

THE RAUM VIRUS

WHAT HAPPENS WHEN A COMPUTER VIRUS GETS A SUPERNATURAL BOOST?
AN ADVENTURE FOR STUDENTS ON THE STUDY ABROAD PROGRAM.
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BACKGROUND

Terry Anwar is a fellow American in the Study Abroad program. Although a gifted programmer and computer science major, he has a hard time earning his classmate's respect.

Raum, a demon dedicated to "dragging down the mighty," possessed Terry and certainly doesn't help the situation. The voice in Terry's head influences his thoughts and actions but rarely takes direct control. To manifest in our world, Raum needed a unique ritual component found in the host country. Terry enrolled in the Study Abroad program to acquire it. When Terry tried to summon Raum, his classmates Jarrod Peralez1 and Simone Zapata interrupted him. Ignorant of Terry's true intent, the pair thought they caught him in a compromising position. They blackmailed Terry for money, and he hates them for it.

THE RAUM VIRUS

With the exotic ritual component destroyed in the botched ritual and facing the threat of exposure, Terry attacks them with his pet project, the "Raum Virus." The supernatural computer virus propagates through text and email messaging, then uploads the most compromising file it can find to a private server on Terry's laptop.

A few days later, Terry sends the victim an encrypted message from the screen name "Summoner" and demands payment, or else he'll share their compromising data with everyone they know. Although the virus bought Jarrod and Simone's silence, it continues to propagate through their classmates.

Terry still acts on Raum's impulses to tear down the mighty and continues the blackmail program beyond Jarrod and Simone. He accepts payments in one of three ways:

- **Dirt:** Terry accepts compromising information on a fellow classmate as payment if it's verifiable.
- **Favor:** Terry forces the victim to perform petty pranks on Jarrod and Simone to make their lives difficult.
- **Money:** Depending on how compromising the stolen information is, Terry charges between 50 to 250 (dollars, euros, pounds) for it to go away. Payments are cash-only.

Terry unknowingly made the computer virus a vector for demonic possession when he included the demon's summoning symbol and binding incantation in the virus

code as a joke. Infected devices show a new app installed on them featuring the word "Raum" overlaid on a crow's head. When a person opens the app, they experience an electric jolt and must make a Spirit roll at -2. Failure means the victim is now a part of Raum's "network" of puppets.

Raum's puppets still have control of their bodies but experience sensations of slowed time, painfully bright starlight, and the occasional urge to shout "RAUM!" Furthermore, their shadows take on the form of a human body with a large crow's head. Raum enjoys its new digital life and spreads itself as far and wide as it can before it's caught and stopped. If left unchecked, the demon virus eventually attempts another summoning using its accumulated puppets in substitution for the ruined ritual component.



THE INVESTIGATION

The study group may get involved if the virus infects one of their devices. Otherwise, someone they know receives a blackmail threat from Summoner or becomes possessed.



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There are multiple avenues the team can use to try and figure out who this mysterious Summoner person is. A successful Hacking roll focused on an infected device quickly reveals the Raum Virus code in the operating system with instructions to an upload directory on Terry's laptop server. A raise on the Hacking roll leads to the discovery of a weird symbol and Latin text. A successful Research -2 roll of the symbol and text uncover lore from King Solomon's *Goetia* (pronounced goh-eh-tee-ah), which references the demon, Raum.

If the blackmailed person agrees to pay Terry to have the information erased, the study group can potentially catch him at the drop point as Terry is not the stealthiest person.

If asked, Jarrod and Simone claim they have no clue why Summoner is targeting them. A successful Persuasion -2 or Intimidation roll convinces them to admit finding Terry in a compromising situation and how they think he is behind all this.

CONCLUSION

When the study group decides to confront Terry, he initially denies everything. A successful Persuasion -2 or Intimidation roll, or presentation of evidence, leads to his confession. Terry admits he has no idea how to delete the virus, which he tried when he discovered it creating the Raum App; a feature he never intended. Every time Terry attempts to destroy the Raum Virus code, it reappears on his laptop seconds later. He figured he might as well take advantage of it and the information it sends until he can find some way to erase it permanently. Destroying the laptop does not stop the virus as it simply picks another infected device as the primary node.

After Terry's confession, Raum takes full possession of its host and attacks the study group to preserve its plans. Terry's eyes turn black and his shadow manifests as an inky-black, crow-headed assailant.

Knocking out Terry temporarily stops Raum, but to permanently destroy the virus and its network of puppets, the students must perform a successful *banish* ritual on Terry. Exorcising the demon cripples the supernatural computer virus, rendering it inoperable.

RAUM : TERRY'S SHADOW

With its possession of Terry exposed and its foothold in our world threatened, Raum physically manifests as Terry's shadow. It must remain within sight of its host but otherwise has freedom of movement and can interact with the physical world. If Terry is knocked unconscious, Raum's form loses cohesion and the demon returns to Terry with a -2 to all Spirit rolls for 1d4 days.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Academics d10, Common Knowledge d10, Fighting d8, Intimidation d8, Notice d10, Occult d10, Stealth d8, Spellcasting d10, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: —

Special Abilities:

- **Copy/Paste:** Raum can tap into its "network" of victims to summon additional shadow demons by shouting his name. Any Raum puppet within hearing distance reflexively responds in kind to call forth another living shadow. Other than being Extras, their stats are identical to Raum's.
- **Flight:** Raum flies at Pace 12".
- **Demon:** Bane (holy items); immune to poison and disease; +2 to recover from being Shaken; half-damage from non-magical attacks; suffers +1d6 from pure iron weapons; Shaken and Fatigued by holy water.
- **Possession:** The demon can attempt to take over a mortal host.
- **Powers:** Puppet. **Power Points:** 10
- **Shadow Dance:** With a Spirit roll, Raum can make shadows move within 10" (20 yards) in a Small Burst Template. The area counts as Dark (-2) for 1d6+1 rounds.
- **Shadowport:** Raum teleports through shadows up to 12" to a point within line of sight as an action.
- **Shadow Stealth:** Raum adds +4 to Stealth rolls.
- **Weakness (Focused Light):** Although not bothered by ambient light such as overhead fixtures, a focused beam of light like a flashlight leaves the living shadow Vulnerable for one round.

TERRY ANWAR

Terry is a tall man of Indian descent. He wants to fit in socially, but Raum's influence gives him an air of unapproachable aloofness, especially with anyone wealthy or popular. His black hair is unkempt, and it seems like Terry always wears a permanent sneer. When speaking with other people, he is brusque but polite, and it is easy to tell he feels constantly judged and under-appreciated.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Academics d6, Athletics d4, Electronics d10, Fighting d4, Hacking d10, Intimidation d6, Notice d6, Occult d4, Persuasion d4, Repair d6, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Arrogant, Greedy

Edges: —

Gear: —

