



ANTAGONISTS

- ANGEL WITH THE SCABBED WINGS -
COMBAT SCENARIO

Credit	4
Community	4
Introduction	5
The Crew	5
Summary	5
Scene 1 - Introduction	6
The House	8
Outside	8
A – Entrance	8
B – Room 1	8
C - Living room	8
D - Collapsed Room	8
E – Bedroom 1	9
F – Corridor 1	9
G – Bedroom 2	9
H – Corridor 2	9
I – Back Entrance	10
Scene 2 - Entering the House	11
Combat Strategy	11
Encounter 1 - Assaulting the House	11
Encounter 2 - Meeting the Survivors	11
Scene 3 - Under Siege	13
Preparing for the Assault	13
So it begins	13
Combat Strategy	13
The Glare Intrusion	13
Encounter 1 - Flying Boggits to distract	14
Encounter 2 - Abominations and Spikecupine to create an opening	14
Encounter 3 - The Spiders	14
Encounter 4 - Spore Throwers and Bloaters to surprise	15

Encounter 5 - Belästigung to burn the house	15
Encounter 6 - The Goliaths for brute force	16
Encounter 7 - The Final	16

CREDIT

Lead Designer
Jean-François
Pelletier

Graphic Design
Midjourney.com

Maps
R P G M a p
Editor 2
[https://
deepnight.net/
tools/rpg-map/](https://deepnight.net/tools/rpg-map/)

**Play-testing and
Feedback**
Mickael Brunelle and
Raphael Brunette



COMMUNITY

[HTTPS://WWW.ANTAGONISTSRPG.COM/](https://www.antagonistsrpg.com/)



Join us on the French Discord
(<https://discord.gg/BNBBbYAHck>)



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

INTRODUCTION

This story was designed for an RPGLab to test the rules of combat. We played 2 sessions of about 2 hours each to complete the story. Since the story is more a scenario to introduce combat, suggest to the players to choose a pre-made character. Check the Online Vault for pre-made characters.

If you don't plan to continue the protagonists' story after this one, be generous at the beginning but make the story harder by the end. The important part is that at least one protagonist makes it to the end. We have given 3XP per session.

THE CREW

The protagonists can already know each other or they can join together for this adventure. It can be great if they don't trust each other.

Furthermore, you can secretly give a goal to a player, like killing one of the survivors (Robert) to accomplish an old revenge.

SUMMARY

The protagonists are hired to escort a group of persons. They got an old photo with multiple individuals. The rendezvous point is in an old abandoned house in the middle of nowhere. When the protagonists arrive at the home, everything is quiet but they can see silhouettes lurking around. A group of assailants are moving around the house to attack the occupants. The



protagonists will be able to get some by surprise and others by entering the house. When the protagonists deal with the attackers, they find the group to escort in a barricaded room. The group were members of the Masked Cult and trying to flee the group. Howling can be heard; something is approaching. The protagonists have some time to be ready for the attack. Creatures will attack, the house will burn, and the protagonists will have to flee.

The quest is separated into 2 phases. The first is the protagonists entering the house and the second is the protagonists trying to get out while assaulted by creatures. It uses the same location for the 2 scenes.

SCENE 1 - INTRODUCTION

The protagonists are hired to escort a group of survivors to safety. The group has escaped a community and needs help to reach safety. They must find them in an abandoned house and bring them back to the current location. The protagonists are given a photo of the group to escort. It's 2 adults and two children.

The sponsor offers 30 Slugs per protagonists. Half now and the other half when they arrive with the four survivors. They must leave for the house now. You can choose whether it is currently day, night, or somewhere in between, but having the adventure at night adds more complications for the players, so it could be great.





THE HOUSE

The house is the only location for this story. The protagonists should leave the sponsor and directly go to the house. Be sure to check the layout of the house before starting the story.

At this point, we suggest that you give the House External map to the players.

