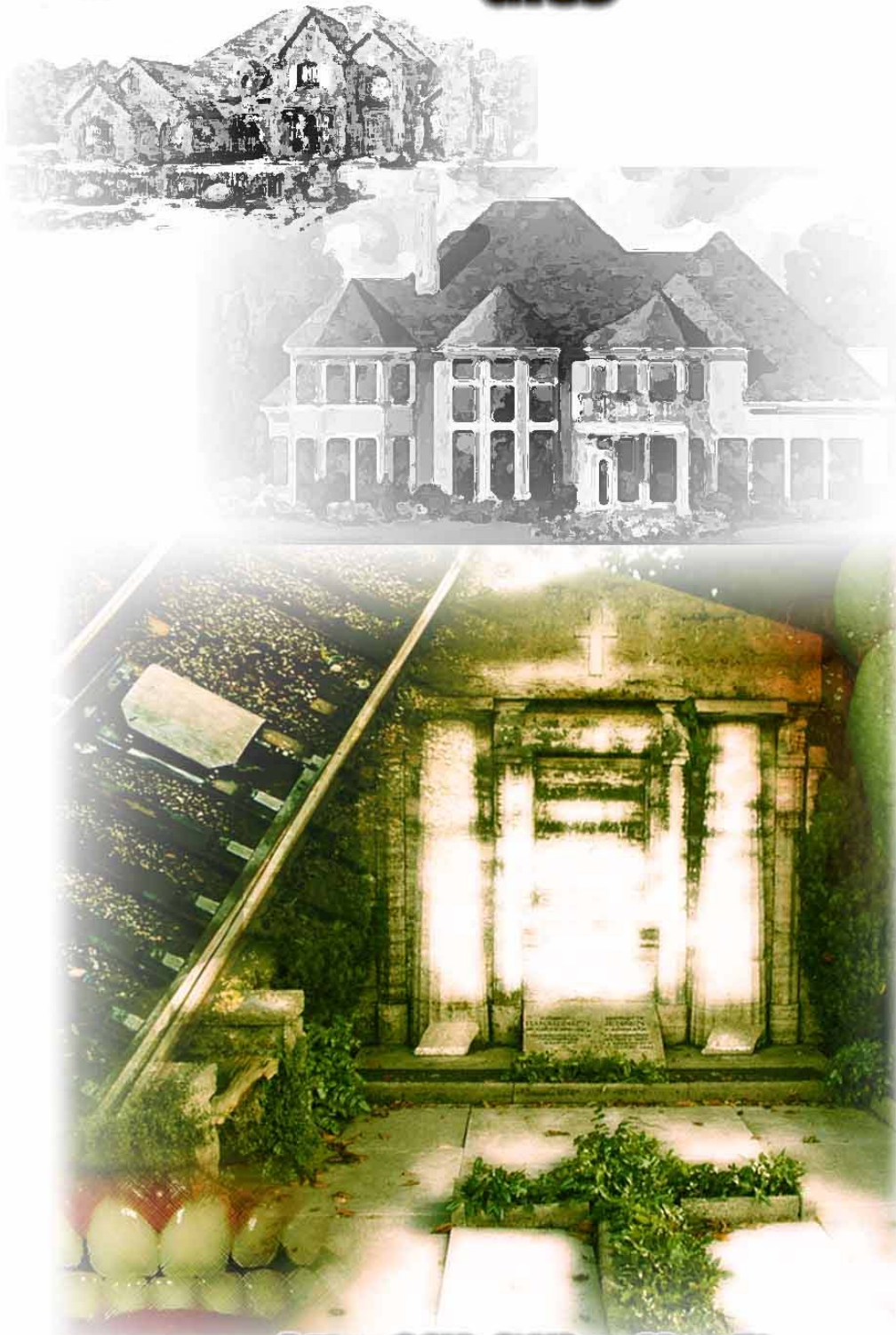


Twin Spirits

true love

never dies

a full campaign for Kult
written by torben rygg
of the Kult Klan



<http://KultKlan.Has.It>

A Campaign for *Kult: Death is only the Beginning...*

Twin Spirits

**Created by TORBEN RYGG
of the
KULT KLAN
KULTKLAN SWEDISH HQ - SUMMER 2001**

Comments? Questions? Please e-mail me at torb1@tiscali.se
Visit [Kult Klan home](#) for more adventures!

