

ECHO FROM THE PAST

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Editors notes:

Echo From the Past is reputed as one of the "lost" original adventures of Kult, and indeed it is. Originally it was printed in Swedish in the magazine called Sinkadus in the early nineties. The game can be run as a one-shot/one-nighter. Most of those who have played it comment that it reveals quite a lot of Kult cosmology, so it is not recommended as a "first" adventure

However, the English translation has been bobbing around on the net for quite a while - in txt format. This is my approach at trying to clean it up a bit. As far as I have understood, this is a free adventure and can be spread however you like as long as you don't modify the actual text. Nevertheless I urge you all to buy Kult products to keep the game alive. - torb / dec, 2002

You are sitting in the subway on your way home late one night. The coach is half empty. In the gasping light, three men sitting opposite of you seem vaguely familiar. They are looking at you in the same way, as if they are searching their memories for recognition. You are cold and feel uneasy. Something horrible is going to happen...

An Echo From the Past is a linear adventure, where the players are guided from one episode to another.

*This is the end, beautiful friend;
This is the end, my only friend, the
end
of our elaborate plans, the end
of everything that stands, the end
no safety or surprise, the end
I'll never look into your eyes, again
Can you picture what will be
so limitless and free;
desperately in need of some
stranger's hand, in a
desperate land
Lost, in a Roman wilderness of pain;
and all the children are insane;
waiting for the summer rain
The killer awoke before dawn
he took his boots on
he took a face from the ancient
gallery, and he walked down the hall
He went into the room, where
his sister lived, then he
paid a visit to his brother
then he walked down the hallway
And he came to a door
and he looked inside;
Father
Yes son ?
I want to kill you.
Mother, I want to...
This is the end, beautiful friend
This is the end, my only friend
It hurts to set you free,
but you'll never follow me;
The end of laughter and soft lies;
The end of nights we tried to die;
This is the end.
- Jim Morrison 1967*

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EPISODE STRUCTURE

The adventure is divided into a number of episodes. Every episode contains an event, the people the players might meet, information they can find and places they can visit. During an episode the players can draw conclusions about themselves and their past. When they do this, they will receive some information about themselves. You will give them

the information that are described in Memory Notes 1-4. It is stated when to do so.

The characters will also receive special powers and abilities when the dark Messiah kills his victims.

Follow the timetable as regarding day, victim and effect on the characters.

BACKGROUND

We are all imprisoned in a deteriorating illusion. We dare not face reality, but look away when the illusions break and the truth is revealed. Among us walks guardians, Lictors, who tries to keep us in the illusion. But there are also those who want to break down the walls and show us the truth.

One of those is the dark Messiah. He has walked a long time on Earth, under many different names. Two thousand years ago he was crucified as Jesus Christ in an attempt to free the human mind. But his sacrifice was misunderstood and was used by the Lictors when they created a cult and a church around his persona. In rage and disgust over the Lictors distortion of his message, the dark Messiah retired and walked nameless for a long time among the humans. During the 20th century he came forward again. During the 60's he called himself Jim Morrison and preached the apocalypse and the downfall of the illusion.

Once again he retired after a few years and carefully prepared a plan that was based on his preaching 2000 years ago and his

close connection with the Demiurge, the God that disappeared when we entered the modern era. In the 90's he appears again, this time with name Michel Agneau. This time he will not let himself be stopped. He will start the plan long in waiting, the one that John called the Apocalypse - the end of the world. From the remains of the destruction, the dark Messiah believes that the Awakened man will rise. The plan is simple. By breaking the seven seals that the Demiurge used when he created our prison, the Messiah can free man. We call it judgement day. The truth is that it would mean liberation for the few that had the strength to rise above the debris and not become permanently insane. The illusion is a prison, but a protective prison. The Messiah doesn't know how fragile man has become due to thousands of years in imprisonment.

The seven seals are cardinals and higher members within the catholic church. They represent the seven congregations that were

founded by St.Paul, and the seven who became subordinates for the apostles during the time of the first congregation after Jesus death, when the apocalyptic message became a conservative dogma.

The Lictors each serve an Archon and represents its power and part of creation. They are killed according to the Archons place in the Tree of Life; Malkuth's Lictor first and the Pope, who serves the missing Demiurge, last.

The characters are the Four Riders of the Apocalypse, the dark Messiah's original four apostles who once wrote the gospels that the Lictors twisted for their own purposes. When Agneau starts to break

the seals, the four riders inside the characters awakens and their memories slowly returns.

They will finally be forced to chose between helping the dark Messiah or the Lictors, between destruction or prison.

For every seal the dark Messiah destroys, the characters will receive certainpowers and abilities. They will also remember more of their past and who they really are. For every seal that is killed, a disaster will take place in the country from which he came and is bound to. The illusion will crack slightly, but it is interpreted by the survivors as an usual disasters, such as earthquakes and hurricanes.

SYNOPSIS

The adventure starts in Stockholm's subway. The characters are then taken to Paris and then to the Vatican in Rome to solve the mystery. The dark Messiah will break the first seal by ritually kill and skin Malkuth's Lictor, just at the point when the lights in the subway coach where the characters are sitting goes out.

The four rider's creatures (their horses) will recognize that their masters are starting to awaken and search for them. To show their subordination for the characters, the creatures will kill everyone else in the coach, then they will retire, waiting for the apocalypse.

The character's memories from the past are awoken and they will remember their time with Jim Morrison in Paris. The memories and traces they will find will lead them to Paris in search of Jim who, naturally, should be dead.

In Paris they will remember more next to Morrison's tomb. The memories says, among other things, that Jim could be in several different places at the same time and that he, in that way, met with the characters at different location on the same time. Day two is when the Messiah will break the second seal in the Notre Dame church. The characters remember more and more and regains part of their powers.

The Lictors are realizing what is going on and who is behind the events taking place. They call for a meeting in the Vatican to stop the threat. They decide to turn the four riders (the characters) against the Messiah and to try and kill the body he is presently wearing. A more final solution can be arranged later. A bloated Lictor will contact the characters in Paris. It will threaten them and supply them with false information. The meaning is that they will be driven to serve the church. If they refuse, the Lictor will attack them and they will have trouble.

Some of the seven (now five) Lictors will decide that it's better to be safe than sorry and will try to kill the characters to prevent that they even get a chance to help the dark Messiah.

In Paris the characters will find that Jim Morrison is alive. He seems to be killing priests with high positions within the catholic church. The characters finds out that he has gone to the Vatican. Filled with bad foreboding, the characters travels there.

Meanwhile, the dark Messiah is happy in the Vatican. His enemies have reacted just as he had wished they would. They are all gathered in one place. He starts to kill them in proper order, one each day.

The characters arrive in Rome. They search for Jim, who is also currently being hunted by the Lictors and the police. The characters

start their pursuit. They find clues that lead them to Jim. Their memories are getting stronger and stronger. Their powers are getting bigger for every victim that the Messiah kills.

TIME LINE

Below is the order in which the Messiah will kill the seven seals, what effect it has on the nature and on the characters. The nature disasters will be gaining more and more publicity as the days pass, and the spectacular killings will be getting full coverage in the media.

27 October Victim: Adolfo Montserrat, cardinal from Boston, USA

Place: The Great Church, Stockholm, Sweden

Disaster: Heavy fog over New England, floods, several ships goes under on the sea

Effect on the characters: Enhanced senses

28 October Victim: Michail Doprecsi, cardinal from Krakow, Poland

Place: Notre Dame, Paris, France

Disaster: Earthquake in Krakow

Effect on the characters: Regeneration

29 October Victim: Liguro Ezmect, cardinal from Izmir, Turkey

Place: Santa Maria Maggiore, Rome, Italy

Disaster: The sun turns crimson over Turkey

Effect on the characters: Stamina

Finally the characters confront the dark Messiah and the last of the seven seals, the Pope, in the St. Peters church. They are forced to make a choice between Jim and the Pope, between destruction and imprisonment. The fate of the world is in their hands.