OUTSIDE

There are many bushes and old junk to hide behind if someone wants to approach the house without being seen. Stealth tests are still required but can be done with an Advantage. The cover of the night can give another one.

A – ENTRANCE

Front Door: The front door is locked but can be lock-picked with the required tool and a Difficulty of 4. The door can also be bashed open with the same difficulty, but it's louder.

Window, West: The glass is broken, but debris is making the process of going through the window more difficult. An Acrobatics test with a difficulty of 2 is required to climb.

The Masked Cult used this house to relax and for strange ceremonies. They have left equipment in the room:

- 3× Lantern, Biodiesel
- Lighter, Oil
- Rope (50 m)
- Duct Tape
- 2 Rations
- 6 beer bottles (full)
- 4 beer bottles (empty)
- 1 Can of Biodiesel

B – ROOM 1

Window, East: The glass is broken, but debris is making the process of going through the

window more difficult. An Acrobatics test with a difficulty of 2 is required to climb.

Window, South: The window has been barricaded. Removing the barricade can take a few rounds with a Technicals test (4) and a tool like a crossbar. Using brute force (4) and a heavy weapon is also possible but will make a lot of noise.

Weapon Cache: The cache is hidden, but the protagonists can search the room to find it. The group to escort will tell the protagonists about it at the beginning of Scene 2 if they trust the protagonists. If they have found information about it, they will have an advantage on the test. An Investigation with a Difficulty of 3 is required to find the cache. Failing the test slows down the process of searching, but they can try again. The Weapon cache contains the following items:

- Crossbow, Recurve
- Mini-Flamer
- Shotgun, 12-gauge (Pump)
- Pistol, .22 Short Automatic
- Sword, Katana
- Wood Axe
- Bow, Rudimentary
- 20 Bullets
- 1 Can of Biodiesel for the Mini-Flamer

C - LIVING ROOM

Window, East: The window is barricaded with wooden planks. A Brutal Fighting or a Technicals test with a difficulty of 5 can break the barricade.

A few dirty beds are on the floor. It's also possible to find a toolbox.

- Tool, Home Kit

D - COLLAPSED ROOM

Hunting Trap: A trap is hidden in debris near a door. It has a difficulty of 5 to resist.

Collapsed Stairs: The stairs to the basement have collapsed. The basement is only one room under the D Room. It's full of junk and debris.

Window, North: The glass is broken, but debris is making the process of going through the window more difficult. Furthermore, the hole to the basement is just under the window. An Acrobatics test with a difficulty of 5 is required to climb through the window and avoid falling to the basement. A failure means the character falls 3 meters below (Athletics (3)).

The room is full of debris, but a pile of planks can be used to barricade the windows and doors.

- Pile of planks

E – BEDROOM 1

Window, North: The door has been solidly barricaded. The window is barricaded with wooden planks. A Brutal Fighting or a Technicals test with a difficulty of 6 can break the barricade.

Door, South: The door is locked (Difficulty 3) and barricaded from the inside (Difficulty 5).

This is where the group of survivors are. More information about what happens when the protagonists enter the room is in the section "Encounter 2 – Meeting the survivors".

F – CORRIDOR 1

This room is almost empty, but 3 doors allow exit from the room. The doors are not locked.

G – BEDROOM 2

Closet: The closet is full of robes and items used by the Masked Cult.

- Cult Robes
- Masks
- Dagger
- Knife
- Cleaver
- 2× Clean Bandages
- 4× Bloody Bandages

- 20× Candles
- Lighter, Oil
- 3 Glare Figurines (will be useful later)

Window, South: The window has been barricaded. Removing the barricade can take a few rounds with a Technicals test (4) and a tool like a crowbar. Using brute force (4) and a heavy weapon is also possible but will make a lot of noise.

Window, West: The window has been barricaded. Removing the barricade can take a few rounds with a Technicals test (4) and a tool like a crossbar. Using brute force (4) and a heavy weapon is also possible but will make a lot of noise.