"TWIN SPIRITS NEVER PART."
-Fox Moulder, X-Files

NOTE: This campaign uses some ideas by Ari Julku, but none of these ideas are instrumental to the adventure. You can download his ideas from the Resources-section of the Kult Klan if you visit <http://www.KultKlan.Has.It>.

NOTE: For mature players! This campaign involves descriptions of necrophilia, pedophilia and necromancy. Quite frankly, I was disgusted when writing the campaign...

NOTE: This Campaign reveals some of the Gnostic theories reflected in the Kult game. Although having practically the same meaning as in Kult the aim is not to reveal much. Consider this a teaser in terms of gnosis.

NOTE: You wanna put this on your web page or something? Mail me.

NOTE: This is not freeware. The document is classed mail-ware, implying that if you use this document I'll be expecting some kind of e-mail from you where you state what you think could have been improved with the campaign and whether or not you liked it. Send your comments and suggestions to torb1@tiscali.se or torb_@hotmail.com

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Forewords by the Author

I'm really sorry about the messy way things are written down in this document. Some times the vital bits of story are in the maps-sections or in the NPC-sheets. That's why I urge you to read through the whole thing before passing too much judgement on this document. I have, however, tried to tie up all the lines of story in the shortest form possible in the Synopsis...

If you want to be well prepared, you have to be sure to bring a bible to the place where you have the game-sessions, or that one of the players has one with them. Also, you might need to know some stuff on gnosticism, see the box in Part I.

Please e-mail comments, as I want to hear what you think of this.

Note also that the Kult Klan has modified the rules a bit as we use much more points on skills and instead have more difficult bastards in the campaigns, but I have tried to compensate this here.

PC Requirements

It helps gameplay if one of the players is a criminal so that the group will not contact the police after the murder at the Mansion. One way to make a non-criminal seem not want to add the disadvantage Mistaken Identity and say that the identity is mistaken with a bank-robber. This should be added during the introduction of the adventure.

One of the characters (or spread out over several PC's) should have skills in Information Retrieval, Computing and Crime Scene Investigation.

Magical Intuition helps, so if none of the PC's have this then tell the poorest or the one with the highest EGO that he has received an invitation for free classes at Astral Harmony, where there will be served good food, and the probability of meeting some nice women is high. Here the PC will learn the basics of Magic, mainly how to focus correctly – the PC will gradually see more and more auras (although not always, the PC has to focus first) and might be able to read a few spells. If the character continues the classes for a longer period of time he/she will receive some skill points for it at a cost of \$200 per skill point. These skills could be meditation, occultism, and maybe even lore of dreams or lore of passion.

A PC with a solid Net of Contacts will have an easy time collecting odd bits of information in this campaign.

Also take note that the adventure was written for quite experienced players, so there really are quite a lot of false leads that may lead to frustrating wild goose-chases.

Playtesting We in the Kult Klan have playtested this adventure up to a certain point - see we did not get to finish it because of lack of time this summer. We got to the second part and the players were about to begin exploring the Mansion. Any playtest comments are welcome, so send me an e-mail...

Background & Synopsis

Please note that there are several lines of story in the campaign, some of them serve as diversions, and others serve as incidents to spice up the game...

Jonathan Burroughs fell madly in love with a girl named Audrey Archer in high school, 1983. The trouble is he was born in 1891 and made vampire in 1927. He fell deeply in love with Marie Combs who was slaughtered in the episode that led to Burroughs becoming a vampire; and he is certain that Audrey is a re-incarnation of Marie. And she is.

