

The Zeus Project hasn’t met with a lot of success as yet. Most of their initial test batches of the

control drug have been unsuccessful, with side effects like hair loss, stomach cramps, joint aches, bloody noses, and in a couple cases sterility.

Research is carried out in a small facility located in South Wales near the coast. The facility is also responsible for the testing and distribution of pharmaceutical agents commonly used in the creation of various pain relief medications.

Ares Project - This is where the best of the SA come to be trained to work in the deepest of shadows for D.E.A.T.H. PLC. Training is done by SAS instructors on behalf of connections that Lord Daniels has within the military and intelligence communities of England. The training level of these Ares Agents is such that they are frequently employed by allied 2nd and 3rd world intelligence communities, usually through British Intelligence, to do wetwork. Members of the Ares Project are highly paid for their work, generally only working for short periods of time and spending the rest in training or R&R.

Aphrodite Project - While termed a secretive project, Aphrodite is D.E.A.T.H. PLCs way of trying their best to develop natural herbal cures, remedies and salves for the homeopathic market. While this is hardly a shadowy thing, considering that they sell a majority of their horticultural harvests to modern medicine companies, the dual development of something that might put those companies out of business would not go over well.

The Aphrodite Project has managed to create several patented homeopathic remedies already for colds, flu, head and joint aches as well as fevers. They are also looking into ones that will heal cancer patients at the moment, something the F.E.A.R. Corporation would love to get their hands on for the Summervale Cancer Center.



Apollo Project - Global warming is a major concern for the world, as is the idea of Global cooling. Both theories are being thrown around to explain various climatic changes that have been occurring for the last several years with Global warming being the one most people are currently afraid of.

D.E.A.T.H. PLC started the Apollo Project as a way to possibly combat cooling or warming and to make sure that there was a failsafe for if and when it occurs. On the surface the project mainly deals with research into the conditions of cooling and warming and sending advisors with research and data to the governmental offices that are dealing with the issue to keep them up to speed as well. Behind the scenes the Apollo Project is in charge of creating no less than fourteen secure habitats, where life can be preserved in the event that global cooling leads to an ice age or global warming leads to a massive flood. These habitats will be self sustaining communities that could function on their own for up to a hundred years with ease if not longer, providing everything for its residents until such time that those inside could return to the world.

At this point five of these habitats have been completed in remote places around the world, including one underwater site.

Hera Project - This project is one of the more controversial of D.E.A.T.H. PLC's shadow works. Based out of a small estate in northern England it is comprised of about twenty members, half of which are actual low powered arcane talents (see Second Sight book). These researchers are studying ways in which to gain access to the spirit world based on the theory that all things have a spirit and if they can make contact with forest spirits, they may be able to get the forest and tree spirits to help them rebuild a forest. The D.E.A.T.H. PLC partners don't have a lot of hope for this project, but after a couple of incidents and encounters with things "not of this world", namely vampires, werewolves and such; they are willing to give it a shot.

Athena Project - Based in Nevada, the researchers at the Athena facility are experimenting with hybrid grains and plants that will grow in a desert environment. This project was originally stationed in the Sahara, but after a run in with a C.O.R.P.S. rescue team, they moved it to this location.

The facility is rather non-descript, looking like nothing more than a massive farm with the proper governmental signs for experimental farm area and such. As far as the Nevada state government is concerned the entire farm is 100% legit and apart from an inspector going there once a year for a status update it is left alone. The Athena facilities two biggest concerns at this moment are ones they aren't even aware of yet. The F.E.A.R. Corporation has compromised one of the head researchers into providing his research back to them, which is in turn handed over to the Theoretical Science Labs company that F.E.A.R. Corp. owns.

The second is that a small warren of Ahrair'ah hosts is nearby and has been looking at the farm with hungry eyes. Already two of the local farm workers have been taken and plans are to slowly infest the entire farm.



Relations

F.E.A.R. Corporation - D.E.A.T.H. PLC is not on the best terms with the F.E.A.R. Corporation. On many occasions they have clashed over the resources and land in the South American rainforests. The F.E.A.R. Corporation backed environmental group, the Vigil Foundation, has managed to bring litigation against D.E.A.T.H. PLC several times but the big corporation has managed to defend itself quite well each time.

H & T Enterprises - D.E.A.T.H. PLC has had little rivalry with this group, as a majority of their operations don't cross each other. Though a couple clashes did occur over a small site in Argentina, they are largely on friendly terms.

P & E Research - D.E.A.T.H. PLC has traded information with P & E on occasion, sharing its pharmaceutical research in exchange for genetic research.

HN & O Research - D.E.A.T.H. PLC is wary of this corporation's rather large scaled interest in the sea. With four of the Apollo Project habitats slated to be built in the ocean, one of which has already been constructed, they are worried that HN&O's continued exploration will uncover the habitats.

IC Engineering - Some of the ICE software is running on D.E.A.T.H. PLC's computer systems, as ICE has a large scale O/S that helps running large scale shipping information and such. Apart from being a customer of theirs, ICE and D.E.A.T.H. PLC don't speak much.

W & A Robotics - D.E.A.T.H. PLC and W&A Robotics have a connection, and not one D.E.A.T.H. PLC is proud of. They still both have connections to the Nazis, the 5th Reich to be exact. D.E.A.T.H. PLC is doing everything it can to try to discover the ins and out of W&A Robotics in order to discover the location of the 5th Reich so they can eliminate it.

DOA Litigations - D.E.A.T.H. PLC does a fair bit of business with the lawyers of DOA Litigations. When having to engage in any of their legal battles they hire DOA lawyers especially if the opponent has hired Fox Litigations to do their legal work.

C.O.R.P.S. - As noted earlier D.E.A.T.H. PLC has had a bad run in with at least one of C.O.R.P.S.'s pickup groups in the Sahara. While D.E.A.T.H. PLC doesn't really mind C.O.R.P.S.'s work and angle in the business world, they do find it annoying that the corporation technically gains privileged information on possible secret and clandestine locations of company projects. Currently D.E.A.T.H. PLC has plans to get an Ares Project agent in deep with C.O.R.P.S. to find out what they have on other companies.

Franklin Steel - D.E.A.T.H. PLC has little if anything to do with Franklin Steel, though the new plant in Rio has made them take notice. Because of

their problems with the FEAR Corporation, any subsidiary that gets close bears watching.

Theoretical Science Labs - The radical science researched and TSL hasn't really been an issue for D.E.A.T.H. PLC in the past, though some of the newer ideas in plant genetics has peaked interest of late.

Humanadyne Labs - This medical technologies firm is becoming a contention point for D.E.A.T.H. PLC and the FEAR Corporation. In the last two years, D.E.A.T.H. PLC has been attempting to slowly buy them out, wanting the company and its assets for their own uses.

Asuka & Hammond Financial - Interestingly enough D.E.A.T.H. PLC does business with A&H on a regular basis. Even though the company is technically owned by the FEAR Corporation, A&H maintains a strict client confidentiality policy, something they will not break, even for the bigwigs at FEAR.

Harkness Center - D.E.A.T.H. PLC has a small contact with this facility, supplying them with rare drugs that aren't quite fully tested. In return, the facility provides D.E.A.T.H. PLC with the research and results of the use of the drugs. D.E.A.T.H. PLC is unaware that the Center is actually owned by the FEAR Corp.