The room was used by the Masked Cult for some ceremonies. Strange drawings made of chalk are on the blood-covered floor.



H – CORRIDOR 2

Door, West: The back door is locked, but it's possible to unlock it from this side.

A few shovels are in the room.

- 3× Shovel

I – BACK ENTRANCE

Back Door: The back door is locked with a Difficulty of 4 to pick the lock or force it open.

SCENE 2 - ENTERING THE HOUSE

The protagonists arrive at the house looking for a group of survivors to escort to safety. Everything is quiet, but an Investigate test allows them to detect silhouettes hidden in the bushes around the house.

COMBAT STRATEGY

- Noises will attract more Masked Cultists or have them ambushing the protagonists.
- Hunting Traps (difficulty of 5 to resist) have been placed behind the door, and someone rapidly entering the room will trigger them.
- Hiding behind furniture or debris gives an Advantage to avoid being shot.
- Pushing or being pushed into the basement (3 meters) through the hole in the floor.
- Traps have been deployed and can be triggered during combat.
- Barricaded windows can be broken or repaired during the fight.
- The ceiling collapsing on the protagonists or enemies.
- A monster jumps off the roof through a hole to surprise the protagonists.

ENCOUNTER 1 - ASSAULTING THE HOUSE

A group of Masked Cult members is moving in the bushes around the house. They are trying to silently enter the house to attack the occupants. The protagonists can use this opportunity to silently take out members of the Masked Cult.

The Masked Cult members are armed with hatchets and move in groups of one or two. Some of them have a mask that can unleash a tentacle from the Glare. Using an action, it is possible to unleash a tentacle from the Glare that will attack a designated enemy. The attack



test is done with the Knowledge skill and resisted with a Dodge (Acrobatics).

The encounter starts outside the house, but a few **Masked Cult members** have been able to enter through a window, so the encounter continues.

After a few Masked Cult members have been taken down, a few **Ashen** arrive. They are working with the Masked Cult, so you can mix both.

The final stage of the combat is an **Ashen Beast** loudly entering the house through the front door. If the protagonists are very strong, you can have two or more.

ENCOUNTER 2 - MEETING THE SURVIVORS

Five survivors are in room E. There are 2 women, 2 children, and 1 man who's not in the photo. The door is locked, and the window is barricaded. One of the members, the young girl, is on the floor having a strange seizure. Her body is vibrating so fast it looks blurry. Like a

strange aura, the Glare is visible around her. The two women are trying to help her without much success.

The 3 adults are armed with hatchets and use the statistics of Masked Cult members.

- Eve (10): Child of Tess. Having a seizure.
- Tess (34): Mother of Eve and sister to Nathalie.
- Nathalie (32): Sister to Tess. Takes care of Zen.
- Zen (13): Taken care of by Nathalie.
- Robert (36): Ex-lover of Nathalie.

The group is suspicious of the protagonists but is waiting for an escort and doesn't have many choices since they are being tracked. On the other side, the survivors also look suspicious. They are members of the Masked Cult who are trying to quit the cult and are worried about what the protagonists will do if they learn about it.

The survivors travel with only one backpack for the group. The backpack on the ground is in the corner of the room. Clearly, they left in haste.

Backpack: The backpack contains 5 rations and also 5 Masks of the cult, with 2 smaller ones for the children. Clearly, the 5 survivors were members of the cult and wanted to defect.

- **Masks:** 3 of the masks have supernatural powers. Using an action, it's possible to unleash a tentacle from the Glare that will attack a designated enemy. The attack test is done with the Knowledge skill and resisted with a Dodge (Acrobatics).

One of the women suggests to the team that they try to hold the cult in the house since they can hardly move Eve. The little girl on the ground suddenly says that they are coming! With the children, running away will not be easy. They can barricade the house and create

choke points. They need to stay in the house as long as Eve is not fine. It generally lasts only a few minutes... or maybe 30 minutes.

