

*Previously:* After a mission goes horrifically wrong and an Aegis cell is wiped out, Michigan's Northern Peninsula is left without a permanent cell to track any suspicious activity in the area. This loss of control allows a Black Book research facility to flourish in the area, bringing with it Saurian allies who have their own agenda - using the Black Book's research into the genetic inheritance of psychic abilities to create a virus that will quickly kill off 95% of the human population while leaving other native species unharmed.

*Now:* Five months after the loss of the previous cell, the sudden appearance of a Saurian scout ship leads to the premature activation of the agents currently training to take guardianship of the Northern Peninsula.

### **Scenario 0 - Paradigm shift**

A Saurian scout craft collides with a U.S.A.F. training jet and the cell is deployed on a clean-up operation.

This is a quick one-session adventure to introduce the players to both the rules system and the setting.

### **Scenario 1 - Acanth**

When the son of a former MK Ultra test subject is found dead in an apparent ritual sacrifice, the cell is sent undercover into suburbia to check out rumours of a satanic cult.

While the main story deals with the dangers a little true knowledge can bring, it also introduces the concept of inherited psychic abilities.

### **Scenario 2 - Apogee**

The cell is scrambled to respond to an alien attack on a maritime research vessel investigating a strange signal emanating from 150 metres below sea level, and the agents find themselves struggling against Greys, Blues and the psychically controlled crew.

While mostly a 'bug-hunt' to contrast with the previous adventure, this adventure also starts inklings that there is an alien base somewhere beneath the Great Lakes.

### **Scenario 3 - Manes**

When an eminent name in the world of Electronic Voice Phenomena comes into possession of a radio that he believes is providing him with a link to the spirit of a dead woman, the cell is sent in to play down the radio's potential and retrieve it from him to investigate further.

This adventure brings the cell into direct contact with both the Black Book and the researchers that are providing it with information on the genetic causes of psychic abilities.

### **Scenario 4 - Primal**

An attack by a large Sasquatch-like animal on a group of loggers leads the cell into the murky world of medical experiments and apocalypse cults.

An apocalypse cult and their links to the Saurians are investigated here, with the cell discovering humans working with the aliens to destroy their own race.

### **Scenario 5 - Xenolith**

With the Circle's facilities coming under scrutiny, the Saurians let loose the first human test of the Telemaque virus in a small town. As the National Guard cordons off the town and the local hospital struggles to cope, the cell must struggle against time to prevent the virus' deployment against major cities while tracking down the laboratories producing it.

Endgame. If the cell doesn't stop the Saurians then the virus could be unleashed upon major population centres of the US.

With the Black Book so close, any breach in security on either side could be disastrous, it's just a case of finding out which group slips up first. One of these scenarios will probably set between 3 and 4:

#### **Emergency Scenario a - Horus**

With the discovery of the Black Book research facility nearby, an Aegis strike team is sent in (with or without the normal cell) to take it out before the Black Book has time to discover the local Aegis activity or:

#### **Emergency Scenario b - Hathor**

As the cell's carelessness leads to discovery by the local Black Book agents, it is forced to repel an attack on their main base and remove as much of their own data as possible while destroying anything that could compromise the security of the cell members.

### **Scenario 6 - Jettatura**

With the Saurian threat over, the cell is tasked with finding out what happened to the previous cell and their final investigation into the politics of magic.

The cell has to deal with the consequences of any questionable actions taken in the cell's pursuit of the Saurians and their allies.