Fox Litigations - D.E.A.T.H. PLC doesn't like the FEAR Corporation's little pet legal firm. They have caused numerous cases to stay around and cause problems for D.E.A.T.H. PLC for longer than they should. Anytime Fox Litigations shows up as a client's firm, D.E.A.T.H. PLC immediately contacts DOA for their assistance.

Vampires - D.E.A.T.H. PLC is aware of vampires, having dealt with them in several cases over the years. They are aware that they are grouped into various political entities and that they seem more concerned with themselves, territory and feeding than much else.

Werewolves - D.E.A.T.H. PLC has rather extensive knowledge, in comparison to other companies, about werewolves. The werewolf



population of the UK is rather high and as such the dealings of people with them as well. D.E.A.T.H. PLC has three small packs under constant observation and is keenly interested in their ability to deal with spirits and is planning on taking one as a prisoner in order to possibly lend assistance to the Hera Project.

Mages - What little D.E.A.T.H. PLC knows of mages comes from the Hera Project, and that is extremely small. At best they know they exist and that they can bend reality to their will, but the how and why is still unknown, as are numbers, locations and so on.

Prometheans - Like Mages, D.E.A.T.H. PLC has almost no knowledge of these creatures other than hear-say, legends and rumors.

Changelings - D.E.A.T.H. PLC has perhaps one of the better chances of finding out information about the mysterious Others than any other group. With their intense work in the natural world, they have come across dozens of ancient sites with linked sigils, glyphs and symbols, all indicating a possible common root. These are ancient gateways through the Hedge, routes used by the Others in by gone days to travel to and from the physical world. England, Scotland, Wales and Ireland are littered with these places and so D.E.A.T.H. PLC watches them keenly, know that something is different about them of late.

Hunters - Apart from having to deal with the occasional small cell that stumbles into a D.E.A.T.H. PLC operation, most hunters are likely to ignore the corporations operations as they are usually quite mundane, though a few exceptions due occur.

Ashwood Abbey - The Abbey and D.E.A.T.H. PLC have a loose connection, in that one of the Daniel's ancestors was a member. The still invite Siegfried to the occasional event, something he has passed on.

Loyalist of Thule - The Loyalist have run into D.E.A.T.H. PLC groups several times in their search for items of the occult, usually while the corporation was doing the same. Standing orders are to use non-lethal force against members of the Loyalists.

Network Zero - Several times over the last couple years, the servers and systems of the corporation

have been broken into and information stolen. At the same time video footage of a Zeus Project test has somehow gotten onto the web. All these are being ear marked as attacks from Network Zero operatives. D.E.A.T.H. PLC has standing orders to capture and detain any member of Network Zero.

Null Mysterious - Members of this Compact have run into D.E.A.T.H. PLC groups and much like the Loyalists of Thule, are largely left alone, unless they interfere with corporate operations.

The Cherion Group - The Cherion Group and D.E.A.T.H. PLC have a healthy understanding of each other...shoot to kill and steal the others information.

Other things - There are other things out there that D.E.A.T.H. PLC isn't even aware of, from the Hosts to ghosts, wraiths and bizarre shapeshifters. When these things become noticed D.E.A.T.H. PLC starts tracking them but with so little info to go on they usually end up in a "X" file, filed in a basement somewhere.

Plot Hooks

Hades Loosened

One of the missing test subjects from the Hades Project is loose in London, England and the characters need to get to it and kill or capture it before it infects others. Anyone seriously injured by the thing has the possibility of being infected and so each victim will have to be isolated after wards. To make matters worse three other groups are gunning for the thing. F.E.A.R. Corporation Pulsar Team Four as well as a pack of Forsaken and a small contingent of Invictus kindred are also hunting the thing.

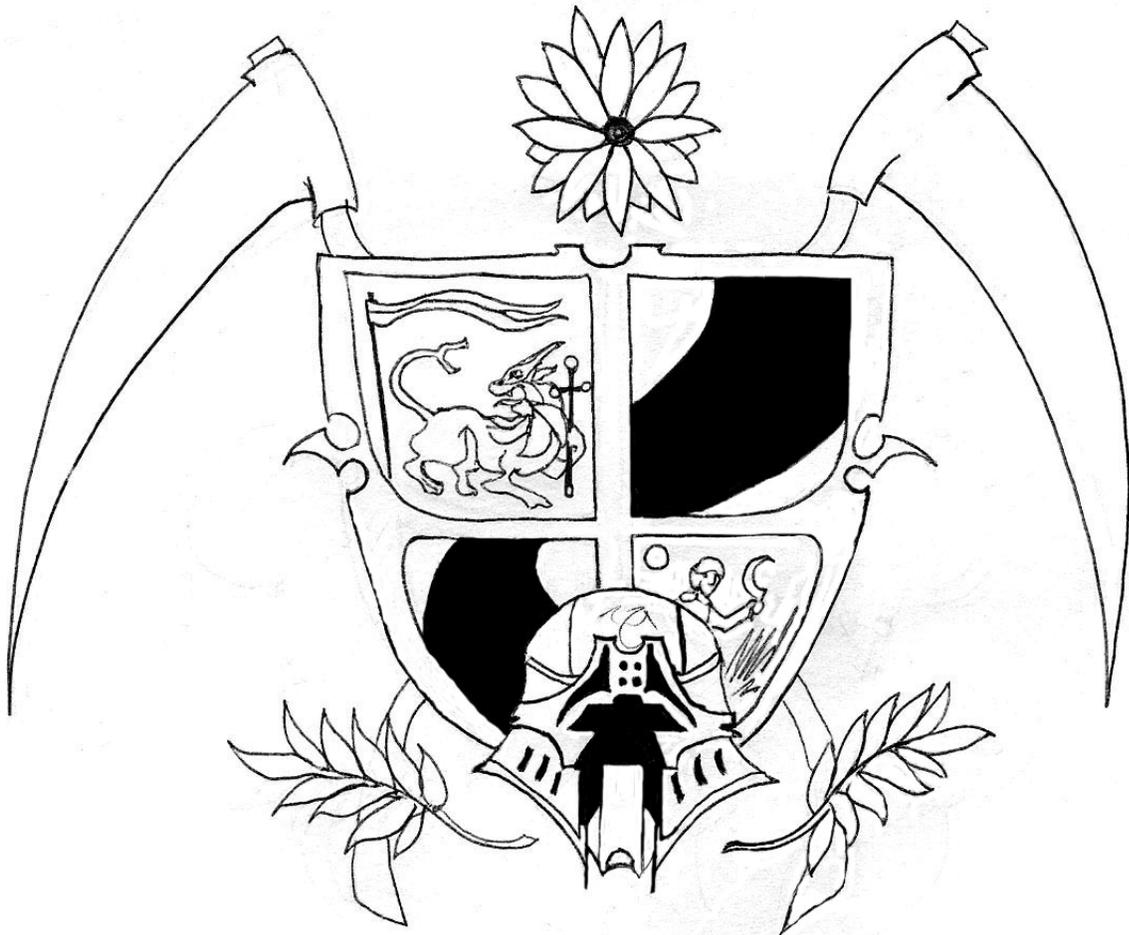
A Breath of Hope

A small group of eight people appear in the protected basin from out of nowhere. They claim to be from various places across the world and have been held somewhere else for an unknown period of time. Search of their names reveals no missing people reports, and in some cases the people don't match the ages of the people who they give names of. To make matters worse within days something else arrives and starts preying on these people, with them slowly vanishing one by one. Can the

characters stop them from being dragged back across the Hedge?