THE GLARE FIGURINES

Glare Figurines are disposed around the room. There are 5 figurines in the room.

The survivors tell the protagonists that those are protective figurines. They can take one.

ATTACKING THE GROUP OF SURVIVORS:

It can be nice to have a protagonist having the goal to kill Robert as an old revenge. Doing so will enrage the other members of the group of survivors, who will defend themselves if they see what's happening. They are not killers, so they will try to subdue the attackers if they can. If the entire group of protagonists attacks the survivors, they will fight to survive.

Attacking Eve is a bad idea. A tentacle from the Glare (Brutal 5, Finesse 5) will defend her, and she will be engulfed by the Glare if she gets the Dying condition.

The scenario implies that the protagonists fight while the survivors try to find a way to stop the monster's invasion, but the scenario can still happen without the survivors. Eve will simply get out of her seizure by herself. If the protagonists try to leave the house since they don't have the survivors to protect, the monsters' attack will immediately start.

SCENE 3 - UNDER SIEGE

PREPARING FOR THE ASSAULT

Time is running short, but they have time to do some actions. Depending on the number of protagonists, give them more or less time. As an example, every protagonist can have 2 actions to prepare. Let them be creative.

At this point, we suggest you give the House Internal map to the players.

Here are some suggestions:

- With some improvised tools, the protagonists can barricade windows and doors. Technical tests can be used to know if the barricades will hold. The Game Master can secretly roll so as not to let the players know.
- They can rearm the trap they have probably found.
- The protagonists can watch the outside from a window, but since it's night, they will have a disadvantage if they try to spot something or shot at it.
- A protagonist can relax for an hour and remove the Exhausted condition. If they are badly wounded, you can extend this break for a full night's sleep.

The little girl on the ground suddenly says that they are coming!

SO IT BEGINS

The scene starts with a member of the Masked Cult coming to the front door. He's wounded and walks like a zombie. He will fall on the ground, dead, before reaching the door. This is for the ambiance; the protagonists should now understand that it's not the Masked Cult who's coming.

Tess realizes that Eve is attracting the monsters. She will stay with her during the attack to find a way to calm Eve. She's asking the protagonists

for more time. They need to defend the house against the monsters while she's finding a way to stop what's happening.

Monsters attack in waves. The next wave starts when almost all monsters from the previous wave are dead or when it's fun to start the next wave. You can modify the type of monsters as you want or mix the waves.

COMBAT STRATEGY

Use the same strategy as for Scene 1 but add fire to the mix of possible events. The house should burn at the end, forcing the protagonists to escape.

- Monsters are trying to enter the house. They will use the open windows or doors or try to destroy barricades. If they try to destroy barricades, the protagonists will hear the noises and know from where they are coming. They are drawn to Eve and will try to kill her.

THE GLARE INTRUSION

The survivors will try to calm Eve and close the bridge to the Glare. They need time and the protagonists to repel the monsters. At some point, they will put on their Mask to channel energy from the Glare. Eve is attracting the Glare as well, and the Glare will spawn from her. Vegetation from the Glare will start to invade the room and the house as well after a few rounds of combat. Tentacles from the Glare will jealously protect Eve if someone tries to move her.

If the protagonists stay in the room, monsters from the Glare will attack them, but ideally, they must be in the house attacking the other monsters.

- Start with Glare Butterflies. You can also have one attacking the survivors and have them yelling for help.

- If the protagonists are still in the room, have Glare Chargers attacking the group.

ENCOUNTER 1 - FLYING BOGGITS TO DISTRACT

Flying Boggits attack first. They are not strong but attack in numbers. Since they are flying, they can enter from broken windows with ease. When inside, they will try to harass those who are not ready or those targeting enemies outside with their ranged weapons. For the Boggits, you can have them as cannon fodder, with many of them dying. Let the protagonists think they are very strong.