30 October Victim: Rico Armando, cardinal from Barcelona, Spain

Place: Santa Maria in Trastevere, Rome, Italy

Disaster: The moon turns black over the Mediterranean

Effect on the characters: +10 in two skills

31 October Victim: Fernando Pizariola, cardinal from Lima, Peru

Place: St Georgio in Velabro, Rome, Italy

Disaster: Meteorshower over the Andes

Effect on the characters: +10 on one characteristic, reaction

1 November Victim: Armando Asapandreous, cardinal from Cyprus, Greece

Place: Santa Maria di Anima, Rome, Italy

Disaster: Cyprus will be move 50 nautical miles west, a huge tidal wave in theeast of Mediterranean

Effect on the characters: Speak all languages + Commanding Voice

2 November Victim: The Pope

Place: St. Peters church, Rome, Italy

Disaster: The Apocalypse

Effect on the characters: Awakening, divinity

THE FIRST EPISODE

Place: Stockholm's subway

Time: 27th October, midnight

Tell the following to the players:

You are seated in the subway towards King's Garden in Stockholm. None of you know anyone else in the coach. You don't know each other, but there is something vaguely familiar with the three men next to and opposite you. You recognize them, but you can't recall from where.

The train speeds up. You pass by a station. People start to talk loudly in the coach. They seem distraught.

Was it the Central you passed? You never managed to read the signs. The train continues for a few minutes.

Suddenly the light goes out. The train comes to sudden halt and you are thrown forward. The brakes screams. You can hear people cursing and shouting, doors opening. A scream. Then another one. Terrible screams of pain. Something warm and moist splashes up in your face, salty, blood. Thumps are heard all around you.

The screams ends. A red emergency light turns on in the ceiling. You are standing in the middle of the coach. The floor is covered in blood. Around you in a ring are heads, ten-twenty heads from everyone else in the wagon. The dismembered bodies are lunged in the middle-aisle and on the seats.

Big, blood-drenched shapes slowly rises with bowed heads. There are four of them, with long heads, exposed muscles and bulging, black eyes. Razor sharp teeth are glimpsing in their mouth. They are crouched on all four, as if they are prepared to jump the characters.

One of them stretches its neck and says something, in a language that you, after a while, recognize as Hebrew. It is hard to hear, but sounds like:[impossible to hear] Lords, We wait [two words hard to hear]. Destruction [hard to hear] [long sentence, impossible to hear]. Farewell.

You feel a burning sensation on your forehead, as if something were being cut into the bone. Then the shapes backs out of the coach, with a bowing, crawling motion. They disappear into the dark.

If the characters tries to follow the shapes, they can't find any trace of them.

If they check up on themselves, they will find they have a sign painted in blood on the forehead.

The characters are in a subway coach filled with beheaded bodies, with the head placed out in a geometric shape around them. The bodies are torn, as if they were ripped apart by wild animals. If they investigate the coach they will find something that looks like occult symbols painted in blood. They are signs of change, destruction and breakup (it takes an Occult with effect +7 to realize this).

A voice is heard over the speakers:

*W*e have to ask all the passengers to leave the train. We have no electricity in our cables and are stuck here until another carriage can be brought here. We must ask all the passengers to walk in the train's heading direction. I repeat, in the train's heading direction, to the station King's Garden. The train guard will lead you there, so follow his instructions. If you feel insecure on how to act, please just wait for his arrival to your coach. That is all.

The message is repeated every third minute. After ten minutes the train guard will reach the wagon that the characters are. When he sees what has happened he will contact the police who will seal all the tunnels and the two stations on both side of the train (King's Garden and Central station). Depending on the players, different things can happen. They should leave the coach, go to King's Garden's station and disappear. If they chose to stay, they will be taken in for questioning at Normalm's police station. They will be held for 24 hours and then released.

If they leave the coach, but stay in the tunnel, they will be questioned with the rest of the passengers and will be released after four hours (if they don't say anything to make the police suspicious). If they contact the police themselves, they will be questioned and released after four hours.

If they tell anyone what has happened, there is no one who believes them. There are no traces in the blood in the coach other than that of the characters. We presume that the characters have enough sense to leave the coach or to contact the police themselves.

The episode ends when they leave the subway or are released by the police. They have such contacts that they will not have to face a juridical event.

A MYSTERIOUS PHONE CALL

When the players leave the subway or the police station, they pass a phone booth where the phone is ringing. If any of them lifts the phone off the hook, he will hear a voice that sounds familiar, but that he can't place. It says: Meet me at my End. Then the phone goes dead. Judging from the static that is left, the call was from another country. (It is the Messiah who willingly awakens memories for the four riders to be able to join them at the Apocalypse.)

THE SECOND EPISODE

Place: Stockholm

Time: 27-28 October

MEMORY NOTE 1

Depending on the players, something will happen. The purpose is that they will search through their memories very carefully (going through what is mentioned in the Character Description), and find a common link in Jim Morrison in Paris 1969. As soon as someone concludes that Jim has to be of some importance, hand him Memory Note 1.

The note contains memories of meetings with Morrison in Paris 1969, in an apartment he had there.

Everyone realizes that they have met with Jim as soon as someone else remembers it.

MEMORIES

They realize that their memories are very clear 30 years back in time, but ends there. Oddly enough, they don't seem to have noticed this before. If they do some research into their backgrounds, they will find that they evidently didn't exist before 1966. There are no traces of them. No school, no parents, brothers, sisters or friends. The families that are on the papers do not even exist, school that they thought they've gone to have never heard of them.

THE SIGN

If the characters investigate the sign they had painted on their forehead, they will come to certain conclusions. The Royal Library has a sealed department with occult literature, but since Fredlid has a scientific licence, they can get to them too. They can also contact Emanuel

Zeferarim, who Fredlid knows, so he can explain what the sign means. In the bookstore Aquarius on Drottninggatan (The Queen's Street) they can find literature about the sign. It is the sign of the Dragon, the symbol of the snake who destroys Paradise, fighting with or against the Messiah (the sources are a bit unclear on that point). The sign represents rebirth, the moon and March. The Tower and the Fool in the Tarot-deck are connected to it.

THE POLICE

The characters can talk with the police about the slaughter in the subway. Qvarnhedens contact Anders Holmstrom can give them information about the crime and a copy of the police report. The crime investigation shows that there were 21 victims in the coach - everyone were torn apart and beheaded. The heads were laid out in a pentagram pattern by two of the doors. There are some gruesome photos to look at in the report.

The coroner says in a preliminary statement that she has never seen anything like the bitemarks the victims have before. If the characters contact an independent expert and shows pictures of the bitemarks, he can confirm the coroner's opinion - the bitemarks are from some unknown beast. There are no clues of the perpetrators and no forensic evidence has been able to help the investigation. The case seems hopeless.

THE DEATH OF THE FIRST SEAL

The police can also tell about the murder of an catholic cardinal, Adolfo Montserrat, that took place during the night. His naked, skinned body was found hanging upside down on the altar wall in The Great Church

in Stockholm. He was skinned alive after having been hanged against the wall. A successful Occult will tell the characters that it has an obvious occult meaning. It is an old Christian form for sacrifice from the early days of the Apocalyptical church. The literature refers to rites in Europe during Roman iron age, when the king was sacrificed to renew the country every seven years. This is something similar, yet somehow reversed.

The police can also tell about a man that called them up about an hour after the crime in the Great Church had been committed and said: It's the beginning. The End, my only friend, the End. If the characters check up on the victim's background they will find several strange facts about the priest.

LeGardies contact Leonora Albrektson in Stockholm's Catholic Congregation can help them. The priest seem to have live a very long life. He has held his post as responsible for the catholic church's financial affairs in land investment since 1931. If they search

on, they will find pictures from 1907 that shows him being as young as when he died.

He belonged to a unknown group within the catholic hierarchy that are called the seven. It is led by the Pope himself. It is rumored that it consists of the leader of the original seven congregations that were founded by St. Paul. The day after Leonora has given them this information she will die in an auto accident (the Lictors don't like when someone pokes around in their affairs).

THE NEWSPAPERS

The biggest newspaper in Sweden publish facts about the subway killings on the 28th, with color pictures and gruesome details. The press will also have a big article about the killing of Montserrat's death in the church. All the horrible details are described and pictures are also present, but no one seems to really know anything. There is no further information in the papers.

THE THIRD EPISODE

Place: Paris

Time: 28-29 October

The characters will travel to Paris, either before or after the murder in Notre Dame. The best is if they go there before. There are planes every two hours between Arlanda and Charles de Gaulle (Stockholm and Paris airports). The trip will take about four hours including taxi to and from the airports.