Zeus's Lightning

The characters are tasked with monitoring a small town in rural west Wales, near the coast. The Zeus Project has dumped a test batch of the control serum into the town's water supply and wants to see the results. What happens is straight out of a horror movie, as some succumb, becoming mindless zombie like things, wandering aimlessly about town and drawn to anything moving. Others devolved mentally, becoming savage things, controlled and driven by their base instincts to kill and rape. Still others undergo horrific transformations, becoming twisted nightmarish and inhuman creatures that thirst for flesh and blood. Some though are untouched and now hide within the town praying for rescue. The characters are faced with a difficult task. Cleanup of the town and what to do with the survivors.





Chin hide behind the tree breathing heavily. The entire team was gone, taken by that thing out these in the fogged covered trees. He could hear it moving, its massive bulk causing trees to creak as it passed them.

Occasionally there was the sound of a snarl or the crying sound of a big cat's roar, but mostly Jon just shivered with fear.

He knew if he ran he wouldn't make it, two commandos had already proved that, their mangled bodies' mute testament to the things overwhelming power.

Chin waited, breathing slowly, desperately trying not to hyper ventilate. Slow even breaths, build up his strength. He closed his eyes as he heard the cracking of wood and the sound of something large moving off in the brush.

He whispered a prayer slowly, and then felt the hot breath on his face.

"Oh God" he whispered and wet himself.

The breath continued, hot and fetid with the smell of fresh blood. The blood of commandos the thing had killed.

"Oh God, oh God" he muttered over and over as he waited for the pain of the fangs and claws.

A voice answered in his mind, low, throaty and feral, like the rain forest itself.

"Open your eyes and face your death like a man, not a child"

Chin shook his head.

"Look at me!" the voice cried in his head like a primal scream and Chin opened his eyes, staring into the face of prehistoric history. A smilodon of epic proportions sat regarding him.

"Better." The voice commented and Chin realized it was the creature.

"God!" He whispered again.

"You invoke a name of something I think you do not understand in hopes it will save you. Do you expect it to sudden appear? To take you away?"

Chin just looked at the thing numbly.

"I let you live last time, and yet you returned. I should kill you now, slowly, but you brought meat this time."

Chin started to cry, silent tears trickling down his cheeks.

"Go... run... if you return I will personally drag your carcass back to my family for them to devour you alive."

The thing turned and vanished into the undergrowth.

Chapter Four:

Shadows of South America

South America is home to many strange entities, not in the least those of the supernatural bent. While trying to detail all the various supernaturals of South America would require a book unto itself, I have tried to note what one might run across in the forests and jungles, both natural and man-made.

Vampires

While few vampires actually live in the jungles and forests, other than feral Gangrel or Nosferatu, they can be found in the large cities. One bloodline in particular, the Chupacabra, makes their home in South America, attributing much to the legend of the mythical creature. Other bloodlines do exist, but are small, usually self contained to a single city.

The Covenants

Carthians

The Carthian Movement has strength in South America, though it is hard set against the entrenched Lancea Sanctum.

Anywhere there seems to be uprisings, usually the Carthians can be found, applying pressure to oust the entrenched old world thinking covenants so that they can usher in a new more modern way of politics.

Circle of the Crone

Rivaled in membership by the Lancea Sanctum, the Circle finds itself in a rather peculiar position in South America.

Many of the members of the other covenants also belong to cults, sects and small covens that are actually part of the Circle, seeing belonging to it as well as the Carthians or Lancea Sanctum as normal, much like voodoo and other religions.

Most Acolytes are content with the status quo, and seek to keep the balance, though there are a few more militant groups who wish to oust the Lancea

Sanctum and Invictus and take power, and they are gained support.

Invictus

The Invictus are about equal in power to the Lancea Sanctum, but find themselves usually second overall when it comes down to numbers, third after the Circle in some places.

The Invictus is of course not to happy with its current lack of overall power and has its sights now set on Buenos Aires and Rio de Janeiro.

Lancea Sanctum

Quite simply the most powerful of the covenants in South America, the Sanctified has an iron grip on their territories at this time.

While defending them from Carthian and Invictus power plays, they are also attempting a slow purge of the Acolyte presence, not a small task with a good quarter of their membership with both the Lancea Sanctum and the Circle.

Ordo Dracul

Though overall the Ordo Dracul never seems to have large presence, they non-the-less have a sizable one in South America. Members can be found in most cities, and rumors persist of at least three hidden "monasteries" of Dragons seeking enlightenment and further knowledge of the vampiric condition.

The Clans

Daeva

The Daeva have a strong presence among the covenants of South America, and while nowhere near the numbers that the Gangrel or Nosferatu have they out weigh the Mekhet and Ventrue easily. It is not uncommon to find these succubi and incubi in various positions of power.

Gangrel

Easily the most populous of the clans, the Gangrel hold many of positions of power in the older cities and towns, and many of the rural areas. When the European Ventrue arrived they had to wage silent and shadowy wars on them to oust them from their places of power, something the Gangrel have never forgotten.

Mekhet

One of the least populous of the clans in South America, even with a heavy presence in the local Ordo Dracul covenant, the Mekhet are often seen as outsiders and trouble makers by the more dominant Gangrel and Nosferatu.

Nosferatu

Like the Gangrel, the Nosferatu are among the more populous of the clans in South America, with some arguing that the Nosferatu origins lie in the deep jungles, amid the ruins of lost civilizations.

Whatever the case, as with the Gangrel, the Nosferatu hold many positions of power in the continent's covenants.

Ventrue

While not the least populous of the clans, the Ventrue do not possess high numbers among the local covenants, except in major cities. Most rural areas are void of this clan, and many feel that they would never survive outside their fancy offices, houses and clubs of the big city.

Bloodlines

Many of the bloodlines exist in limited numbers in South America, such as the Toreador, Anvari, Bruja, Oberlochs, and Noctuku to name a few.

The most elusive and probably most dangerous of the bloodlines in South America is a Gangrel one known as the Chupacabra.

The Chupacabra



This feral Gangrel bloodline stalks the outskirts of the cities and towns of the continent, roaming incredible distances searching for prey to feed their massive hunger. Most Chupacabra have

degenerated to a completely feral state of almost inhuman appearance and mindset, acting more like animals than thinking beings.

It is unknown how they propagate their bloodline, though some whisper that they kidnap other Gangrel and brutally induct them into the nature of the bloodline, while other whisper that it's a call that echoes from the deep jungles and forests that draws certain Gangrel in the unknown, changing them.

Parent Clan: Gangrel

Nickname: Stalkers

Covenant: None. The Chupacabra do not join social groups.

Appearance: Deformed creatures with red eyes, claws on their hands and feet, rough scaly like skin and massive jaws that never close. Teeth are serrated and jagged and their eye teeth are oversized. They smell like rotting flesh and blood and are often covered in filth, dirt and other things.

Haven: Small dark caves and basements of abandoned buildings.

Background: Those that become this strange bloodline can come from almost any background, as the overall creation of the bloodline is unknown. Members have been noted as once being rich or poor, known and unknown.

Character Creation: Physical skills and attributes are the most prevalent.

