



New Mexico did very little to alter the terrain it had a major impact on the wildlife, turning it into powerful magical creatures.

## Dungeons and Dragons campaign set up

You all are working for or with the European federation and their paranormal investigation unit. You have been sent to the city of Warsaw to investigate a series of murders, which according to the local authorities are paranormal in nature. You will be staying in the local headquarters of the PIB (paranormal investigation bureau) and helping them solve this series of murders.

At this point the killer has already been responsible for the death of 4 people. So far there has been very little progress in catching them. They were all found strung up on the side of abandoned buildings surrounded by cultish symbols and the police found traces of magic at the scene.

## DnD campaign general plotline

The players go around investigating the murders, finding out that they are done by a man that is very mentally unwell. They are getting their magic from a powerful patron which turns out to be a higher up in the Soviet government, which is trying to take over Poland to get access to the Überwald.

This is because they are members of a cult, being led by a powerful leader, who is trying to reach it to unleash something inside. Wanting that magic to merge the void and our current world.

## Locations

These series of events have drastically changed the power dynamics of the world. Several European countries mainly around Germany have formed what is now called The European Federation, mainly focused on the German anomaly.

The US is in a similar situation because of their anomaly; they fused together with Mexico and Canada. They formed a blockade at the south of Mexico to prevent things from getting in and out. This however cut off South America, there are rumors of things, and it is a general fact that criminality has run rampant and rumors of monsters and gods.

The USSR personally has no anomaly however they have one on each side, contending with the European Alliance for the Germany anomaly and with China for the one in Japan.

China mainly gets their magical items and materials from Japan which because of their anomaly got turned into a magical wasteland.

There are also the 2 Religious clusters, 1 in the South of Europe unified under the Catholic church. The second one is the Middle East, both of these religions have dealt with void rifts, they appeared before 1944, however much smaller, they contained the things coming out of it in 2 different ways. The Catholic church contained the creatures and times in special magical vaults, mostly underneath the Vatican.

The Islamic religions however started studying it and used that power. After the incident of 1944 a group of people banded together and using ancient magic brought back Suleiman the Magnificent, who was often described as the greatest Sultan of the Ottoman Empire. This ritual was successful, bringing him back as a mostly immortal Lich, after he was brought back, he mainly focused on getting back his old power, currently he is holding Jerusalem to the dismay of the Catholic church.

Then there is Australia, which got hit by a large paranormal event, because of this everyone who is not magically powered forgot about it, this did however include the people living in it, causing them to be in a loop of constant forgetting, blacking out and waking up until they passed away from dehydration.

Finally, there is the United African Nations, Africa was mostly unaffected by the void anomaly's causing people from all over the world to flee there. It then united, forming an alliance against magic, instead using the Continents rich resources to develop new technologies focusing mostly on anti-magic tech but also developing things to make day to day life easier. So now the players on the global board are:

- The European Federation
- The United States of America, which is Allied with the European Federation however they both are mainly focused on themselves
- The USSR
- China
- The new Ottoman Empire
- The Catholic Church
- The United African Nations

## The void

Very little is known about the void, it is a dimension parallel to our, every so often there used to be little tears and rips causing things to slip into our world, mostly contained by the Catholics and the Muslims, the ones slipping though being condemned to folk tales and legends. The incident of 1944 caused this barrier to break in several spots, causing the void to spill into your dimension, and reacting with it. Now there are the beasts in America, the Überwald, and the Japanese wasteland.

The void does not however only create creatures; it also sometimes infuses things or people with its energy, the items gaining magical properties, and the people being able to channel the energy of the void in ways similar to wizards in fantasy stories. There is also another way to channel the energy of the void, this I thought runes, which are in a way more available to the common man, however runes are very dangerous because a small mistake can have drastic consequences. While being born with magical abilities is not directly connected to the 3 rifts, being born semi near them does increase your chances.

## Poland

Poland got hit hard in the second world war, being attacked by both the Nazi's and the Soviet Union. Facing Soviet occupation and Nazi extermination. Killing a large number of Polish people and occupying it in its entirety. One part by the Germans and one by the USSR. However in 1944 there was an uprising starting in the capital city of Warsaw and at the same time the German rift opened. Because of this not only did the Nazi supply lines fall away but also a large amount of the troops stationed there disappeared or left. While this was going on the Soviets were dealing with the Japanese rift causing them to not help out the Polish liberation war. Since then the Polish have largely stayed autonomous, and they are allies with The European Federation. They are very strongly nationalistic after what happened to them in WW2.

But that does not mean they are without Soviet influence, because of their closeness to the Überwald the USSR has a great amount of interest in them and is trying to get a political foothold there. Currently it is mostly stable, with a mostly nationalistic government, and a people who are proud of their identity, with also some remnants of the old resistance still hanging around.