The characters will easily get an hotel room, for 2000 franc in the Grand Hotel, or cheaper near the Opera or the Quartier Latin.

Exactly what happens in Paris is of course up to the players. There are several things to do. We will describe a probable chain of events. If they act in another order, you simply readjust everything according to that. They do not need to do everything that is described here to get information that leads them to Rome and the Vatican.

JIM'S GRAVE

Jim Morrison is buried on the P\`ere Lachaise-cemetery, a place overflowing with marble monuments and mausoleums in an inner suburb to Paris. It will take about fifteen minutes to get there from the center of Paris with a taxi or twenty minutes with the Metro. There are no problems in finding Jim's grave. There are arrows and guides carved and painted everywhere on the monuments. Next to the grave are a couple of old hippies, drinking wine and smoking pot. When the characters arrive here, they suddenly remember more about their past. Hand them Memory Note 2. There is a personal note for each and every character.

MEMORY NOTE 2

The characters remember that they have met with Jim on several different locations in Paris at the same time. He could obviously be in different locations simultaneously. They also remember back until approximately 1860.

THE SECOND SEAL

On the night between the 28th and the 29th of October, the dark Messiah will kill the second seal, cardinal Michail Doprecsi, in the Notre Dame cathedral, in central Paris. Agneau has kidnaped the Lictor in his home on Boulevard St. Germain, and taken him to the cathedral where he is killed in the same fashion as Montserrat. With this, the earthquakes in Poland, where Doprecsi was cardinal, will start.

The characters will gain the powers noted in the timetable. Agneau has made one mistake however. Too many people have seen him between the cathedral and the Lictor's home. More on that later.

CHURCH MEETING IN THE VATICAN

As soon as the second victim is found, the seven (now only five) will realize what is happening. They will call to a church meeting in the Vatican. The remaining five Lictors meet in the Popes personal quarters in the Vatican State.

During the day of the 29th of October, they will discuss what should be done. They decide, after many disputes, two things: the Messiah has to be stopped - preferably killed -, and the four riders has to be located and be persuaded to turn on their former master. The Lictors are aware that they have no chance what so ever, should they face the Messiah on their

own. If they do not succeed in turning the characters against Agneau, they will have to kill them before they regain their full powers. As soon as Agneau is dead they will have more time to plan a more permanent solution to the problem.

A subordinate Lictor by the name of padre Louis Chavalar is sent to Paris, where the four riders have been traced (their riding beasts always stay near the characters and are easy to trace, and besides that, the characters are slowly regaining their powers and their presence are felt by all the Lictors on Earth).

THE MEETING WITH PADRE LOUIS

Padre Louis will travel straight to Paris with a persona jet. It means that he will arrive sometime on the evening of the 29th. It will take him a few hours to find the characters. If they still are in Stockholm, he will visit them there. If they are in hotel rooms, they will be picked up by the police that padre Louis has involved with the search. Then they will be taken to the police station on Place des Petits-Pères in the second arrondissement. The station is a big, brown stone house from the 19th century. The facade is dirty. They are brought in to a hall and further down a twisting, narrow corridors with small offices. The sound of snapping typewriters are heard everywhere.

They arrive to an interrogation room with dirt-brown wallpaper and water-damaged ceiling. The police refuse to answer any questions, but they are very polite. They only say that someone important wants to talk to them. When they have waited for a few minutes, the door opens and a disgusting, swelling creature is pressed through the opening. It has a long, black priest-robe and dark glasses. The skin is transparent and blue-red organs are pulsing beneath the skin on the hands and in the disfigured face. The teeth are sharpened, razor sharp, and the nails are long and black. A thick, blue-red tongue hangs out of the mouth. It is drooling. EGO-roll not to be shocked.

The Lictor introduces himself as padre Louis. His tongue runs over the sharp teeth when he looks down on the characters. He is

sweating intensely and smells sharply, almost rotten. The padre explains that they are about to be snared by an evil force that has awakened after thousands of years of imprisonment. Now it is trying to destroy the church to gain the power of the humans souls. They are connected to this power, it is trying to use them for its own purposes, but they can resist and help the church to fight it. The evil force is the Antichrist, who threatens to eliminate all life on Earth. They saw a small part of that power when they met Morrison in Paris. Now he is calling himself Michel Agneau. The characters are angels chosen to stop him. It is their divine duty.

Padre Louis will try with threats, lies and similar to get the characters to serve the church and to stop Agneau, whom they know as Morrison. If they refuse, he will become very threatening and hints that it means that they will die here and now. If they continue to refuse, he will attack them.

THE HEROS GET IN TROUBLE

Regardless of what the characters decide with their meeting with padre Louis, they will have trouble with the Lictors. Even if they decide to cooperate with the church and tries to stop Agneau, a small group of Lictors will decide not to take any chances. The characters are a threat that has to be eliminated. Then there is no possible way they can help the Messiah in his plans. It means that the characters are attacked on the night between the 29th and the 30th of October and on the night between the 1st and 2nd of November. A group of Serafims attacks them, regardless of where they are at the moment: in hotel rooms, restaurants, airports and so on. No one, except the characters, will see the attackers, so they will appear to fight with invisible enemies and shooting their guns in the air.

Within five minutes, the police will be present if the characters are in a city. If it takes place on the subway, a bus or in a plane, the police will wait on the next station/airport. The characters should escape if at all possible, but if not, they are arrested. They are

released within two hours if they accepted padre Louis proposition, otherwise they will be held until the morning of the 30th or the 2nd, assumed that they use the embassy and their own contacts to try and get released.

MEDIA

On the morning of the 29th, the papers are filled with reports about the horrible crime in the Notre Dame.

Several witnesses are interviewed and they describe that they have all seen a man that the characters recognize as Jim Morrison. The police are reported to have several clues from the murderer, but refuse to make a statement. Bloody pictures in the tabloids will show the skinned corpse. The characters will see a skinned Lictor.

Later that day there will come reports about an earthquake in Poland, where Dopeneci was cardinal. The newspapers will report the strange connection. At least 70 000 people are reported killed in Krakow and its surroundings. In the news on TV, an amateur video is shown with a man who is leaving Notre Dame. The characters will recognize Jim.

JIM'S APARTMENT

The natural place to look for clues is in Jim's apartment on Rue Beautreilles, close to Place de la Bastille.

It is an old, torn-down building. It is a two room apartment facing the inner yard. It says Michel Agneau on the door. It can be picked with the proper tools and a Breaking in -roll with effect +5, or be broken through with a crowbar and a Strength roll with effect +7. If the characters talk to the housekeeper on the first floor and expresses their concern about their friend Michel, she can follow them up and unlock the door.

It is messy and filled with smoke inside the apartment. The wallpapers are half torn down and are on some spots covered with occult symbols. The kitchen is small, only a couple of steps across. The kitchen bench and the floor is covered with unwashed dishes. In the sink the characters can find a bloody, grey overall.

There are bloody footprints on the floor from the door to the kitchen. The other rooms are: a bedroom with a big unmade bed, and a study/living room with a desk and a low table. On the walls are paintings that the characters recognize from the 60's. Everything is pretty much the same.

There are a number of clues to be found in the apartment. On a paper on the desk, next to the phone, the words Cavalier 30" are scribbled down. It is Agneau hotel and room number in Rome. Further down it says 19-39-6-911 18 17". It is the phonenumber to hotel Cavalier in Rome. There is a phone book there with pages turned to airlines. The name Alitalia is underlined. If the characters call them, they can get a confirmation that one Michel Agneau ordered tickets to Flight 107 to Rome - the plane took off at 06.40 on the 29th.

If they arrive to the apartment on the 28th, Jim will not be there. Alitalia has no reservation yet. It will be called in on the morning of the 29th. The characters will not get to Jim at this time - he will travel under an assumed name.

In the wastebasket in the study the characters can find a crumpled up piece of paper - a plane ticket to Stockholm, dated on the 25th. If they call to the big hotels they will find that Agneau stayed on the Sheraton between the 27th and the 28th. The ticket is made out by Air France.