Bloodline Disciplines: Vigor, Resilience, Protean, Celerity

Weakness: These feral kindred suffer not only from the Gangrel's social inabilities but also from a physical degenerative disorder, as if the blood itself is warping them into the nightmares that their minds become. As time passes (re: Blood Potency goes up), the Chupacabra slowly "devolves". Its jaws elongate, the eye teeth becoming more pronounced. In high Blood Potency members, the jaws never close properly remaining open, saliva dripping from them. The eyes slowly color to red with black pupils, the finger and toe nails strengthen and grow, becoming jagged claws (+1 die to all hand to hand tests), and their backs slowly grow crooked, so that the creature has a slight hunch. As well, their skin becomes rough and almost scaly. This of course causes them to lose any type of "hi I'm friendly" type of interaction. Then again, 99.9% of Chupacabra would rather just bite your face off than be friendly.

Concepts: Wildman, Thing in the basement

History

No one is quite sure where this bloodline first came from, only that it either created the myth of the

Chupacabra or that the myth was because of these feral nightmarish things.

Stories of this thing have been in the public eye since the mid 90s, but the myth and legends go back much further.



Most members of the established covenants in South America are agreed on that in the times before the coming of the Europeans, a small group of Gangrel must have entered the jungles and gone “native” as they put it, surviving off the land and shunning all parts of civilization. Over time they became the very animals they fed on, not even ranking as intelligent beings.

These creatures were the shadowy stalkers at night, the boogey men that local tribes warned their children about would come for them if they didn't learn the lessons of their elders.

When the Europeans arrived, and the European Kindred with them, these creatures drifted back even farther, as if scared of the encroaching newcomers.

Lancea Sanctum records from the period of settlement onwards show isolated reports of encounters with the feral bloodline, but a name had never really been appended to it. The nickname, Stalkers, was given them because of their habit of stalking a victim before attacking and killing them. Both Invictus and Lancea Sanctum members tried to destroy these strange kindred whenever they were found, as they broke the masquerade with very practice. For a period of some two hundred year they thought they had been successful in culling the bloodline to almost extinction, but in the mid 1900s isolated reports of attacks surfaced again in distant outlying areas. Then came the attacks in more

inhabited areas. The attacks reported in the 70s, then the 90s and onwards are causing the covenants concern, and new hunting teams are being assembled to go hunt down these things and put them to their final death.

Society and Culture

The Chupacabra have no real social structure. At times, kindred records of encounters have noted two or three operating together, almost as if an elder was teaching neonates how to hunt, but these are unsubstantiated.

Chupacabra are solitary, hunting alone for their prey. They stalk a particular victim for a small period of time, learning its patterns and then strike. Most victims do not survive an attack; their bodies dragged away, and drained of blood. Those that do rant and rave about the foul and evil thing that attacked them, lending to the stories growing about the creature.

Some kindred cultural experts debate that the Chupacabra are not stupid animals, feral in both mind and body, and that they are quite intelligent, citing many instances where the bloodline has used rational behavior in its dealings with man and supernatural alike.

Werewolves

The Uratha aren't as numerous in South America as they are in other parts of the world, least they aren't in the interior areas of the forests and jungles. Wolves themselves aren't really populous in South America, with the Maned Wolf being one of the only species of *canis lupus* found in the continent. Of note, is that the Vargr changing breed can be found more often than the Uratha, linked with the maned wolf.

The Forsaken

Blood Talons

Possibly the most numerous of the Uratha in South America, the Suthar Anzuth have many kin within the indigenous tribes of the continent.

Bone Shadows

The Hirfathra Hissu is rarest of the tribes in the continent, with even their being more Ghost Wolves than them.

The Hirfathra Hissu strives to reestablish the connections of the Forsaken with the continent's

ancient spirits, something that once in the past they were quite good at. These days, Pure mechanizations and the presence of hosts and other things, keep them from completing their task.

Hunters in Darkness

The Mennina have only just starting arriving in numbers over the last few decades, in response to the Blood Talons and Bone Shadows stories of vast areas in the deep, deep jungles and forests where massive verges are occurring.

Those that arrive usually collect into small tribal groups and head inland. Most are never seen again.

Storm Lords

The Iminir are not populous in South America, and can usually found in major cities working at times with the Iron Masters.

Most are not too concerned with the untamed interior, seeing it as place of the Pure that they will eventually take back, as long as it is done with the right plans and the proper leadership.

Iron Masters

From small industrious towns to the major cities, the Farsil Luhai are there, watching, tinkering and building the structure needed for the Forsaken to take and hold from the Pure.

Ghost Wolves

Prowling the untamed areas and outlying rural zones, the Thihirtha Numea is the smallest, next to the Bone Shadows, of the Forsaken in South America. Some of them are sometimes mistaken for Vargr, a mistake that usually results in death for the poor Uratha.

The Pure

Fire Touched

Izidakh are the most numerous of the Uratha in South America, most of them sheltering within the local Christian and catholic churches shadow, a fact that often brings them into contention with the Lancea Sanctum.

Predator Kings

Seeing the untamed forests and jungles as a true proving ground for their skills, the Ninna Farakh often arrive and venture into the verdant depths, seeking prey and glory. Many never return, but

those that do speak little of their journeys, but seem better for it, have matched their skills against some kind of predator deep in the wilderness.

Ivory Claws

The Tzuumfin are not very numerous in South America, and seem to spend much of their time trying to establish some semblance of control over the other two tribes in order to focus their roles towards the eventually submission of all Uratha to their rule.

Lodges

South America has a few lodges present in it, but members of the Lodge of Doors, Harmony, Maelstrom, Metal, Scrolls, and Storm's Eye are all known to be present within the continent, as are rumored whispers of the Lodge of the Grotto.

Among the Pure can be found the Lodge of Absolution, Blood of Kings, and both the Lodge of Night's Fear and the of Vermin's Shadow. Those of the Blood of Kings fight an ongoing war with their more "civilized" members, as the South American members claim that their kings of old are just as important as those from across the pond.

The Hosts and Shapechangers

Members of the Colony can be found in many cities, and the Distant Ones are sometimes spotted on high peaks, especially in the deep forests and jungles. Whispers of Brineborn living in the coastal cities always circulates, and of course horror stories of the Unclean surface at times as well, though they maybe stories of the Srizaku instead, no is sure or wants to go investigating and find out.

The Hosts do exist in the continent with almost every type having a presence, from the Beshilu to the rare Srizaku and Grei'zul. Interestingly enough, the Grei'zul, the spore hosts, find the deep jungle a perfect place to exist, and there are native legends of entire small valleys and cave networks being nothing but a vast fungus covered place.

Mages

Mages are everywhere, and with a large collective of scholars thinking that South America is actually Atlantis; this has had mages from various callings traipsing around the continent searching to see if it

is indeed the truth. The jury is out on the answer, indefinitely.

The large tracts of unknown areas in South America are also home to lost hallows and verges, places of power centered around ancient Atlantean ruins (further proof from some mages that South America is where Atlantis might have been) as well as ruins of lost and extinct civilizations, pulling them to search and wander the lands.

The Paths

Acanthus

The Acanthus find the vast untamed wilds of South America appealing, and many will make it a point to spend time in their depths communing with the spirits that are there.

Mastigos

This path is not a prevalent in South America as the others, though rumors of ancient temples with bound demons serving as guardians will often drive one of two to venture inland seeking knowledge.

Moros

The death mages of the Moros find little to enthuse themselves with South America, and are present in few numbers.

Obrimos

The Obrimos, like the Moros, are few in number in South America, but when there tend to stay in the larger cities more than anywhere else. A few make the treks inland to see discovered ruins and such, but this is a rare thing.