## MEP's

Magically enhanced personnel are people that are in some form enhanced by magic. The nature and power of this can vary from person to person, MEP being a simple catch all term for everyone who is magically enhanced somehow. The most common forms of MEP are Casters and Creatures though it is common for people to fit into both, the first one being people that can manipulate void energy to cast "spell" in a similar style as fantasy wizards. They do this by taking the void energy and changing the form of it to things like items or elements, depending on the person. Creatures are people whose body has been changed by the energy from the Void, while the name "creatures" is not ideal it is descriptive. Creatures can take all kinds of differences from simple things like extra limbs to stuff like being turned into elemental beings.

## The European Federation and the PIB

The European Federation is an organization formed by several European nations after the German anomaly. The main members are: The UK, The Netherlands, France, Belgium, Switzerland, Czechoslovakia, Poland and the Scandinavian countries.

Together they formed the PIB (paranormal investigation bureau) an international agency that contains Paranormal events and tries to make sure that magic is not endangering people's lives. Their main headquarters are in the UK using its Island nature as an advantage, however they have offices all over Europe which function similarly to police stations.

The PIB works together with its American counterpart because they both have to deal with similar problems, however they are very much still 2 different entities and mainly focus on themselves and their own problems.

The PIB employs all kinds of people, mainly those with some sort of magical abilities however this is not a requirement, they are also known to employ people who stand out in their field and can help them in some way.

PIB officers come in 3 main tiers, you have common field officers which are basically beat cops/detectives, they investigate smaller magical crimes and deal with small magical anomalies. Then you have Captains, they are often a bit stronger and hold command over field officers and are usually only deployed with larger groups or to larger events. Then finally you have the Containment Teams, these are composed of some of the strongest agents at PIB and can also be found deploying more extreme

magical items and also magical creatures. They are only called in on the most dangerous problems and are more of a last resort because they can be very destructive to the place they have been deployed which is not ideal.

## Containment squad 99

Containment squad 99 is one of the containment squads deployed by the PIB. The squad is special in nature, this is because it employs only Creature type MEP's (Magically Enhanced Personal), and very powerful ones at that.

First there is Hound, (all operatives in this team go by callsigns) a werewolf woman in her 20s, She was bitten by a werewolf when she was young, being taken in by the PIB soon after she started showing signs of lycanthropy, ever since then they have been taking care of her and training her. She is a highly effective tracker good in hand to hand combat and decent with fire arms, plus her nature as a werewolf leaves her highly resistant to curses.

Then there is Clove, she is a vampire, who is luckily for the PIB mostly resistant to the effects of vampirism and the hunger that comes with it, she is the Magical expert of the team, having both the largest amount of magical knowledge and magical power. She is able to use several of the classic vampiric types of magic like turning into a cloud of bats. One problem she does however suffer from is the classic vampiric weaknesses, sunlight, garlic and holy water. Crosses excluded because that happens to be a large misunderstanding.

Spirit is the team's main infiltration and stealth expert, the Soul of a young woman that stayed behind after her passing. She can phase through solid objects and has been found to be able to briefly inhabit the bodies of others, this however being described as quite taxing for her. While her recon abilities are second to none, her combat abilities are a bit lacking mostly because of her nature of becoming incorporeal making it hard for her to hold weapons. Because of this she uses a fake body that the PIB made, its functions mostly similar to a normal body except that it is missing its senses, while Spirit is still able to see and hear that is it, all of her other senses have disappeared.

The Team also includes a merman named Kelpie, he was found abandoned as a baby by the PIB who were on an unrelated mission in the area. He has grown up in the care of them ever since, now being a part of squad 99. His aquatic nature makes it so that he can breathe underwater, has strength far greater than the average

human and the ability to heal people with some form of mostly unknown magic. Though that last ability has been known to not be fully reliable and people still generally need to see a doctor after he has healed them. For the rest he functions as the team's main underwater specialist, assassin but also field medic, because of his expertise in hand to hand combat and him being the only member of the team that can heal their wounds in any meaningful way.

The second to last member of the team is Golem, often described by outsiders as the weirdest member of the team. Golem is a freakish amalgamation of several corpses, being created as an experiment by a doctor who wanted to see if he could use void energy to bring the dead back to life, soon after which he was arrested and locked up by the PIB. Because Golem is almost purely being kept "alive" by void energy they can suffer incredibly large amounts of bodily harm with little to no consequences. They also have a weird sixth sense for void tears and void energy. Their nature as an artificial human does however mean that of all of them they have by far the worst social skills and that is saying something.

The final member is the one member of the team who is not classified as a creature type MEP. Sarge is a mostly regular human in his 50s, having been an active combatant in WW2 on the German front having seen the effect of their void tear first hand. He is an expert marksman, the commander of the team and their only fully human member. This last part is partially because the PIB was very nervous about making a team that only contained MEP's, but he is also there most people tend to get nervous or scared around the other members of the team, so having a "regular human" to talk to tends to put them a bit at ease.