In the bookshelf in the study there is plenty of apocalyptic literature and analyses of pre-Christian religions and early Christian sects. Next to the stereo there is a big record collection from the 60's and forward. On the walls are posters from the Doors tours. One of the bookshelves contains only Doors stuff: books, videotapes and so on.

THE FOURTH EPISODE

Place: Rome, The Vatican

Time: 29th October - 2nd November

The characters should travel to Rome. That's where Jim/Michel has gone. If they have been slow in progress, he has already started to kill the seals in Rome. The quickest way to get between Paris and Rome is by plane. It will take three hours to get there, including the taxi to and from the airports. The plane leaves once every hour.

The characters can check into any hotel they like in central Rome, or preferably near the Vatican. It will cost about 120.000 lire/night for a single room.

AGNEAU IS PLEASED

The dark Messiah is pleased by his enemies mistake. They have responded just as he thought. Now they are all gathered in one spot in Rome. It will be easier to kill everybody. Everything is going according to plans.

He will kill one cardinal every day. See the Timetable for a list of the victims, the effect it has on the characters and what disasters it creates. The media will report in detail from every disaster. Flood the players with details from them. It is meant that they will connect them to the killing of the cardinals. If they investigate the background for the killed cardinals, they find that they are as mysterious and strange as the background for Montserrat in Stockholm. Maybe they also will see that every disaster takes place where the murdered cardinal came from.

HUNTING FOR JIM

The characters will start their search for Jim or Michel Agneau as he calls himself now. If they found the clues to the Cavalier hotel in Jim's

apartment they can check there. The hotel is located at the Bogo San Angelo, near the Vatican on the west Tiber banks.

There they will be told that signor Agneau unfortunately left the hotel on the day of the 29th. They don't know where he was going. Outside the hotel are a number of taxicabs, something the characters can check out. They can talk with the drivers if they drove a person with Agneau's description on the 29th. Then they will get contact with Fredrico.

FREDRICO

Fredrico is a short, somewhat overweight taxi driver. He is a bit sour, but implies that he knows something when the characters ask. For 100.000 lire, he will tell them that he took such a man as they are asking for to the Pensione Paradiso that day. He will offer to take the characters there, otherwise they will get the address from him.

PARADISO

Paradiso is located by the Piazza del Pietra, on the other side of the Tiber. It is a worn-down hotel. The receptionist explains that there is no such person as a signor Agneau on the hotel. If asked further, he will tell them that a person matching the description given to him actually fits a person that checked in on the 29th, but his name is Barbarini and is an Italian (the dark Messiah has excellent linguistic abilities). He has room 13.

If the characters decides to go to the room, the receptionist will object heavily, but for 300.000 he will look the other way. The door is locked and it will require lockpicks and a +5 effect on Breaking-in or a crowbar and effect +7 on a Strength roll to get it open.

The room is totally empty. Everything is well-cleaned. A suitcase is opened on the bed. A few shirts and some pants are hanging

in the closet. A few toilet articles are placed on the toilet. It seems as if someone lives here, but if the characters examine the room more closely, they will notice that the top to the toothpaste tube is off and that the toothpaste seems to have dried up. The soap is unused. There is no dirty laundry and there are no hairs in the razor.

The characters can realize that no one lives in the room. If they keep an eye on the Pensione they notice that no one comes to the room. If they ask the receptionist, he will say that signor Barbarini payed a week in advance. He will admit that he hasn't seen Barbarini since he checked in.

Agneau has used an old trick to mislead any followers. He doesn't live in the room, it's a facade to trick possible enemies. In reality, he is staying hidden in an empty underground water tank from the Roman era beneath the Forum Romanum. More about this later.

A MESSAGE

When the characters arrive back to their hotel, there is a message for them. It is a few words scribbled down on a note. They recognize Jim's handwriting. It says Find me in your memories.

MEMORIES OF JIM AND ROME

The characters can not trace Agneau in any ordinary way. He will never return to Paradiso. Neither the police or the Lictors can find him. He will not make any mistakes. He has had thousands of years to polish his tactics.

The characters can only find him through their memories. If they try to remember something in connection to Jim and to Rome they will suddenly remember something. Give whoever made the connection Memory Note 3.

THE WATER TANK

The characters should go to Forum Romanum. It is only open at daytime, but it is easy to break in during the night. A high fence surrounds the area and searchlights gives a weak light to the ruins during the night. Some parts of the ruins are well guarded but between them are the more destroyed parts: the Forum.

The water tank is beneath the Santa Maria Antiqua, a church building halfway up towards the Palatine, the mountain behind the Forum, where the imperial palaces were. The church wasn't there when the characters met with Jim in the fourth century, the water tank were in a basement to a office building, maybe a library.

With some effort they will find the right way. Describe to them how they can see the living Forum of the fourth century before them, and let them navigate between the ruins. The church is well preserved. The walls are still standing. In the back of the church there is a shaft sealed off with plastic bands that says: Warning – Loose stones. There, the characters reminds themselves, is the water tank. They climb down the brick wall (MOV roll) and end up in a tunnel that goes under Palatine. An old wooden door seals of the entrance to the old water tank. The characters see protective signs painted in sot and blood on the stone to keep unwanted visitors away, but it doesn't affect them.

They enter into a circle formed room, 20 meters straight across. The floor is made up by stamped clay. In the middle of the floor is a small fire burning. A couple of chairs and a small table are grouped around the fire. Oil lamps are hanging on hooks on the walls. Next to the door is a bloody overall thrown away. By the fire sits a man the characters will recognize. It is Jim, the dark Messiah. He is thin, dressed in large black trousers and a wide white shirt. The hair is short and he has a short beard.

Assuming that the characters doesn't attack him, he will offer them a place to sit. If they attack, he will jump into the darkness and disappear in a tunnel on the other side of the tank. The characters

can not kill or catch him. It is decided that their confrontation with him will happen in St. Peters church on the night of the 2nd November.

If they sit down, the Messiah will greet them. He will take up a bottle of wine, some bread and some cheese from a banana crate next to the fire and ask them if they want some. He will ask them how much they truly remember, answer questions about what is really happening if they ask, and laugh if they are upset and confused. He can give them all the information from the background, from his own point of view, if the characters ask the right questions. He seems exuberant, almost euphoric.

This is the end. What we waited for that time, so many years ago. This time it will come. We will liberate all that trips around in their daydreams out there. Cheers! Don't you remember? How we planned the destruction when we walked around in the olive gardens under the moon? How we would liberate mankind in the big apocalypse. How you, John (he nods towards one of the characters) wrote down your visions and we laughed and said that soon, soon it will come? But the Lictors came in between. The Lictors and their rules, their church, their plans to stop all change. They hunted me all those years after I'd died. They never gave me a chance to return. But now I have fooled them, you and I. You really don't remember very much, do you? He goes silent for a moment and looks at them, then he laughs and speaks more slowly, almost as to children.

I stood up as the Messiah 2000 years ago. You were my disciples. We were going to free the imprisoned mankind through the apocalypse. Now the fools are prisoners out there, amongst the Lictors, my father's simple servants. We were going to free them in death and destruction. But the Lictors tricked us. I wasn't allowed to return as the Lion. They made me to a puppet, a symbol for oppression. I waited for my time.

You were with me, but you lost your memories and your powers as time went by. Once you were my disciples. In destruction you will be my equal, four riders that destroys four parts of the Earth and frees mankind. Out of the ashes will the man rise. The new, true world. The lie was created by my father and was tied to seven seals, seven immortal bodies. By freeing them from the illusion I am freeing the world. When the last seal has been broken, the apocalypse will come. Come to St. Peters church on the night to the third, about an hour before midnight. Then the last seal will be broken and we will ride towards judgement day.

If the characters will try to attack during or after the conversation, Agneau will manage to escape without any serious damage through the same tunnel as mentioned before. If the characters listen to what Agneau has to say, they will be given Memory

Note 4: they will remember that they were the four disciples who wrote the gospels.

THE FIFTH EPISODE

Place: St. Peters church, Rome

Time: 2 November, 11.30 PM

The characters are approaching the final confrontation. They have to decide which side to choose: the Messiah or the church. If they never make it to the water tank, Agneau will send a new message to their hotel:

St. Peters church 2/11 11.30 PM. Seventh seal. Be there!