Burroughs wanted to remain modern (and wise), so he stole identifications from obituaries to go back to school. Four years after high school he got married to Louise Wilman, who was nothing but droll. The marriage ended sourly in 1994 when Louise became tired of his obsession towards Audrey. Immediately after the divorce Jonathan Burroughs hired a private investigator to track Audrey down so he could find his true love. The tracking was a success; they found her grave in a cemetery in Detroit. Audrey had lead an unhealthy lifestyle with too much crack after high school and died of an overdose.

In despair of having lost both his wife and his true love, Burroughs became severely depressed. Inspired by some late night movie, he started dabbling with magick after a while, looking for a way to raise the dead. In doing so, he had to contact a certain vampire magician of the Lore of Death, Thomas Ashcroft who he knew from a distant conclave, to help him and he started reading up in libraries around the world about the Lore of Passion.

The magician hired men to dig up Audrey's grave, and Ashcroft tried to invoke her back to life from the other realm. He failed, however and Burroughs has been over at his apartment drinking the necromancer under the table. He "accidentally" managed take photos of quite a few pages of the Necronomicon with the notes of Ashcroft. Somehow, Ashcroft knows this and is about to interrupt a very nice candle-lit dinner with the PC's...

However, when he arrives he finds Burrough's bed empty: and suddenly he hears movement from the next room: It is the housemaid who was not supposed to be there. He slaughters her as a display. Frustrated, he parts the body on the place and starts a fire in the gas-driven fireplace. Throwing the bodyparts of the maid on the fire, he finds a note on a notepad in the hall.

I'm sorry guys, I have to leave for an appointment in NYC.

You'll find some decent breakfast in the kitchen.

Call me at 555-87651-31132 if there's anything.

Thanks for a great evening, I hope we'll do it again...

-Johnny.

Ashcroft takes the note and the sheet under it and leaves for home, charging up for a long-distance trip.

Part 1: The Mansion

Introduction

It is nighttime (this is crucial, since Burroughs is a Vampire). One of the players is met (at work or at home) by a well-dressed man in his mid-thirties driving a silver metallic Bentley. He acts gallant and introduces himself as Jonathan Burroughs. He asks for help; if the PC is a criminal he will ask to steal (or help obtaining) a certain book. He won't say the name of the book: all he says is that a catholic priest has a small collection of paper sheets. He describes them as very old and probably damaged, and it is instrumental that they do not become even more damaged.

"The priests name is Vincente Morano, he lives on Arrow Road 316, right next to the Los Angeles University. He teaches there, you know. The place is not overly secure - I did not see an alarm system or anything like that, nevertheless Morano keeps the scrolls somewhat safe," Burroughs flinches and starts muttering something. For a PER roll -5 the PC will hear "bastards keeps them in an ACIDIC plastic", otherwise he/she will only hear "Acidic". He resumes, "Anyway, he keeps it in a compartment in his study which is locked, some sort of filing cabinet. It's fairly low-risk, Morano is in hospital right now doing surgery on one of his eyes."

If the character does not accept, then he urges with money, \$3000. If that does not work, he says he has some friends in the police department that will see things through the fingers for a while...

When the character accepts, Burroughs adds: "Oh, and do try to make it look tidy after yourself - I don't want Morano to find out immediately afterwards." He thanks and bids goodbye.

If the PC is legit, then Burroughs approach is totally different: He will instead ask for help to convince Morano to sell the scrolls. Still, he won't say anything of what is written on them. That means the PC's have to visit the hospital and try to convince him. This will be surprisingly simple because he is drugged senseless. He will actually give the PC's the keys to the apartment and tell them where to find the scroll.

The mission execution will be quite smooth: Morano is already in surgery and has just taken He will stay there only for four days. He will not return until the players have been in New York City for a while, so it is quite vital that the PC's do not kill him this early in the adventure.