ENCOUNTER 1 - THE GLARE INTRUSION

The Glare enters the room E. Plants and insects spawn in the room. The air becomes colorful. The protagonists in the zone can feel the presence of Eve. She's giving Powers to the protagonists.

Being in the zone with the Glare and having a figure near gives the following bonus:

- Bonus of 1 Attribute point, but skin becomes colorful as the Glare.

ENCOUNTER 2 - ABOMINATIONS AND SPIKECUPINE TO CREATE AN OPENING

Spikecupine can be used to attack protagonists with ranged weapons who are shooting at the approaching enemies.

An abomination tries to enter the house. It will try to destroy a door to allow other monsters to enter. The abomination should be able to enter or at least create an opening for the following monsters. Add a second Abomination for the second door if the protagonists kill the first Abomination too rapidly.

ENCOUNTER 2 - THE GLARE INTRUSION

The Glare spreads to rooms C and D. Plants and insects spawn in the rooms. The air becomes colorful.

Being in the zone with the Glare and having a figure near gives the following bonus:

- Bonus of 2 Attribute points, but skin becomes colorful as the Glare.
- Provide a Level 2 power if the protagonist has a power of the previous level.

ENCOUNTER 3 - THE SPIDERS

At this point, a Widower with a few Living Spiders Hive arrives at the front door. They don't want to be subtle; they want to make a deal with the protagonists.

The Widower uses its telepathic voice to bring the protagonists outside in front of it. It will try to make a deal with the protagonists.

THE SPIDER'S DEAL

A powerful weapon is coming from the Glare. In the process, it's attracting monsters. The Widower wants the weapon. In exchange, it will give powers to the protagonists to let them survive the creature's attacks. The Widower needs to bite the protagonists to give them powers. It will negate the powers given by the Glare.

If the protagonists refuse, the Widower will leave (for now) but the Living Spider Hive will crumble and release the spider that will disperse but not be aggressive, for now.

THE SPIDER'S POWERS

- Bonus of 2 Attribute Points.
- Provide a Level 2 power if the protagonist has a power of the previous level.

ENCOUNTER 4 - SPORE THROWERS AND BLOATERS TO SURPRISE

Spore Throwers and Bloaters try to enter the house.

Spore Throwers will try to attack the protagonists from the outside. They will enter if they can find an entry point.

The Bloaters can be used to create an opening in the house if the Abominations have failed. They are also good for surprising the protagonists.

ENCOUNTER 4 - THE GLARE INTRUSION

The zone of Glare expands to all the rooms except for Room A. Being in the zone with the Glare and having a figure nearby gives the following bonus if the protagonist didn't make a deal with the Spiders:

-
- - *Provide a Level 2 power if the protagonist has a power of the previous level.*
- -
- - Bonus of 3 Attribute points, but skin becomes colorful like the Glare.
- -
- - **Walk in the Glare: Teleport without line of sight to up to 3 meters away by using an Action.**

THE SPIDER'S POWERS

-
- - *Provide a Level 2 power if the protagonist has a power of the previous level.*
- -
- - Bonus of 3 Attribute Points.
- -

- - **Spider Climb:** The character can walk on walls and roofs as its ground and stay in this position.

ENCOUNTER 5 - BELÄSTIGUNG TO BURN THE HOUSE

Belästigungs enter the house from Room A and will start a fire in the house. The protagonists have a few rounds to stop the fire or it will go out of control. The fire should start as far as possible from Room E. The fire should be used as an enemy but also a way to limit the duration of the event. Some monsters can die in the flames if you add too many of them or if some become boring during the encounter.

ENCOUNTER 5 - THE GLARE INTRUSION

The Glare fills the entire house. The protagonists can feel the presence of Eve. She's giving Powers to the protagonists with a figurine:

-
- - Bonus of 4 Attribute points, but skin becomes colorful as the Glare.
- -
- - *Walk in the Glare: Teleport without line of sight to up to 3 meters away by using an Action.*
- -
- - **Draining the Glare:** Using an action removes a normal condition.