The St. Peters church is located in the Vatican, next to the mighty Petersplatz, a circular place surrounded by columns and with an obelisk in the middle. The church has a facade with pillars and a great dome. It is very big with many side niches, covered in gold and artworks. When the characters arrive there late at night, the lights in the ceiling are turned off but the all the prelights inside the church are lit and casts ghostly reflections.

The heavy bronze gates are open. The characters enter the dark front hall. The church room stretches almost 200 meters before them. It is far to the ceiling, the proportions are enormous. It smells of incense and something else, sharp. The characters can see how there is shining light from the middle of the church room, beneath the dome where the altar is.

When they walk through the church room they will see how the shadows they cast on the floor are huge and not human at all. They feel a heat wave rush through their bodies.

The altar is standing on an elevation, surrounded by stairs. The elevation is six meters long. Above the altar is a 20 meter high bronze baldachin on four twisted bronze pillars. Small lights for praying are gasping and light up the place around the altar.

THE CONFRONTATION

By the altar is Agneau in brown leather trousers and a white large shirt. He is holding a copper dagger in his hand and is smiling at the characters when they arrive. On the altar stone lies a short, old man, dressed in

gold- and silver brodered clothes. His white hair is spilt out on the stone. It is the Pope. He is tied on his back to the stone. Around the altar Agneau is painting symbols with blood from cuts that he has made in his own arms. Everything is still and silent, as if it were in a grave.

Both Agneau and the Pope look with begging eyes at the characters. Then the twisted bronze pillars that hold the baldachin over the altar in place break with a sudden crash. The heavy bronze baldachin staggers and falls towards the church room with a thundering sound. A cloud of dust engulfs them all. Within the dust the characters can make out how four four-legged creatures made of flesh and steel break free (or possibly forms from out of the pillars). It is the characters riding-creatures that arrive. A distant thundering makes the ground shake. The creatures are standing still around the altar, turned in the four directions (north, south, east, west). Their claws scratch the stone floor with a cutting, unpleasant noise. Their eyes are glowing with excitement. Agneau goes next to the altar stone.

I feel how you are hesitant. Let go of all the old bands. Make your hearts hard, hard as stone, he says to the characters. He will touch the altar stone that will shudder and crack. Fulfill your destiny. Free mankind from the imprisonment. Slay your guards. Tear the shackles.

The Pope looks up and regains his true Lictor shape. He swells out and fills all of the altar with his pale, pulsating body. The characters can no longer be shocked by anything and do not need to roll any dices. Wait! The Lictor's hoarse voice cuts like a knife through the silence. Wait you fools! Realize what you are doing. You are condemning all of your species to madness and death. He is trying to trick you. Follow his command and the world will collapse in fire and water. It is you who will destroy all life, fill the oceans with the blood of the immature.

The Lictor looks at the characters with burning eyes.

Chose the right path. Without you the Messiah can not destroy the world. Without you there will be no apocalypse. Let the madness end here and now. Enough of blood has been spilt. Kill the Messiah or let me free. The characters must chose. Kill the Lictor and the world will end. Free him, or kill the Messiah, and the prison we live in will remain. Neither the Messiah nor the Lictor will say anything else. They will not answer any questions.

THE CHOICE

What happens now is entirely up to the characters. If they chose to kill the Lictor, Agneau will hand them the copper dagger. Cut of his head from the living flesh and break the final seal. Free man from his captivity. If the characters obey, they ground will start to tremble and the end will close in with giant steps. The creatures will start to howl hysterically and tears up stone splinters from the floor. The characters

will regain their full powers as the four riders of the apocalypse and they will lose everything that they though were their own personalities. They will get powers beyond our grasp, insights beyond our understanding. The world will destruct, humanity will suffer, dies and maybe will be liberated beneath the riders swords.

If they chose to free the Lictor or to kill the Messiah, Agneau will flee away. He manages to escape no matter what they do. The four creatures screams of disappointment and pain before they slowly turns to stone in front of the characters.

The Lictors chains will drop and he will regain his shape as the Pope. The characters memories start to fade and all the powers that they have gained are gone. They remember all that has happened, but memories of the past and of the Messiah and that they are the four riders fades away like a dream.

The adventure is over.

NPC's

PADRE LOUIS

The Lictor has a blind loyalty towards his superiors. He despise man and sees himself as a higher being

Role-playing hints: Speak with a hoarse voice. Put your hands like claws against the table and drool with half-open mouth. Stand up a bit so you can look down on the players.

AGL 32 COM 12(3)

PER 36 STR 34

EGO 30 EDU 44

CON 36 CHA 18

Length: 170/250 cm

Weight: 70/450 kg

Movement: 16 m/Round

Actions: 5

Init Bonus: +20

Damage Bonus: +8

Damage Capacity:

9 SCR = 1 LW

8 LW= 1 SW

6 SW = 1 FW

Endurance: 210

Armor: 2

Abilities: Commanding Voice, speaks all human languages, telepathy, telekinecy 100 kg 10 m/sec, insensitive to fire

Skills: Automatic weapons 15, Diplomacy 30, Interrogation 30, First Aid 30, Pistol and revolver 30, Fight w/o weapons 30

Equipment: Black priest robe

SERAFIM

Serafim are angels that has fallen when Heaven was destroyed when the Demiurge left. Now they are trashed, confused creatures that easily are tricked and led by the Lictors. They are basically naive and innocent, something that easily can be turned into aggression and hate when they are confronted with the harsh reality.

They are as tall as men with long, white hair, pale complexion and icy blue eyes. If it weren't that they were so torn, they would be wonderfully beautiful. The hands are stretched into long, razor sharp claws. The skin is cracked into a fine pattern and covered with dried blood. They are dressed in torn, dirty and bloody overalls, that once were white. On the back they have huge, torn wings, that are totally broken on some of them. They fight with their bare hands.

AGL 12 COM 15

PER 10 STR 12

EGO 8 EDU 2

CON 11 CHA 15

Length: 190 cm

Movement: 6 m/Round

Actions: 2

Init Bonus: -

Damage Bonus: +1

Damage Capacity:

4 SCR = 1 LW

3 LW= 1 SW

3 SW = 1 FW

Endurance: 85

Armor: 5

Abilities: Fight w/o weapons 15

Weapons: 2 Claws 15 (scr 1-7, lw 8-13, sw 14-19, fw 20+)

Number: 8

THE POPE

The Pope is in fact St. Paul, the founder of the church and the primary adversary to the dark Messiah. For nearly 2000 years he has run the church's Lictors and kept man effectively imprisoned. He is a very experienced Lictor. He is shrewd and diplomatic. Will try to find a solution at any cost that will not mean destruction and ripping illusions. Is, just like the Messiah, prepared to sacrifice all and everything for the Issue.

Role-playing hint: Speak hoarse and in a low key. Look the players intensely in their eyes. Try to look as if you're swelling out of the chair (yes, yes, it's not so easy, we know).

AGL 40 **COM** 2

PER 30 **STR** 50

EGO 40 **EDU** 50

CON 50 **CHA** 25

Movement: 20 m/Round

Actions: 6

Init Bonus: +28

Damage Bonus: +10

Damage Capacity:

11 SCR = 1 LW

10 LW = 1 SW

8 SW = 1 FW

Dies first after 3 fatal wounds

Endurance: 280

Abilities: Commanding Voice, speaks all human languages, telepathy, telekinecy 100 kg 10 m/sec, insensitive to fire

Skills: All weapon skills 30, Diplomacy and speech 50

Weapons: Bite 20 (scr 1-6, lw 7-13, sw 14-24, fw 25+), 2 Claws 25 (scr 1-7, lw 8-14, sw 15-28, fw 29+)

Magic: Lore of Madness 50 with every spell 30

THE FOUR CREATURES

The riders creatures are parodies of horses with naked bleeding flesh. The bone, where it is revealed, is out of faded metal. Their eyes are black or red. They have large claws and are sitting squatted, more like cats than horses.