If the players open the scroll...

Of course, players never do what you think they will. When we played, the players decided to break the trust and open the document. I decided that the document would be part of the gnostic library Nag Hammadi, and I had to freestyle quite a lot of gnostic stuff. You should probably prepare something. You can download the complete gnostic files from the **Kult Klan** page under **resources**.

Know this about the Vatican State, as it can be quite necessary for the plot: The Vatican States is a theocracy. This implies that God is the ultimate power (opposed to in a democracy where the people have the power) and the ruler of all things. So, all official institutions and operations are actually run by the church, with the pope on the throne wearing a really big hat for a matching position.

When the Deal is Sealed

When the affair is over with, Jonathan Burroughs will gladly pay for the services. He reads the scrolls as soon as they are handed to him and suddenly turns very happy. If the PC's already are friends, he will ask the PC to invite some of his friends for a small evening dinner at his mansion accompanied by drinks. If the PC's do not know each other then he will just invite the PC alone and say that a few of his friends are coming as well.

These friends are, of course, the other PC's. They might know him from school if they are in the mid-thirties, or if they enjoy jazz he might have met them at a club and are just getting to know one another. He might also be an ex-boyfriend or something. People who haven't seen him for a while have forgotten how he actually was, as he is quite reserved in his personality. All they remember is that he was madly in love with his high school sweetheart and did not talk of much else.

The Dinner Party

The dinner turns out nicely. Burroughs beautiful housemaid (Maria Gonzales) has cooked up things nicely; cooking is her favorite hobby. After she is done serving them she will be asked to leave and told that she can take two weeks off starting now, if she promises to stop by just to water the plants. They hug (indicating to the players that there is some kind of relationship here: it is not a lover relationship; more of a tutor-mentor relationship. She gets to stay there and learn about poetry and arts for free if she helps keep the house in mint condition.) And she leaves.

He mentions that he is an arts-dealer and says that he is leaving tomorrow for a deal in a New York gallery (located in the Greenwich Village). If the players/PC's are not of the investigative sort he can mumble about Audrey; the loss of true love and possibly start reciting poems as he gets drunk.

After a while it becomes evident that not drinking is not an option. Burroughs will use Commanding Voice if the players will not drink. AA-people are in serious trouble, in other words... The players will enjoy their time immensely, playing billiards in the game room, smoking cigars and drinking expensive liquor accompanied with mellow jazz and blues (or something that the players enjoy).

DAY 2 Hung Over Badly

All guns have been taken from the PC's and thrown in the bed of roses outside. The doors to their respective rooms have been locked (STR-5 to open).

The first person to wake up is the one with the highest effect on a CON throw (for who is fastest out-rested). Then as the PC's awake, they must roll another CON throw to check for who is hung over as it could have some significance. Roll to the table below

<i>Effect</i>	<i>Result</i>
Effect 1+	Not hung over
+/- 0 to -4	Headache. No particular lust for solid food for a couple of hours. All skills and abilities (even COM) -2 for the rest of the day.
-5 to -9	Tongue like glue. Massive headache. Vomits within short time of waking. All skills and abilities -4 for the rest of the day.
-10 to total failure	Vomits immediately after waking. Should go back to sleep. -5 to all skills and abilities for the rest of the day.
Total failure / fuck-up	Wakes up in the bathroom gagging in vomit. Whistling sounds are like Jumbo-jets. Still drunk. -5 to all skills and abilities. Roll again for the hangover next day.

Players who have headaches will probably want aspirin and head for the Master Bathroom (3), where they only will find other pills. But, on their way there they'll walk through the Master Bedroom (2) and the Sitting Area (1). The player will walk halfway through the room before noticing that things are a little... messy. An EGO-throw is in place here; anybody hung over will vomit...