Thyrus

Like the Acanthus, the Thyrus can be found in large numbers in South America, seeking knowledge in the verdant depths.

Some never return from the deep jungle, going native.

The Orders

Adamantine Arrow

Those few of this Order that wander the continent seek to shut down and claim the more dangerous artifacts that were left behind from the times of the Fall. When they can't get to an item or site before

someone else, they then take the steps needed to quell any potential threat.

Guardians of the Veil

Usually at odds with those of the Arrow, the Guardians seek much the same thing, though more for their own use and study than to protect others.

Mysterium

Dodging Guardian and Arrow teams, the Mysterium sneaks into the ancient spots and takes what it needs then sneaks out, leaving the others none the wiser. While not always a sound tactic, and it has gotten them in hot water many times, it more often succeeds.

Silver Ladder

These mages can usually be found in the major cities, leading councils of the Orders so that some measure of structure and decorum can be maintained, especially when members of the Guardians seek the head of a Mysterium agent for stealing an artifact of power which then sets off the Arrow who claim that the Guardians will use it for some sinister purpose and it would be best if the item was instead given to them.

Free Council

Having the smallest representation among the Orders in South America, the Free Council attempts to try to act as negotiators when possible, but largely finds itself merely leaving its fellow Orders behind as they seek ways to embrace newer ideas from younger mages entering into their own.

The Seers of the Throne

The Seers have many of their kind in South America all seeking ancient sites and objects of power. Consistent rumors as well as the occasional artifact push them to look for what could be a treasure trove of Atlantean artifacts and knowledge said to exist deep in the Amazon.

Banishers

There is a strong presence of Banishers in South America and they are organized. Calling themselves the Silent Ones, these Banishers seek to destroy all evidence of magic they can find, including other mages, and even sometimes themselves. Utterly dedicated to the task, they are like suicide bombers

packing arcane explosives, willing to sacrifice their own lives to silence the knowledge forever.

Legacies

Few Legacies exist in South America with the Stone Scribes, Dreamspeakers, Tamers of Rivers, and the Tamers of Light having members in the Continent.

The Tamers of Light are perhaps the most mysterious of the Legacies, existing in myth and shadows, apart from the mainstream for many hundreds of years.

Tamers of Light



During the early days before the fall of Atlantis and the sundering of the world from the spirit world, the Tamers of Light led their people in harmony with the world around them both physical and spiritual. Through the mastery of life giving light itself, they protected their followers and destroyed those that would prey on them.

When Atlantis fell and the Shadow came to be, the Tamers of Light were put to most harsh of tests, as things unimaginable assailed their followers. Many died, unable to stop the Shadow denizens, other went mad and still more turned on their followers, becoming the very thing they hated.

By the time the gauntlet became solid enough to prevent casual travel from one side to another except by powerful spirits or through verges, the Tamers of Light were neat extinct. Only a few survived, protecting their followers in distant lands, far from prying eyes both human and unnatural.

Parent Path: Thrysus

Nickname: Sun-Kings

Orders: Members of this rare Legacy belong to no modern order, preferring to stay hidden deep within their jungles and rainforests.

Appearance: All Tamers of Light come from native South America stock.

The Tamers of Light's elemental mark is a nimbus of sunshine surround them at all times.

Background: The Sun-Kings are very leery of the other Tamer Legacies and other mages in general. They believe that had the other done as they did, then the Fall may not have occurred.

Those few mages and Legacies that know the Tamers of Light still exist see them as opinionated and egotistical, concerned with self glory and their follower's worship more than anything else.

Organization: Those few Sun-Kings that still exist keep in contact through a series of arcane messages sent literally on beams of sunlight. Many avoid any trappings of modern civilization and so things such as phones and email are beyond them.

Were the general mage public to become aware of the Tamers of Light they would be shocked to see such blatant use of power to create willing cults of followers and servants.

Suggested Oblations: Greeting the sun each morning with prayers, giving thanks to the sun as it sets each night.

Concepts: Shaman, Divine Priest, Sun-King, Chieftain

History and Culture

In the beginning the Sun Kings weren't at all like they are now. They were subtle and quiet in their manipulations and aide, silently giving what was needed from the shadows.

As time passed and they learned that the sun was the source of life, they became more open. When they saw that careful exposure to sleepers at controlled rates slowly lessened the Paradox that would happen when using arcana around them, they started to create cults of sun worshippers, themselves as the priests. Some became priest-kings, rulers in both political and religious power.

By the time of the Fall of Atlantis, almost all Sun Kings were setup in their own small domains of loyal followers. The Fall nearly destroyed them, as things came out of the spirit world to devour and rampage. Many supernatural entities, from shapechangers to fae to nightwalkers attacked for various reasons.

When the gauntlet finally rose to such strength to block out most of the predation, the domains of the Sun Kings had been nearly wiped out, and only few remained, hidden deep in the jungles and rain forest of proto South America.

In the modern age the Tamers of Light are insular and almost non-existent, with almost all of them still hiding deep in their hidden kingdoms, their followers praying to them as they themselves offer prayers to the sun for power and guidance. Many have succumbed to their own myth, truly believing themselves to be chosen of sun to lead their people,

and the fact that awakening and becoming a mage is such a random thing, it lends even more to the myth that is now seen as reality for them.

A few though, have escaped to the cities and modern civilization, learning that while they are not divinely powered, they are empowered and that the sun is still a source of that power.

Induction

The Sun Kings usually induct very few into their ranks. In the hidden domains, when a youth awakens he is taken into the priest-hood or royal family, which ever is the case, and inducted into the rituals of the mages art. As time passes the student is also inducted into the Legacy itself.

Teachers keep strict eyes on students, and failure can often lead to death of the student. Luckily there are usually several students at a time.

Of note is that nearly all awakened mages in these hidden domains are Thyrsus, with few if any of the other paths awakening.

Magics

Oh Golden Wings (Mind 3)

Some mages are able to harness the elements themselves to send messages to one another. Imprinting their thoughts onto the element, they send it hurtling to a destination and recipient.

Practice: Weaving

Action: Instant or Extended

Duration: Concentration

Aspect: Covert

Cost: None

The Sun King sends out his thoughts on a beam of sunlight and makes contact with another Sun King, conveying a brief message.

Attainments of the Tamers of Light

1st Attainment: The Sun's Kiss

Prerequisites: Gnosis 3, Life 2

All members of the Sun Kings look the part that they take. Their skin is healthy, their hair lustrous, eyes deep brown or black, as well as perfect physiques and voices. This is all because of the 1st Attainment, as they are taught how to augment themselves with their Life Arcana.

Optional Arcanum: Mind 1

Often the Sun-King must deal with a traitor or an outsider that is causing problems. Use of this option allows the Sun King to cause the victim to look like the Sun King's followers nightmares, thus allowing

the Sun King to rally them to destroy the victim that much easier.

2nd Attainment: The Death of Shadows

Prerequisites: Gnosis 5, Life 3

This Attainment allows the Sun-King to simply lay hands on the target and instantly heal them of any physical injury up to and including replacing lost limbs. It will not heal a broken mind and in the case of massive head trauma, the Attainment will heal the physical damage but not the mind itself.

Optional Arcanum: Mind 2

Application of this optional power allows the Sun King to lay hands on the mind of the target, attempt to do on mental landscape what they are able to do on the physical.