AGL 80 **COM** 1

PER 31 **STR** 62

EGO 20 **EDU** 21

CON 50 **CHA** 5

Length: 400 cm

Height: 200 cm

Movement: 40 m/Round

Actions: 10

Init Bonus: +68

Damage Bonus: +16

Damage Capacity:

11 SCR = 1 LW

10 LW = 1 SW

8 SW = 1 FW

Endurance: 280

Armor: 10

Weapons: Bite 25 (scr 1-5, lw 6-10, sw 11-15, fw 16+), 2 Claws 20 (scr

1-8, lw 9-13, sw 14-17, fw 18+)

MICHEL/JIM/THE DARK MESSIAH

The dark Messiah is close to the Demiurge in a way that even the Archons don't understand. He claims to be the son of God, whatever that now means. It is not certain whether he is a man or some other kind of being. The Messiah has had the same body for two thousand years, a skinny mans body with dark brown hair and brown eyes. When the characters meet him again in Rome, he will be having short hair with a short beard. He wears tight trousers and wide shirts.

The Messiah is obsessed with the idea of liberating mankind, no matter what the cost. If it doesn't cross his plans, he will be mild, understanding and very empathic. But he will not pull back for anything to see his plans come true. For the Messiah, pain is only a way to liberation, millenniums of horror is only a possibility to self-insight.

Jim Morrison died officially in his apartment on the night between the 2nd and the 3d of July 1971.

Role-Playing hints: Be personal. Lean over the table and look the players in their eyes. Smile a lot. Speak confidentially and friendly. Try to make contact. Don't be offended by anything. Agneau will not be angered if the characters choose prison before the apocalypse, only sad.

AGL 50 COM 75

PER 50 STR 50

EGO 50 EDU 100

CON 50 CHA 100

Height: 180 cm

Weight: 75 kg

Movement: 25 m/Round

Actions: 7

Init Bonus: +38

Damage Bonus: +11

Damage Capacity:

11 SCR = 1 LW

10 LW = 1 SW

8 SW = 1 FW

Dies first after 10 Fatal Wounds

Endurance: 280

Abilities: Commanding Voice, Empathy, Twists time and space as someone with

Mental Balance +/- 500, insensitive to fire, electricity and radioactive radiation, regenerate, speaks every human language, Telepathy, Telekinecy 1 ton

50 m/sec.

Skills: Every weapon skill 50, Hide 70, Sneak 60, Dodge 60, Acrobatics 60,

Diplomacy 60, Drive car and motorcycle 50, Occultism 100, Sing 50, Speech 60

Weapons: Jim will never attack the characters.

Magic: Every Lore and spell at 80

THE CHARACTERS

JOHAN BARNEMARK

Looks: Thin and well-built with black, short hair. Windtorn, tanned face with sharp features. Somewhat dark skin, looks slightly like an Arab or North African.

Personality: A quiet dreamer that ponders a lot over the deeper issues of life, and feels closer something bigger when sitting in an airplane. Family and friends: No family or relation left alive. Mingles with officer colleagues and the neighbor Lena Barsk. Other than that a very limited friendship.

Profession: Lieutenant-Colonel in the Swedish Air Force

Employer: The Swedish Air Force

Address: Banergatan 16, Stockholm

Social Security Number: 510314-1231

AGL 16 **COM** 9

PER 15 **STR** 14

EGO 14 **EDU** 15

CON 11 **CHA** 10

Height: 170 cm

Weight: 70 kg

Hair: Black

Eyes: Grey

Movement: 8 m/Round

Actions: 3

Init Bonus: +4

Damage Bonus: +3

Damage Capacity:

4 SCR = 1 LW

3 LW = 1 SW

3 SW = 1 FW

Endurance: 85

Mental Balance: +25

HP: 20

Advantages: Good rumor; acknowledged good pilot, Influential friends: knows many NATO officers after his days in France, Body knowledge: total control over the body, Physical harmony

Disadvantages: Can't remember his childhood, Afraid of deep water, Shy, Death wish/daredevil: contempt for death

Skills: Climb 3, Guns 3, Automatic weapons 16, Rifles and Crossbows 16, Pistol & Revolver 16, Heavy Weapons 8, Sneak 12, Dodge 3, Throw 3, Throw weapons 3, Fight w/o weapons 14, Swim 3, Hide 3, Search 3, Swedish 15, Parachuting 10, Fall technique 12, Weapon Maneuver: dubbleshot 12, Electronics 12, Cryptology 8, Engine knowledge 14, Radiotelegraphy 8, French 14, English 10, Italian 7, Contact net: Military 10, Drive car 12, Pilot: Aircraft 17

Equipment: 500.000 Swedish kroner on the bank, American Express Goldcard

Life Story:

All-round worker in Stockholm during the middle of the 60's. During -68 and -69 he traveled around quite a bit in Europe. 1969-71 he lived in Paris where he spent time with some musicians and intellectuals. He got to know Jim Morrison who lived there occasionally that year.

1971 he came to Stockholm and applied to the Officers school. He graduated with excellent grades and started to work on F18 outside Stockholm. 1977 he was selected in an informal co-operation with the French air force regarding new airplane models. He spent the following three years in France and got to know some French officers.

1981 he came back to Sweden and was promoted to Major. During the early 80's he work a lot with air surveillance over the Baltic Sea. He spent some time with musicians and was a co-manager to a rock club in Stockholm, despite he has never played himself.

1988 he was promoted to Colonel-Major. He was given deskjobs when F18 moved, since he didn't want to move. The last six months he has been off duty and been trying to write a book.

PETER LEGARDIE

Looks: Tall and thin with black, short hair and a short black beard. Somewhat dark skin, looks like an Arab or North african.

Personality: A practical man of action. Looks for the simplest solution to every problem. Pushy. Can sometimes run over others. Very curious.

Family and friends: No family or relation alive. Spend time with people within the computer business. Member of downhill skiing club. Spends some time with his old girlfriend, Leonora Albrektson, who is a catholic nun since two years in Stockholm's parish.

Profession: President for CompuLight Inc.

Address: Birger Jarlsgatan 48, Stockholm

Social Security Number: 480721-1333

AGL 13 COM 15

PER 12 STR 12

EGO 16 EDU 15

CON 11 CHA 15

Height: 180 cm

Weight: 75 kg

Hair: Black

Eyes: Brown

Movement: 7 m/Round

Actions: 2

Init Bonus: +1

Damage Bonus: +2

Damage Capacity:

4 SCR = 1 LW

3 LW = 1 SW

3 SW = 1 FW

Endurance: 85

Mental Balance: +15

HP: 20

Advantages: Empathy: can feel others feelings and is easily liked by others, Intuition: can read others body language and realize what they are planning, Cultural flexibility: blends into any environment

Disadvantages: Can't remember his childhood, Easily angered, Obsession/Phobia: refuses to learn anything about history

Skills: Climb 18, Guns 3, Rifles and Crossbows 12, Sneak 12, Dodge 3, Throw 3, Throw weapons 3, Fight w/o weapons 3, Swim 3, Hide 12, Search 3, Swedish 15, Fall technique 12, Book keeping 12, Computer knowledge 16, Electronics 16, Information search 12, French 10, English 12, German 15, Drive car 12, Speech 15, Etiquette 15

Equipment: 500.000 Swedish kroner on the bank, American Express Goldcard

Life Story: Studied on the Trade school 1965-67. Got a scholarship -68 and went to Paris to study at the Sorbonne. Was pulled into the student revolt -68 and stayed in Paris longer than expected, until 1971. Let the studies fall into decay and spent time with former students. Got to know Jim Morrison who lived in Paris sporadically during that time, among others.

Returned to Sweden 1972 and got a job at Ericsson. Started early to work with computers and was leading in Ericsson's PC-launch. Moved in with a colleague, Leonora Albrektson. 1982 he came into conflict with others at work. The relation with Leonora was shaky since she had suddenly gone through a religious crisis. 1983 she decided to become a catholic nun and called off the relationship. At the same time, Peter stopped working at Ericsson and started a small business by himself, which sold personal computers; CompuLight Inc. The company is going well and he has left the major decision to vice president Erik Boberg. He is starting to get tired of it all and is starting think about leaving the computer industry, and to start something new.

MARCUS FREDLID

Looks: Well trained with black, short hair and a moustache. Somewhat dark skin, looks like an Arab or North african.

Personality: An analytical problem solver who sees a challenge in every problem. Funny and easy to be with.