It is essential here that the PC's don't want to contact the police: they should do their own investigation. If they contact the police themselves they will be arrested and interrogated; the GM can choose a suitable outcome.

The PC's will investigate the entire mansion, so study it carefully beforehand.

What has happened? The players have a few ways to figure it out.

If they think Burroughs is a vampire they will probably think that he has had a little feast in the Sitting Area (1) he said he was going away but this... is plain rude.

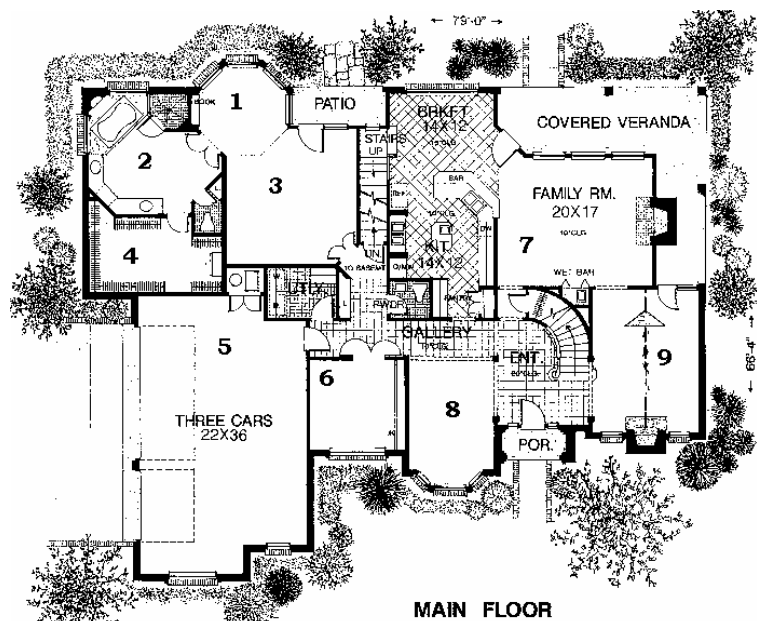
Is it a set-up by Burroughs to frame the PC's? Maybe they will not find that likely, as it draws attention to the PC's.

The Burroughs Mansion as it was a hundred years ago. Now, there is an alley of willows up to the building.



Floor Plans: The Burroughs Mansion, Main Floor

- 1 SITTING AREA** Windowed with a panoramic view, a lot of lush velvet couches; this is the ultimate resting area. Carpeted with a deep, soft carpet and draped. **LATER:** Blood is splattered on all the walls, the carpet is soggy with blood. EGO-throw. **Clues:** PER=Find traces of hair on the couch. Search /PER -5=Find bits of bone between the couch pillows. Analyzing the Blood will show that it belongs to Maria Gonzales (who had come back to get her bag).
- 2 MASTER BATHROOM** Beautifully decorated with Italian imported tiles and a shower set in blue glass-concrete. **Clues:** The medicine cabinet has 8 boxes off pills prescribed by Dr. J. Agrell. "Take one each morning with solids." A bag with women's clothing. It belonged to Maria Gonzales. **LATER:** The room is as before.
- 3 MASTER BEDROOM** a gigantic bigger than grand-lit bed, a few notebooks in his nightstand. **Clues:** The notebooks have a lot of poor poems in them and are obviously dedicated to one Audrey Archer. Also a spell. **LATER:** The bed is unmade, and there is some vomit on the floor and on the pillow.
- 4 WALK IN CLOSET** Here hangs the expensive clothes of Burroughs: Prada, Armani, etc. Also some training-outfits and leisurewear. **LATER:** The room is as before.
- 5 TERRACE** At the upper side is a cabinet with a gas-grill, grill-equipment and a small freezer/refrigerator with beef as well as a small sink. **LATER:** The terrace is as it was.
- 6 GAME ROOM** A pool table and a bar. **LATER:** The mess is total. A billiard-queue has been broken, there is whiskey soaked into the pool-table cover and a bottle is stuck in one of the corner pockets.
- 7 LIVING ROOM** A huge gas-lighted fireplace dominates this area. **LATER:** The fireplace is still warm and full of ashes. Beer has been spilled on an ancient rug, making the room smell like a run-down pub. **Clues:** Searching the fireplace ashes proves to find small pieces of bones and a small piece of meat. A trail of small drops of blood can be found leading from Living Room (9) to the fireplace.
- 8 DINING ROOM** When they arrive, the silver chandeliers are lit with white lights, the table laid with extreme care with a white tablecloth, silver