3rd Attainment: Halo of Light

Prerequisites: Gnosis 7, Life 4

At this point the elemental mark of the Sun King becomes a visible corona or halo about the Tamer's head, a crackly aura of blazing sunlight that is difficult to look at. Many Sun Kings mute this dazzling light, but when angered or in a show of power, the Sun King lets it blaze away in all its glory. The halo's effect can be harnessed by the Sun King and uses to fire bolts of pure sunlight into a target causing massive damage. Essentially the mage is using his Life magics to damage the pattern of the target.

Optional Arcanum: Spirit 4 + Mind 3

Rarest of the Sun Kings abilities, it is said only one in a hundred ever master this power, the resurrection of the dead. Blending Life, Mind and Spirit arcana, the mage literally drags back the soul and shoves it back into the body. The resulting process is not always 100% effective and sometimes what results would have been better off dead, but then again, you always wondered where they got their immortal zombie guards from didn't you.

Changelings

The Lost of South America vary greatly, with those to the far south following the four season courts, while those farther north, generally adopting a wet and dry season style of courts. Most types of kith and seemings are found in South America.

Prometheans

Not many of the Created are known to be in South America, though its vast tracts of forests and

jungles do make for good places to hide. Those rare few that venture into the depths of the unknown verdant green to seek their enlightenment are usually never seen again.

Skinchangers

The Kanaima are present in force, causing grief for the Balam and Sabers when they can. A silent war exists more between the Balam and them, but the rare Sabers are sometimes drawn into it, usually at the cost of the Kanaima's existence. Angering the Sabers is generally considered a bad thing.

Changing Breeds

The vastness of the continent and its diverse collection of animals have led to the changing breeds having quite the presence. While one might find some of the more eclectic Ferals in South America, certain ones do stand out, as well as a few species that are native only to the continent.

Bastet

The big cats are represented by two known breeds, the Balam and the Sabers. The Balam are covered in *World of Darkness: Changing Breeds* pg 130 and can be found all the way to the tip of South America.

Sabers

In the ancient times before the ice age, the smilodon cats lived in the area that is now South America. During those days a few of early man became ferals connected to the Smilodon, thus creating this exceptionally rare breed. Centered deep, deep within the forests and jungles untouched by man for thousands of years, the Sabers have lived in harmony with nature and their extended tribes of kin never seeing modern man.

Legends and stories always exist about sightings of the ancient and extinct saber-tooth cat, and sometimes they are true, as a small pride of them live with those tribes, cared for and protected, while they in turn care and protect the tribe.

Those of the Saber breed of Bastet are among the rarest of the changing breeds, almost extinct. They are all of South American native tribe descent and are never found outside the jungles. The usually protect their tribes and prides areas and have been known to attack intruders, especially those that seek to destroy the jungles and forests.

D.E.A.T.H. PLC has lost several teams to Sabers, and at this point is largely avoiding those areas of South America until they can figure out how to deal with the shadowy ancient hunters.

The throwback form of the Saber is stooped and muscle bound, similar to a Neanderthal. The War Beast, like all the Bastet, is a massive humanoid cat, similar in size and power to the Hatara species. The Primal Beast is a large smilodon and the Dire Beast is a massive version of the smilodon.

Breed Favors: Fang (bite) 5 (L) and Claw 2 (L)

Breed Bonus: Enhanced strength, agility and size.

Common Aspects: Catwalk 4, Clever Monkey 3, Earthbound, Hound's Honor 3, Hybrid Form, Keen Senses (All) 2, Leap 2, Righting Reflex 2, Mindspeech, Nine Lives, Pack Bond, Unsettling Eye

Form Adjustments

Throwback: Strength +3, Dexterity +1, Stamina +2, Size +1, Health +2, Speed +2 (Species factor 5), +1 to perception rolls.

War Beast: Strength +4, Dexterity +1, Stamina +5, Size 8, Health +7, Speed +5 (Species factor 5), +2 to perception rolls.

Dire Beast: Strength +4, Dexterity +2, Stamina +4, Size +3, Health +5, Speed +8 (Species factor 8), +3 to perception rolls.

Primal Beast: Strength +2, Dexterity +2, Stamina +2, Size +1, Health +3, Speed +7 (Species factor 8), +3 to perception rolls.

The Land Titans

There are no recorded native Ferals of this breed in South America at this time.

The Laughing Strangers

Of course those of the Minjur can be found in South America, as can Baitu, Archunem, Reynardi, and Wapathemwa species of the Laughing Strangers.

The Pack

Members of both the Maeran and Vargr exist in the South American continent, with the Vargr linked to the continent's native maned wolf. Interestingly, the maned wolf Vargr actually outnumber the Uratha in some places.

Royal Apes

South America, with its vast jungles and rain forests, has a sizable population of monkeys, with the howler being one of more well known. While

there are some of the other breeds in the continent, the Hugranjah and the Guariba are the most well known for the continent. Most Hanumani Brahman, if they are there at all, stay in the cities, and the Abathakathi and Order of the Luminous Way of Sun Wukong really don't go to the continent all that much.

Some supernatural researchers into the origins and legends of the Ferals do note that perhaps the myth of the chupacabra is not only linked to the elusive and nightmarish vampire bloodline by the same name, but also to members of the South American Hugranjah Feral as well.

These Hugranjah are known to be territorial and will attack those they think are intruding on their lands, especially their own kind. Few if any pictures exist of the South American Hugranjah, known by many names across the continent also leading to their mysterious nature and myth.

Guariba

The howler monkey is a common sight in South America, more so in Brazil, with dozens of species spread across the continent. Known for their intense howling, these monkeys can be heard up 5km away when they howl in chorus in the dawn and dusk hours.

The Guariba are those that have heard the howl and been touched by it, their feral heart screaming with it till finally they find themselves atop a building or in an open field, howling in chorus with them.

The Guariba are one of the most populous of the changing breeds in South America, and are known to group into extended families of kin, protecting and helping each other through the first change and the life that comes afterwards.

The Guariba War Beast is a nasty thing to encounter, especially in groups. A chorus of them howling at a target cause serious damage to ones hearing.

Breed Favors: Extra Limb (Tail) 1, Fang (bite) 1 (L), Claw 1 (L)

Breed Bonus: Unnerving Cry for free

Common Aspects: Catwalk, Clamber, Clever Monkey, Hound's Honor, Leap, Pack Bond,

Form Adjustments

War-Beast: Strength +2, Dexterity +3, Stamina +1, Size 5, Health +7, Speed +6 (Species factor 6), +1 to perception rolls.

Primal Beast: Strength +1, Dexterity +3, Stamina +1, Size 4, Health +0, Speed +5 (Species factor 6), +2 to perception rolls.

Spinner-Kin

The Carapache breed is the most prevalent of the Spinner-kin Ferals in South America, living in the forests and jungles.

Ursara

South America only has one indigenous species of bear, the spectacled bear, which is on the endangered list, near extinction. While a few connect to this rare species, they are almost as extinct as the species itself. The spectacled bear is smaller than the brown bear, usually averaging around 175-275lbs, in comparison to the brown which averages between 300-900lbs. A Feral connected to a spectacled bear uses the same stats as a Yonah species from pg 176 of Changing Breeds.

Wind-Runners

Some of the Uchchaihshravas make their home in the more civilized areas of South America, and there are members of the Flidaisn there as well (though they are of the pudu species of deer).

Winged-Folk

As with many places across the globe, the Corvian can be found in South America, as well as the Strigoian and Vagahuir. Most of the Vagahuir live in the more northern areas with Strigoian all across the continent.