Family and friends: No family or relation alive. Spends time with colleagues at the Karolinska Hospital and friends within Stockholm's occult circles, especially the kabbalist Emanuel Zeferarim and the people around him.

Profession: Doctor, surgeon

Employer: The Karolinska Hospital

Address: Gotgatan 52, Stockholm

Social Security Number: 501210-1117

AGL 15 COM 12

PER 10 STR 10

EGO 15 EDU 18

CON 16 CHA 12

Height: 175 cm

Weight: 75 kg

Hair: Black

Eyes: Brown

Movement: 8 m/Round

Actions: 2

Init Bonus: +3

Damage Bonus: +2

Damage Capacity:

5 SCR = 1 LW

4 LW = 1 SW

3 SW = 1 FW

Endurance: 110

Mental Balance: +20

HP: 20

Advantages: Good rumor: a well known surgeon who works politically for better medical care, Influential friends: knows many politicians, Magical intuition: sees auras around charged objects and senses the presence of magic.

Disadvantages: Can't remember his childhood, Nightmares: torn to pieces by wild beasts, Superstitious

Skills: Climb 3, Guns 3, Pistols & Revolvers 12, Sneak 3, Dodge 3, Throw 3, Throw weapons 3, Fight w/o weapons 3, Swim 3, Hide 3, Search 3, Swedish 18, First Aid 15, Weapon Maneuver: Draw Fast 12, Astrology 10, Computer Knowledge 10, Information search 15, Numerology 12, Occultism 15, French 12, English 12, Latin 10, Drive car 10, Medicine 16, Surgery 15, Theology 12, Contacts: doctors

Equipment: 500.000 Swedish kroner on the bank, American Express Goldcard

Life Story: Traveled around Europe in the middle of the 60's. Lived in Barcelona 67-68. After a stormy relationship with a wealthy widow there, he moved 1968 to Paris. Got caught in the student revolt and participated frequently in the political debate. Stayed in the city after everything had slowed itself down. Came to spend time with Jim Morrison who lived in Paris in 1971. Returned to Sweden during the autumn the same year. Started to study medicine 1972 and finished his studies in 1977. Made his residence years in northern Sweden. Became somewhat of a loner and started to be interested in the occult. Got a position at Karolinska in 1981. Started to participate in kabbalistical circles led by Emanuel Zeferarim, a sefarical jew from Morocco. Took two years off in 83-84 and traveled around in the West-Indies to study voodoo and other syncretistical religions. Thought about changing career and started to study theology when he returned in -85, but realized that it didn't suit him and returned to the position at Karolinska. Feels slightly discontent with life and is trying to find something new to do.

MATS QVARNHEDEN

Looks: Short and compact with black, short hair. Somewhat dark skin, looks almost like an Arab or North african.

Personality: Humorless and dry with a burning sense for justice. Has a habit to hold long, idealistic speeches to anyone that encourages him.

Family and friends: No family or relation alive. Spends time with Anders Holmstrom, a detective on the Stockholm police homicide department and the colleague Eva Daczewic.

Profession: Prosecutor

Employer: Stockholm juridical department

Address: Korsnasvagen 17, Bromma

Social Security Number: 490213-2317

AGL 12 COM 13

PER 12 STR 15

EGO 12 EDU 16

CON 11 CHA 18

Height: 170 cm

Weight: 80 kg

Hair: Black

Eyes: Brown

Movement: 6 m/Round

Actions: 2

Init Bonus: -

Damage Bonus: +2

Damage Capacity:

4 SCR = 1 LW

3 LW = 1 SW

3 SW = 1 FW

Endurance: 85

Mental Balance: +15

HP: 20

Advantages: Influential friends: knows the minister of justice and other important legal advisors, Body knowledge: always has perfect control

over his body, Unselfish: always helps those in distress, Honest: always tells the truth

Disadvantages: Can't remember his childhood, Fanatically sense of justice, Death wish/daredevil: contempt for death

Skills: Climb 3, Guns 3, Pistols & Revolvers 12, Sneak 3, Dodge 3, Throw 3, Throw weapons 3, Fight w/o weapons 15, Swim 3, Hide 3, Search 3, Swedish 16, Dance 15, Bugging technique 12, Computer Knowledge 10, Information search 16, French 12, English 15, Italian 10, Hebrew 14, Diplomacy 15, Etiquette 15, Interrogation 15, Speech 18, Crime scene investigation 15, Drive car 10, Law 16

Equipment: 500.000 Swedish kroner on the bank, American Express Goldcard

Life Story: Studied law in Uppsala in the middle of the 60's, but didn't like the life as a student. Got a scholarship and moved to Paris to study at the Sorbonne. Ended up among the people around Jim Morrison, who lived in Paris occasionally during -69 to -71. Expanded his studies and didn't return until -71. Got his degree in -72 and worked as a secretary at Uppsala courtrooms. Got a job as a prosecutor in Stockholm -75. Spent some time in diplomatic circles and even tried on a career as a diplomat, but came in conflict with some higher city officials and was forced to cancel those plans.

In 1979 he started to get interested in free dancing and became the leader of a group of dancers in Stockholm. He started to study choreography, but never started. During the 80's he has become more and more involved in the role as an prosecutor and spends his free time with police and other legal attorneys. After a series of murder threats in 1995 he started to walk around armed. He also makes sure that he is armed when he is in other countries. The murder threats became more and more intense the last six months and he took some time off. He is thinking about if he should return to his work or maybe get another, less dangerous, job.

MEMORIES

MEMORY NOTE 1

You suddenly remember a few scenes from the past with razor sharp intensity. Inside your mind you can see, as it happened yesterday:

You are sitting in a worn down apartment where the wallpaper is almost falling off the walls. It is incredibly messy. Around you are heaps of empty wine bottles, full ashtrays and loads of books and papers. The cigarette smoke is heavy around you and makes you cough when you light a new cigarette. You have the taste of cheap red wine in your mouth. You have dirty hair and haven't slept in 24 hours.

Next to you is a pale, black haired man with foggy eyes. It is Jim Morrison, dressed in his beloved brown leather pants and a dirty white shirt. He is carrying a crucifix around his neck. He leans over to you and mumbles something about how futile everything is, but you are too drunk to hear exactly what. On the other side of the table are your three good friends, half lying down, the men you have known since the end of the war in '45. Their names elude you at the present (but you recognize the men that you met in the subway). The mist is getting thicker. Everything is spinning. A new scene starts to form around you:

You are standing on a big cemetery. It is the P'ère Lachaise in Paris. You recognize the leaning, dirt-white marble monuments. It is a funeral. The sky is dark and heavy with rain. The funeral is just finished and people are starting to walk away from there. It is a lot of people, police guards and spectators far into the narrow alleys between the graves.

You look down on the grave, that just has been filled. It was Jim's funeral, you suddenly realize. On the other side of the grave you see your three friends. You recognize the men from the subway.

MEMORY NOTE 2 - JOHAN BARNEMARK

It feels as if a dam has broken. Memories fill your head from your subconscious, a huge tidal wave that threatens to drown you. Passing pictures, loose scenes from the past.

You are on a badly lit back alley. You know that it's Paris, the houses are French. It is near the Place de la Bastille. It is night. A silent rain is falling from dark skies. The pavement is glistening and small streams are running towards the drain.

You and your three friends, you look at them and they are the three men you met in the subway, are going to Jim. You pass a road sign: Rue Beautreillis, on your way to the apartment. But this time you don't forget totally...

Everything is rapped in mist. You are in a jungle. The heat is suffocating. You are sweating plenty due to the heat and the terror. Always this terror. You are six: a patrol on North Korean territory. Two of your men turned into bloody rags by a mine. The blood still covers your uniforms, hard, black and sticky. A hissing sound is heard through the silence. Grenade! You throw yourself to the ground and everything is bathed in light...

It slowly gets dark. The dusk is coming. Towards the horizon the artillery grenades explode. Everything is still. The trench is full of twisted and decayed bodies. The heavy, brown gas has long since drifted by, but just recently the cries and the shouting stopped. You remove the heavy helmet and put your M1e-rifle away...

You lean your Springfield carbine towards the house wall. You are tired. The war is won but at what cost? The hate will live on forever. You look up at the union flag that sways above the fort. For a second the ring of stars is replaced with a grinning skull.

