

## **Possession is Nine-Tenths...**

### **A “When Darkness Comes...” Scenario**

You roll into town late, well past midnight, and everywhere is shut up – only the cold wind is present to greet you. You have been driving all day but you don't have time for sleep, or even a cup of coffee had the café in front of you been open. Time is against you, and you once again curse yourself for trusting Dr Antwich.

Your archaeological dig on an island in the Pacific had met with impressive success, you not only managed to discover the Orb of Kreesna, a relic reputed to ward off evil spirits, but you also found the ancient ruins of a temple. Writings on the temple wall spoke of an occult order that conjured great spirits called the “Natharen”, beings of the ether who could apparently endow a person with great physical and mental abilities. The Natharen's only weakness, and the thing that kept them confined to the island, was the sea; for the salt within the water burned their flesh.

At the heart of the temple you came across your greatest find. Secured and safe within a secret compartment beneath the altar you found the Soul Shard – a crystal in which the order had supposedly entrapped a Natharen spirit. As you touched the Soul Shard it glowed a dull red.

Thinking back, remembering the power you sensed within the Shard, you wonder how you could have entrusted the Shard to Dr Antwich, the dig leader. He flew home a week ahead of you to deliver the Orb and Shard to the museum. However when you too returned home you were told that only the Orb was delivered.

It was then that you realised that Dr Antwich must have been tempted by the promise of power that the Soul Shard of Natharen represented, that he planned to try and release the spirit within. And so you have come to challenge Antwich, stop him from releasing the spirit, and if necessary put the genie back in the bottle.

### **Objective**

The characters must seek out and destroy Dr Antwich who has been possessed by a Natharen spirit. With Dr Antwich defeated the spirit will be forced out of its host body and can be captured once again in the Soul Shard.

### **Game Components**

This scenario uses only the basic When Darkness Comes set.

Map Tiles: House, Museum, Gun Store and Café

Disks: Adversary 2, Allies 2 and 8, Flashlight, Medical Kit, Money, Shotgun, Security (Owner), Security (Alarm) x 2, Security (Guard), Security (Dog) and Numbered Disks 1, 2, 3 and 4.

## Game Set-up

Lay the four map tiles out to form a 2 x 2 square with the Café diagonally opposite the House.

Place the following disks on the ‘?’ squares in the appropriate map tiles.

**Café:** Ally 2, Money, Security (Owner) and Numbered Disk 1.

**Gun Store:** Security (Alarm), Flashlight, Shotgun and Numbered Disk 2.

**Museum:** Security (Guard), Ally 8, Medical Kit and Numbered Disk 3.

**House:** Adversary 2, Security (Alarm), Security (Dog) and Numbered Disk 4.

All the characters begin play on the street outside the Café that does not touch another map tile.

## Game Play and Special Rules

This scenario uses the basic rules with the following additions:

### Numbered Disk 1

A large packet of salt (carry weight of 1), this requires an Intelligence (Search) test with a difficulty of 6H to find (giving the player 1 Victory Point). The packet of salt can be thrown at Dr Antwich (Adversary 2) and provides a once only +3 Dice bonus to Attack (Ranged Hand Weapons) against this opponent only.

### Numbered Disk 2

If this disk is encountered the character must make an Intelligence (Disarm) test with a difficulty of 1P. If the test is successful the player gains 2 Victory Points.

If the test fails a smoke screen security system is set off filling the immediate room with thick smoke. All Intelligence (Perception) and Intelligence (Search) tests made within this area suffer a +2 difficulty (e.g. a 1P would become a 3K).

In addition, a character's Movement is halved if he / she begins in a room covered in smoke.

### Numbered Disk 3

This is the Orb of Kreesna (carry weight of 1) and requires an Intelligence (Search) test with a difficulty of 1P to find (giving the player 2 Victory Points). A character that has the Orb of Kreesna gains a +2 Dice bonus to Defence against Dr Antwich (Adversary 2) only.

### Numbered Disk 4

This is the Soul Shard of Natharen (carry weight of 1), the item that was the prison for the spirit that now possesses Dr Antwich. The Shard requires an Intelligence (Search) test with a difficulty of 3S to find (providing the player with 3 Victory Points).

If this item is in any character's possession when Dr Antwich (Adversary 2) is defeated, that character can make an Intelligence (Occult) test against a difficulty of 3S to try and entrap the fleeing spirit. If successful the threat from the Natharen spirit is ended and the character gains an additional 3 Victory Points.

However, if the Natharen spirit is not once more imprisoned in the Soul Shard his reign of terror has only been postponed, as it will no doubt seek out another host...

## **Adversary 2**

Adversary 2 represents Dr Antwich who has now been possessed by a Natharen spirit that he managed to free from the Soul Shard. When the characters first encounter him read the following aloud:

*“The form before you bears a vague resemblance to Dr Antwich, but this resemblance is fading, indeed its resemblance to anything even human will no doubt be gone before long.*

*“There is no conclusion to draw other than that Antwich has been possessed by the Natharen spirit, its parasitic infestation mutating his frail body into a stooped blasphemous figure of putrescent flesh and scabrous extremities. Tufts of its hair fall to the floor even as you stare at its monstrous visage, its yellowed eyes oozing pus stare intently back at you...”*

## **Winning Conditions**

The game ends when Dr Antwich (Adversary 2) has been defeated, whether or not the Natharen spirit was imprisoned in the Soul Shard again.

The winning player is simply the one with the most Victory Points at the end of the game.

## **Future Games**

If the Natharen spirit was not captured when its host was defeated then this adventure could become a springboard for future scenarios or even a campaign as the players try to track down the spirit and once more imprison it within the Soul Shard.

## **Using the Expansion Sets**

If desired the following Expansion Sets can be used to enhance the scenario.

### **The Darkness Before the Dawn**

- Replace the House with the Mansion map tile.
- Replace Numbered Disk 3 for the Orb spell component disk (though note that the difficulty to find it should remain as 1P, as described above).
- Replace Numbered Disk 4 for the Crystal spell component disk to represent the Soul Shard.

### **The Nameless Mist**

- Replace Ally 8 with the Professor Ally.
- The Willpower rules may be used, and if any character loses initiative to Dr Antwich (Adversary 2) they lose 2 Willpower.