Cold Kings

Many species of reptiles exist in South America, and indeed there are legends of dinosaurs still alive deep into the unknown and unexplored reaches of the jungles and rainforests. Certainly the sightings of the occasion Whiteteeth have helped lend credence to this myth.

Whiteteeth

The Whiteteeth are a smaller changing breed, their feral heart linked to that of the tegu, a reptile common across all of South America. From the red, to the Argentine black and whites, to the Columbian gold tegu, these reptiles are usually anywhere from 2-4 feet in length, and are known to be carnivorous.

The Whiteteeth themselves are rare, as not many connect to the tegu feral heart, but they do exist.

Usually found in small villages or city outskirts, the Whiteteeth are a slow moving and seemingly dull witted group. When angry, though, all pretenses are left behind, as their movements become lightning fast and their size triples as they assume their war-beast form.

Breed Favors: Dark Sight, Fang (bite) 2 (L), Claw 1 (L), Natural Armor 2/1

Breed Bonus: Aquatic, Water Breath

Common Aspects: Blend In, Earthbond, Extra Limb (tail - attacks only), Long life, Resilient Form
Form Adjustments

War-Beast: Strength +2, Dexterity +2, Stamina +3, Size 5, Health +3, Speed +5 (Species factor 4)

Primal Beast: Strength +1, Dexterity +3, Stamina+1, Size 3, Health +0, Speed +5 (Species factor 4)

The Horned Folk

The mountains of South America are home to several species of goat and their kin, as one can find Mendeans here and there across the continent. Most keep to themselves, often seen as the "wise old man who's secrets are too black to know, but must be learned if you wish to see your future" and similar type things.

Oceanborn

These rare Ferals are obviously only found in the coastal areas of the continent, though rumors persist of some of the large freshwater lakes having strange creatures both man and animal living in them. While a vast array of aquatic life exists in the seas around South America, the Oceanborn are few and far between. Members of the Selkie, Olutakami and even rumored orca and shark species changers, are said to ply the waters off the coasts.

The Riverkin

Members of the Kinno'balo can be found throughout the Amazon basin as well as other places in South America.

Serpentine

South America has a massive snake population and the anaconda is perhaps one of the most well known of these snakes. While it is noted that they are possibly other Ferals of the Serpentine breed, the Ceubo are the most well known, said to possess the

power to see the future and grand great wisdom to those willing to seek them out.

Ceubo

Ceubo is said to be the being that exited the river after a woman sacrificed herself to stop a flood, at least according to Yanomami lore in South America.

The Ceubo are solitary beings, seeking simple lives of the pursuit of inner knowledge by trying to understand the winding and coiling inner paths of the soul. Many are adept users of low magic and are sought for their wisdom, seen as mystics by native tribes.

Breed Favors: Aquatic, Fang (bite) 4 (L), Limbless, Size 4, Water Breath

Breed Bonus: Constriction

Common Aspects: Clamber (Climbing only), Hound's Honor, Long Life, Mercy's Touch, Mindspeech, Slumber's Touch, Spirit Gifts, Spirit Sight, Truth Sense

Form Adjustments

War-Beast: Strength +3, Dexterity +2, Stamina +3, Size 6, Health +5, Speed +5 (Species factor 5), +1 to perception rolls.

Dire Beast: Strength +3, Dexterity +3, Stamina +3, Size 6, Health +5, Speed 5 (Species factor 5), +2 to perception rolls.

The Swarm

Swarm insect changers are not very common in South America, but one species has stood out, the Red Horde.

Red Horde

The Red Horde is a rare and enigmatic Swarm breed based on the army ant. No one is quite sure how the first Feral awoke to the sound of these industrious insects but awoke they did.

The Red Horde are busy bodies in human form, constantly working on something and sleeping very in often. Any place they live is bare but ordered, with everything in its place and not a shred of clutter or garbage anywhere. Use the Mimma Lemnua stats for the Red Horde.

The Taurae

There are no known members of this species native to South America at this time.

The Brazilian Ruins

The spirit trapped within the ruins in Brazil was a thing that fed on pain and suffering. It would find a host, invade its mind and slowly drive it to acts of savage and bestial fury. Most of its hosts had been animals till it finally took over a human. The combined entity slaughtered its way across a dozen villages and towns in the days before Atlantis fell, before it was finally captured and imprisoned deep within a specially crafted arcane cell, deep in a temple dedicated to the Unconquered Sun.

While the physical host body eventually died and rotted, the spirit entity did not, and so remained trapped, feeding off the minimal life forces of those earth spirits that wandered to close as well as other minor and lesser animal (insects and other burrowers) spirits.

Over the centuries the ruins were covered, uncovered and covered again by floods, earthquakes, ice and so on. Finally in the later part of the 20th century it had come close enough to the surface to be spotted by satellites belonging to the F.E.A.R. Corporation. They sent in their Pulsar Teams to setup a perimeter and secure the site for excavation, all the while their negotiators began talks with the Brazilian government.

D.E.A.T.H. PLC's interest in the area was due to a rare and potent plant that was growing there. This plant only grows in areas suffused with arcane energy, something that both corporations are not really aware of. When the F.E.A.R. Corp Pulsar teams arrived, they found D.E.A.T.H. SA Commandos and researchers already on the locale.

The battle between the two would have gone fairly straight forward had the Pulsar team psychic not decided to "astral project" herself in order to get a better view of the enemy forces setup. What she encountered was the massive resonance of the bound spirit who in turn sensed the psychic. It lashed out with all its remaining power and managed to ensnare her mind long enough for her to damage the bindings enough for it to break free. It rushed out and into the psychic and used her mind and body as its staging point to feed on the violence that was raging around it.

Consuming the psychic whole it manifested itself and used its presence to sow fear and chaos which only led to more violence and pain as the commandos and Pulsar teams when berserk trying to

kill it and each other. Sucking dry victim after victim the thing grew fat on the power till finally only one remained, a Pulsar team member with a minor arcane talent he didn't even know he had. The spirit wrapped itself around the man's soul and settled in to rest.

This survivor was captured and taken by the Brazilian Armed Forces to a nearby military base where he was put under close observation. The spirit began the process of bonding to its new host as the man was monitored and as soon as it had full access to its powers with the host, it slipped sideways into the Shadow and escaped.

In the last three months there has been a series of violent murders of men and women, usually low income, the homeless or prostitutes. Due to this most of the crimes are being overlooked and ignored, and the spirit is enjoying its freedom. It plans on "working" its way to Rio for some real fun.

Shadowed Mirror



Real Name:
Timothy MacLean

Apparent Age:
Indeterminate

Age: 33/Several
Thousand

Mental Attributes:
Intelligence 5, Wits
5, Resolve 5

Physical Attributes:

Strength 6, Dexterity 5, Stamina 6

Social Attributes: Presence 4, Manipulation 4,
Composure 4

Mental Skills: Academics 3, Computer 1,
Investigation 2, Medicine 3, Occult 5 (Spirits),
Politics 1, Science 1

Physical Skills: Athletics 5, Brawl 5, Drive 2,
Firearms 3, Larceny 4, Stealth 5, Survival 5,
Weaponry 3

Social Skills: Empathy 1, Expression 2, Intimidation
5, Persuasion 4, Socialize 1, Streetwise 2, Subterfuge
4

Merits: Fighting Style: Combat Marksmanship 3,
Fighting Style: Police Tactics 2, Ghost-Calling, Spirit
Channeling. The last two merits are latent abilities
that Timothy wasn't aware he had.

