

5 Et accepit angelus turibulum et implevit
illud de **CORPUS** misit in terram et
facta sunt tonitrua et voces et fulgora et
terraemotus.

6 Et septem angeli qui habebant septem
tubas paraverunt se ut tuba canere

7 Et primus tuba cecinit et facta est
ignis et nimis calidus et missum
est spiritus et terra combusta est
et pars arborum combusta est et
traenum viride combustum est.

8 Et secundus angelus tuba cecinit et
tamquam mons magnus igne ardens
est in mare et facta est tertia pars maris
sanguis.

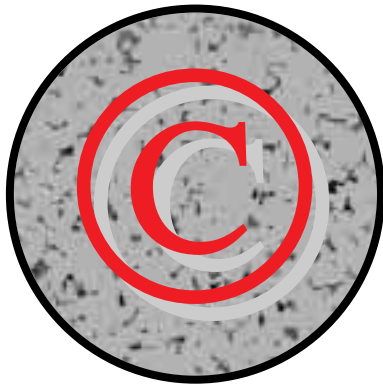
9 Et mortua est tertia pars creaturae quae
habent pedes et tertia pars navium

10 Et tertius angelus tuba cecinit et cecidit
de caelo stella magna ardens sicut
facula et cecidit in tertiam partem
fluminum et in fontes aquarum et in
11 Et quartus angelus tuba cecinit et
facta est tertia pars aquarum et facta
est tertia pars hominum mortua
quia amarae factae sunt.

12 Et quartus angelus tuba cecinit et
caecidit tertia pars stellarum et
caecidit tertia pars stellae et diei non
fuit lux et tertia et nox et tertia et
audivi vocem aquilae et tertia et
medietatis voce et tertia et
angelorum qui

DOWN IN FLAMES





CREDITS

DOWN IN FLAMES™

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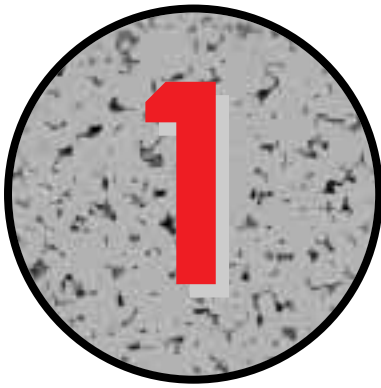
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omniversal roleplaying system.



Intro

This is the .pdf version of **Down in Flames**, etc. It is formatted much the same as BTRC's other hypertext documents, though we're constantly evolving the "look" to make it more user-friendly. For instance, the grey headers and text bars are easier on those of you who use ink-jet printers. Text in **red** is normally a hyperlink that provides more info on the item in question. Areas blocked out in color are general information, the same as the regular **CORPS** rules. This document is also bookmarked and thumbnailed if you want to use it that way. Naturally, it also prints perfectly on regular size paper. It's designed to be a lower cost alternative to traditional game supplements, and we hope you find the 72+ pages to follow worth the price of admission.



INTRO- DUCTION

Basics

Down in Flames is a baker's dozen of world-wrecking scenarios just perfect for the coming millennium. There is nothing quite like a global cataclysm to reset your character's priorities. **Down in Flames** is broken down into four sections of three disasters each, with a bonus disaster tacked onto the end. The general categories are Natural Disasters, Manmade Disasters, Outside Influence and the Wrath of God, with maybe a little overlap here and there.

Natural Disasters

Something that doesn't require anything but nature taking its course. And of course, mass extinctions are *quite* natural... It doesn't require alien influence or supernatural forces. It just has to be something rare or unexpected that just happens to occur in the next few years. The hand of man may play a pivotal role in instigating a natural crisis, but it is not absolutely required.

Man-made Disasters

These are catastrophes that we bring upon ourselves. They can be triggers for larger natural disasters, or just the logical and inevitable result of human folly. If your ship is sinking and the only action is to form a committee to decide whose fault it is...well...the ship in this case has no lifeboats and none of us has learned how to swim...

Outside Influence

Someone, somewhere doesn't like us, or maybe likes us just a little *too* much (yum, yum). Outsiders with little concern for any needs but their own decide to move into our territory and impose their way of life on us. A lot like our own colonial eras, with the exception that colonial goals *usually* did not include the complete extinction of the original inhabitants.

Wrath of (a) God

The end of the world, as foretold by many religions. Of course, the original meaning of the prophecies may have been lost or corrupted, or the correct prophecy of the end of the world may have been lost altogether. In any case, supernatural forces of awesome might and/or great number decide that Judgement Day is at hand. God gets tired of holding that rock bigger than he can lift, and drops it on us. It may not be the god you were expecting though...

Designer's notes

The scenarios in **Down in Flames** range from the plausible to the bizarre, and with a little tweaking can be used in most rpg campaigns that are either in dire need of ending, or an abrupt and severe change of focus. Speaking of which, in addition to the global gloom and doom **Down in Flames** will present, there are also some short scenarios and characters to use in them as a one-shot or short standalone campaign. We provide the setting, characters and motivations, but you'll need to fill in the fine detail. These aren't your super-human characters with obscure fantastic backgrounds and esoteric skills. They are just average people thrust in way over their heads. Their goal at best is simply to survive, but more likely to find a way to give their nearly inevitable death a higher meaning. It's not that we're *trying* to kill the characters, just that the adventures were *not* designed with their survival in mind...

No worries about character advancement, recovering hit points, or the possibility that your childhood rival who suffered the radiation accident and became your arch-nemesis will uncover your secret identity. It's too late for all that. You just need to worry about living to see the sunrise...provided it's still shining.

What's the fun in dying, you might reasonably ask? Among other things, it frees up your characters to do all the stupid heroic things that you normally wouldn't dare, because your characters aren't going anywhere after the adventure, and they're likely to die before they get to the end, anyway. Also, you get into the heart and soul of what your character (and to some extent, you) believe is *really* worthwhile. And it can be frustrating, too, because your characters will have human frailties and personalities. *You* might think that a one-way trip into the reactor core to save the city is worthwhile, and your character might think so too, but when push comes to shove, will they have the guts to do it? They might, they might not, or they might hesitate just a little too long and make the whole point moot.

You have to play the scenario as your *character* sees the world. *You* may know something really and permanently bad is about to happen, but *your character* might just be thinking that times are tough, but somehow they'll get by. But at some point in each scenario, grim reality will begin to set in and the character will realize there is little or no chance for a happy ending. That's when things *really* get tough...

Good luck, you'll need it.