cutlery, expensive porcelain, crystal glasses, etc. **LATER:** The room is a complete mess from the day before. Food is scattered on the floor; oil has drenched the table.

9 LIVING ROOM this living room is wood-floored and made to look a little like a 16th century ship. A couch and some chairs and a couple of barstools and a stereo with hidden speakers in the ceiling and walls. Brass and dark wood is the average impression of the room, which is sparsely decorated with fishnets and a 4000liter salt-water aquarium with big fish. **LATER:** Pretzels, chips and liquer-spillings on the floor. An empty bottle of Koskinkorva vodka rests on the seabed of the aquarium and two of the fish have died. **Clues:** Rolling for PER the players might find drops of blood from the Entrance Hall to Living Room (7)

GALLERY A lot of original art from mostly. Skills may tell that these paintings have been made in typical New York Greenwich Village style. Most of them are signed L. D. **LATER:** Not too messy, there is some champagne on the walls and three glasses are set beside the door. Roll for PER the PC's find blood from the Master Bedroom to the Entrance Hall.

ENTRANCE HALL: Leads from the porch to the gallery and the stairs. **LATER:** A few drops of blood leading from the Living Room (9) **Clue:** A notepad with some bloodstains on it. Closer examination shows that the stains have edge, indicating that sheets were removed after blood got on it. Sketching over it softly with a soft pencil might give right results and produce the note, although most likely they will have to have some sort of technician looking at it (a computer graphics guy preferably).

KITCHEN All appliances ever thought of are found here. Towards the family room (7) is a bar section with expensive drinks: Absolut vodka, Beefeater gin, and fine scotch and whiskeys. **LATER:** Cupboard doors are open, a bag of chips seems to have been strewn across the room. A broken crystal glass in the middle of the floor together with some blood (belongs to one of the PC's who has broken a glass).

Floor Plans: The Burroughs Mansion, Upper Floor

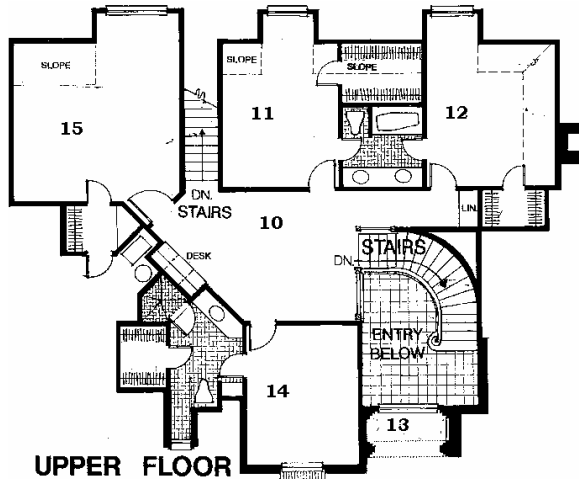
10 STUDY A desk with a modern computer as well as a professional scanner and photo-printer. A fax machine and a small Xerox-machine. This is also where the answering machine is. A Rolodex with the phone-numbers and addresses of all the friends and business associates is placed neatly on the desk. **The computer** is password-protected (password is "Revelations 6:12"). Entering the right password will gain access to a computer that holds certain files (see "Clues"). **LATER:** As before, only now there is a message on the answering machine, see "Clues".