Flaws: Spirit-Claimed (Duguthim)

Willpower: 0/10

Morality: 0

Synthesis: 4

Virtue: Hope

Vice: Wrath

Size: 6

Health: 12

Initiative: 9

Defense: 5

Speed: 16

Aspects: Camouflage 3, Dark Sight, Forgotten, Gauntlet Slip, Hidden Power (Masks inhuman shape), Life Drain (via violent death and pain), Primal Fear, Sharp Sense 3

Shadowed Mirror completely controls his host, though it must use its Hidden Power Aspect to continually cloak its now monstrous form. Most times this Duguthim remains hidden somewhere quiet, where it can spy on potential victims, choosing its next prey carefully. Once the prey has been captured, it will slowly torture its victim to death, feeding on the victim's life force as it does so.

Shadowed Mirror stays away from mirrors, as when it looks into it, it can see its host's original form. This act allows its host the ability to attempt to take control. At anytime Shadowed Mirror sees its reflection clearly (this must be in a proper reflective surface such as a mirror or glass or even still waters), a willpower test is made. If the spirit loses, Timothy gains control for 1 scene. This is possibly long enough for him to give players a chance to kill the creature and end his suffering.

Bug Monsters of South American Rainforest

The entities encountered by Trask when he was at the research project are a form of temple guardians that got free and bred true.

Back in the days before Atlantis sank the South American continent as it was then, host numerous settlements across it. Various temples to local gods existed as well as sites of great arcane power to which the pre-fall mages went to study and practice.

One of these locations was used to study Life magic and its impact on the creation and management of temple guardians. The mages reasoned that with the right application of magic they could create the perfect "watchdog" for their places of knowledge, ones that needed little direction and care as they would be self sustaining and adaptive to their environment.

These guardians were designed along a insect look, their armor carapace and over all biological makeup similar to cockroaches. The mages wanted a hardy

species to start with after all and cockroaches are one of the most resilient.

The end result was a roughly humanoid creature that would guard the locale happily, subsisting of native vegetation and could easily go without food for months on end if necessary. The creature would also hibernate when needed, coming out of its self-imposed stasis when the time was needed. The architects of these creatures never foresaw the extent of the hibernation that would occur with the fall of Atlantis nor the effects it would have on their creation.

Close to a thousand years ago the creatures woke, needing food to survive. They patrolled their temple, discovering it to be in the middle of a lush overgrown jungle. Food was abundant and the four guardians foraged. Sadly they had not been completed when the Fall had occurred. Some basic instinct still existed. So the guardians mated and had young. Over time the original four returned to hibernation, their built in imperative to protect and guard still the core of their beings. The children they sired though had no such imperative and instead moved outwards into the jungle, hunting, feeding and when the need arose, spawning.

These creatures have over time slowly died out, their systems not quite natural and unable to really survive without a source of arcane energy, such as a verge or hallow, to sustain them.

One of the spawn managed to make it too a small valley that had just such a spot. Not quite a verge but close enough to allow a suffusion of arcane energy to permeate the area. This of course led to an abundance of rare herbs and plants in the entire valley. The creature set up a lair and proceeded to hunt, but soon found that if it left the valley it sickened and died. So it evolved a new way to hunt. It tapped into its own arcane potential and developed the ability to emit a siren like call that would lure in prey for it to kill.

When D.E.A.T.H. PLC setup their lab they initially didn't disturb the creature as it was in a hibernation cycle. When it came out it began its call for prey and started luring in the base personnel. Trask and his team of commandos did manage to deal with the creature but it could have easily spawned by that point, fresh from feeding on the base personnel.

The interesting thing about these critters is that they can be possible found in any of the arcane areas

that are hidden out there, using their siren like power to draw in prey.

Herbs and plants

The rare plants and herbs that D.E.A.T.H. PLC is using in South America are actually arcane suffused vegetation. In certain spots, known as verges, hallows and so on, the gauntlet between the world and Shadow is thinner. In these places arcane energies permeate the surroundings and cause the plants to change subtly. Over the centuries the plants became their own species, and because of the life arcana within them became potent pharmacological components for anyone who was seeking them.

These plants grow in several locations hidden deep in the rainforests and jungles of South America, known to only a few, D.E.A.T.H. PLC among them. The sites it does control, it guards jealously from outsiders.

These sites of course would be of great interest to mages, as we're talking about large areas that are potential hallows or verges waiting to happen. The amount of tass that could be harvested from a couple of the sites would have several mages waging war over them, if they knew they existed. D.E.A.T.H. PLC doesn't know that these sites are hallows and verges, just that the plants grow there and if harvested and cultivated correctly will continue to grow.

Sahara Project

The deserts of the Middle East hold many secrets. Many have gone out into them seeking them and never returned. D.E.A.T.H. PLC wasn't seeking secrets or legends when they set up their research lab in the deep Sahara away from prying eyes.

They wanted a place to test out new strains of plants in desert conditions to see if they could possibly change the desert back into farm lands.

What they found was an old burial chamber, simple and rustic but very old. Inside was a large

corpse of something not entirely human. That's when the lead scientist went down, activating his CORPS alert.

What D.E.A.T.H. PLC has managed to determine before they had to clear out, was that the virus was transmitted by touch, and that somehow the doctor had contracted it. Some of the research assistants believe he touched the corpse with a bare hand. D.E.A.T.H. PLC's scientists managed to isolate the doctor but not before six others were infected as well.

While the corporation knows little of its origin they do know that anyone infected become catatonic, then seems to incubate the virus for several hours. Then, finally as the virus starts to cannibalize the person's organs to build strength for a growth spurt that causes it to manifest as pustules across the body, which break open and weep a liquid form of the virus across the body. How long this contact agent stays active is unknown as the tomb was dated at least two thousand years old.

A joint venture with Humanadyne is under way to study the virus.

The Basin

The jungle basin where the anti-agapic is being created is a burgeoning verge as well as a focal point for the Hedge (See Changeling the Lost). It is a conjunctural spot and is one of the reasons the valley's plant life is so useful in the creation of the serum

The basin's largest problem is that the Hedge opens near a particularly nasty keeper, known as the Sundered Lord. His agents occasionally cross over to hunt the natives for slaves for the Other, and of late have noticed the research base. The primary reason all the staff vanished is because the Sundered Lord decided he wanted new slaves, and thus raided and took the entire base, for the simple reason that they were different from his usual slaves, in this case the native tribes.

Now that he knows that the research base is there, he occasionally sends spies into the area to look for more potential slaves.

They say they are in it for the Earth

They say they are here to help the world become more Green

But what are they really doing?
And for what purpose?

- This book examines the DEATH PLC is one of the powerhouse rival corporations that FEAR has to contend with. They are big, well financed and have their fingers all over anything labeled Green. 1st of the rival corporations in detail, from its history to its current leading partners, as well as its projects.

A Walks Forever Publication
Jason C Marshall
Canada

The DEATH PLC Fan Supplement is not a standalone item. It will require the use of the World of Darkness Main Rule Book, as well as the F.E.A.R Corporation Fan Core Book and possibly the use of Vampire: the Requiem, Werewolf: the Forsaken, Mage: the Awakening, and even Promethean: the Created to use. Owning the core books for the other systems will be a definite boon.



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