THE SPIDER'S POWERS

-
- - *Provide a Level 2 power if the protagonist has a power of the previous level.*
- -
- - Bonus of 4 Attribute Points

- -
- - *Spider Climb: The character can walk on walls and roofs as its ground.*
- -
- - **Spider's Silk:** The character can create spider's web with an action. The web can be put over the clothes and procure a bonus of 1 point of armor. This weird dress can only be worn by people with this power. The character cannot make enough web to block a passage.
- -
- - **Spider's Legs:** The character can spawn spider's legs from their back. Those 8 legs can be used as legs and arms but cannot hold objects.

ENCOUNTER 6 - THE GOLIATHS FOR BRUTE FORCE

Goliaths are next; they are trying to go for Eve. Put only two or three since they are not easy.

ENCOUNTER 6 - THE GLARE INTRUSION

The Glare still fills the entire house. The protagonists can feel the presence of Eve. She's giving Powers to the protagonists with a figurine:

-
- - Bonus of 5 Attribute points, but skin becomes colorful as the Glare.
- -
- - Provide a Level 2 power if the protagonist has a power of the previous level.
- **Walk in the Glare:** *Teleport without line of sight to up to 3 meters away by using an Action.*
- **Draining the Glare:** *Using an action removes a normal condition.*
- **Burst of Glare:** Using an action, the character can breach the Glare all around them, hurting

everything at short range with a rating of 7 against the Athletics skill.

THE SPIDER'S POWERS

- *Provide a Level 2 power if the protagonist has a power of the previous level.*
- Bonus of 5 Attribute Points
- **Spider Climb:** *The character can walk on walls and roofs as its ground.*
- **Spider's Silk:** *The character can create spider's web with an action. The web can be put over the clothes and procure a bonus of 1 point of armor. This weird dress can only be worn by people with this power. The character cannot make enough web to block a passage.*
- **Spider's Legs:** *The character can spawn spider's legs from their back. Those 8 legs can be used as legs and arms but cannot hold objects.*
- **Poisonous Venom:** The character has a poisonous bite with new mandibles in the mouth. The venom can also be spit on a sharp weapon with a Quick Action. The bite causes the Infected condition, and when put on a sharp weapon, it causes the Infected condition on Exception Effects. When the effect triggers, the effect is removed.

ENCOUNTER 7 - THE FINAL

Feel free to add more creatures if you want to make a longer adventure. At this step, the protagonists are probably in a very bad shape. This encounter takes place when there are no more monsters nearby.

A weird energy blast is coming from room E where all the survivors are. The weapon is ready. At this point, all the survivors are still in room E with masks. The protagonists can understand that they are defective members of the Masked Cult. The survivors will prepare to leave the house, with or without the protagonists. Eve is awake; her skin and eyes are as colorful as the Glare. She's the weapon that the Widower wants.

LEAVING WITH THE SURVIVORS

The protagonists can try to flee with the survivors, but spiders are spying on them, and the Widower will try to stop them to get Eve. The survivors can help them fight the Widower, or they can all try to escape.

GIVING THE WEAPON TO THE WIDOWER

The protagonists can try to give Eve (the weapon) to the Widower, but the survivors will try to stop them. The survivors know that the Widower tries to get Eve, so they will become aggressive toward the protagonists if they have doubts that the protagonists have made a deal with the Widower.

The Widower can join the fight against the survivors to get Eve. You can also use other types of spiders if you prefer or to adjust the difficulty.

EVE, THE WEAPON

Eve is now a powerful being but does not know how to use her powers. She can unleash tentacles from the Glare or do some Bursts of Glare. She uses a Rating of 8 to unleash the tentacles, but it can be Dodged.