MEMORY NOTE 2 - PETER LEGARDIE

It feels as if a dam has broken. Memories fills your head from your subconscious, a huge tidal wave that threatens to drown you. Passing pictures, loose scene from the past.

You are on a badly lit back alley. You know that it's Paris, the houses are French. It is near the Place de la Bastille. It is night. A silent rain is falling from dark skies. The pavement is glistening and small streams are running towards the drain.

You and your three friends, you look at them and they are the three men you met in the subway, are going to Jim. You pass a road sign: Rue Beautreillis, on your way to the apartment. But this time you don't forget totally... New images are formed out of the mist. You are standing at a panorama window and looks out at the destruction; mile after mile of bombed out ruins. It is hard to understand that this once was Germans industrial heart. Your workers are cleaning up, building new, but the mission seems impossible. Enough thinking.

You are to meet the oppositions leader soon. With determined steps, you walk towards the door to the meeting room...

You open the door and find yourself in the House of Commons. The Lords are gathered. Prime minister Asquith will prepare his suggestion about regional self-ruling for Ireland. It will be hard debate. You walk up to your seat and sits down. The buzzing stops when Asquith enters. Everybody rises...

Everybody stands up when the president enters the senate. Slowly everyone starts to applaud until it sounds like the thunder is loose in the big hall. The president removes the high black hat and smiles. He raises his hand and everything goes quiet. Lincoln looks out over the congregation with a sad smile on his lips...

MEMORY NOTE 2 - MATS QVARNHEDEN

It feels as if a dam has broken. Memories fills your head from your subconscious, a huge tidal wave that threatens to drown you. Passing pictures, loose scene from the past.

You are on a badly lit back alley. You know that it's Paris, the houses are French. It is near the Place de la Bastille. It is night. A silent rain is falling from dark skies. The pavement is glistening and small streams are running towards the drain. You and your three friends, you look at them and they are the three men you met in the subway, are going to Jim. You pass a road sign: *Rue Beautreillis*, on your way to the apartment. But this time you don't forget totally...

New memories slides out from the mist. You sit down behind the heavy table. Your colleagues looks at you with understanding. You don't know how much more you can hear or see. You never knew that man could be so twisted by hate and evil. How can anyone ever do what they have done? Ordinary people, family fathers and loving husbands. Murderous animals without compassion. But you have to stand it. Humanity must know. Justice must be served. The Nurnberg trials are important. You look down on the prosecuted and nods to the prosecutor to continue... You make your final speech well. The court is listening to you. You can see how they nod in agreement. This time you can get Don Conti convicted for murder, robbery, blackmail and forgery. Don Conti is more and more upset. His eyes are filled with hate and fear. You finish your speech. Now everything is up to the court. It is the most honest that could be found in this year of our Lord 1921. You stand up when the judge will pass the judgement...

You convict them all to death. You do not want to, but have no choice. El Presidente has demanded it and Maximilian gets what he wants. They are brave men. They have visions about the future. But they tried to overthrow Maximilian and now they have to die. They were brave and didn't reveal your part in the conspiracy against Mexico's president. As gratitude you have to have them killed. Sometimes you think that all hope for mankind has gone...

MEMORY NOTE 2 -MARCUS FREDLID

It feels as if a dam has broken. Memories fills your head from your subconscious, a huge tidal wave that threatens to drown you. Passing pictures, loose scene from the past.

You are on a badly lit back alley. You know that it's Paris, the houses are French. It is near the Place de la Bastille. It is night. A silent rain is falling from dark skies. The pavement is glistening and small streams are running towards the drain. You and your three friends, you look at them and they are the three men you met in the subway, are going to Jim. You pass a road sign: *Rue Beautreillis*, on your way to the apartment. But this time you don't forget totally...

New images appear from the mist. You are waiting with the others when white ambulances turn up on the yard. The cars stop and you see a tall figure that you instantly recognize as Folke Bernadotte. You can hardly believe that he really made it. That he got the prisoners out from the camp alive, and that he got them to Sweden. You walk to the ambulances to help carry in the prisoners inside the house...

You watch when the woman's corpse is carried away, covered with a dirty, bloody sheet. Another meaningless victim to ignorance. Why does all the other doctors refuse to understand. It's so simple! Wash on your way between the autopsy and the delivery room. You haven't lost a single patient in six months. They have killed dozens innocent women with their ignorance in the meanwhile. You thrusts your fist against the wall, curse and starts to cry...

You lower your hand and look out over the battlefield. It is covered with bodies and wounded. The screams rise towards the dark sky. A long row of stretcher-carriers is lining up to your sickhouse. Bloody bandages, entrails that are held in place - almost -, cracked skulls and running brain substance. Pain and death. It is your job to patch them up again. Send out the survivors back into hell again. A group of riders pass by, away from the sandy battlefield of Egypt. The flag of the British empire is swaying from their lances and wraps them like a shroud.

MEMORY NOTE 3

You suddenly remember some scenes from your past with razor sharp intense. You can see it as if it were yesterday. It is dark. A spark, a fire flame plays in the dark. Slowly the darkness moves away to the oil lamps yellow light. A face you recognize bends over the flame.

It is Jim.

He is dressed in a simple tunic of Roman design. The sandals are worn out and sloppy tied. The long dark hair is hanging down over his eyes and he pulls it away with an impatient movement.

You look around. You are in a circle shaped room, twenty steps across. The ceiling disappears in the darkness above your head. You more sense than feel the presence of your friends. They are sitting down next to you, around the oil lamp.

It is night, but the nights in Rome is still warm. You are dressed in Roman tunics and togas of the greatest style.

You don't know how, but you know that you are in the unused water tank beneath the Augustus temple's library on the Forum. The shouts from the square above has gone silent. It's still. You hear a cricket play...

MEMORY NOTE 4

You suddenly remember some scenes from your past with razor sharp intense. You can see it as if it were yesterday.

You are walking across a square. It is hot, very hot. The dust is swirling around in the dry air. Your simple tunic sticks to your body and the sandals are burning under your harden feet. The sun is high on the sky, a ball of red fire. The small houses of sun dried clay and brick are close to the ground to receive the coolness from the Earth.

Some Roman legionaries are staggering by you in heavy, burning hot uniforms. You avoid them. The Romans are not popular in Galilee. Around the corner is John's small house. It is there you are going to meet. HE will be there. It is time to go out among the people with what you know. Free them from the prison they live in. HE says

that your names will be as well known as the Roman emperors: John, Peter, Marc and Matthew. With a pounding heart you step into the

house. The others are already there. Today you will make history...

EFFECTS ON THE CHARACTERS WHEN THE SEALS ARE BROKEN

The First Seal:

All the characters get sharpened senses. They can see fairly good in the dark, can hear even very faint sounds and can instantly recognize any known taste. The characters have no disadvantages from the ability.

The Second Seal:

The characters get the ability Regenerate. They heal three times as quickly as before. A Serious Wound will heal in ten days, five with hospital care. They never get any infected wounds.

The Third Seal:

The characters get Stamina. They never lose any endurance and don't get tired, no matter how much they exhaust themselves. They only need to sleep two hours per day.

The Fourth Seal:

The characters get +10 to two skills each:

- Barnemark to Automatic Weapon and Pistol & Revolver
- LeGardie to Speech and Etiquette
- Fredlid to First Aid and Medicine
- Qvarnheden to Law and Interrogation

The Fifth Seal:

The characters get the ability Fast Reaction. They get one extra action per combat round and +10 to initiative bonus. They also get +10 in:

- Barnemark in STR
- LeGardie in CAR
- Fredlid in AGL
- Qvarnheden in EGO

This also affects Barnemark and Fredlid's secondary abilities as follows:

- Barnemark gets +4 in Damage Bonus totally
- Fredlid gets +13 in Initiative Bonus, two extra actions (4 totally) and
- finally +4 in Damage Bonus

The Sixth Seal:

The characters can talk and read every existing human language, both those that exist now and those that have existed and are now forgotten. They also get the ability Commanding Voice. They can give their voice a certain sound that forces all that listen to them to obey them. The one who listens has to roll under his EGO/2 to resist the order.

The Seventh Seal:

The characters get powers and abilities beyond Kult's and this adventure's frames. Their human personalities dissolve and they become gods.