11 BEDROOM This is a guest bedroom. The walk-in closet has some clothes and robes for guest. **LATER:** The door is locked. STR -5 to open.

12 PHOTO STUDIO Lights, lenses, reflectors, sheets and other equipment dominate this room. The walk-in closet now serves as a small lab. **Clues:** In the lab the players can find exposed rolls of film, mostly in Diaz-format. Using the PC and the Diaz scanner the players are likely to get the detail-level high enough to see that these are photographs of documents. In one of the pictures they even see (but possibly they do not know the name of this character) Thomas Ashcroft lying on the floor with an empty glass in his hand and the room is littered with empty bottles. **LATER:** about

13 VERANDA The view shows the alley of Willow-trees that leads up to the mansion. **LATER:** about

14 LIBRARY Huge shelves dominate the room and this room is not as tidy as the others and looks as if it has been used recently. **Clues:** There is a breath-taking arched **mosaic window:**



Window: In the upper part of the arch are two circles; one so black you can barely see the light come through it and one red so that it reflects as the color of blood. The rest of the mosaic shows a dry ground that opens up and in the background the PC's can see a goat. Towards the edge of the mosaic can be seen a book with seven small seals of which six are broken. An inscription in plain English reads "Revelations 6:12" (åpenbarelsen). Among the notes: more clues. **Books:** Mostly classical poems, Shakespeare, William Blake. **LATER:** As before.

15 BEDROOM another guest bedroom with a walk in closet. **LATER:** The door is locked. STR -5 to open.

Description of The Mansion Basement

The basement of the mansion consists of three rooms only. There is a 3-car garage, a small hall with stairs leading to the main floor and a temple.

3-CAR GARAGE: A silver metallic Bentley. A Jeep Cherokee (this car has some mud on it because Burroughs uses it to drive on the country-side. There is also a Lexus. Cars for the keys can be found hanging on hooks just beside the door to the hall leading to the Main Floor. Tool cabinet full of tools. Locked tool cabinet: This is perhaps the most important clue in the garage. Using some of the tools from the other cabinet the players will find little or no trouble opening it. Opening it will reveal a crossbow gun and twenty wooden arrow-like bolts for it. An MP5 with two magazines of ammunition as well as a Colt Python with two boxes of ammunition.

HALL: The narrow hallway leading to the main floor has nothing special about it. It has two doors, one leading to the garage and one leading to the temple. The stairs seem out of place as they are made of cheap pine.

TEMPLE: This is a quite large temple, it is dark but well air-conditioned. Old blood stains the concrete floor everywhere. The floor has a magical circle drawn with charcoal and chalk, in it is a pentagram. Here the players can find an altar made of a carved slab of stone. On the altar are placed several magical implements. First of all, there is a small vase with a single fresh rose in it. There are quite large quantities of high-quality slow-burning candles; a wand of ivory and a cup made of solid gold and some charcoal as well as a few pieces of chalk. All this may lead the magically inclined PC's to know that Burroughs is a magician of the lore of Passion. However, the symbols drawn on the floor are feeble attempts at magic aimed at the lore of Death, of which Burroughs has little experience, although some understanding.

Clues in the Mansion:

☐ **Blood trails through the first floor** This should indicate that the perpetrator only moved on the first floor and never went up to the guest rooms, which at least eliminates the PC's as suspects.

- ❑ **Blinds in the entire Mansion** Most of these are timer and light-controlled and slide back and fourth five minutes before / after sunrise / sunset.
- ❑ **Notepad in the Entrance Hall** Having this analyzed may take days, but the players will learn that it was not Burroughs that died - however, it may lead them to suspect him, making the plot thicken yet another notch.
- ❑ **Pills in the Master Bathroom** (2) Rolling for Drugs with an effect of 10 will succeed in finding out that the pills are anti-allergy pills. Calling Dr. J. (Jerry) Agrell they will find out that the pills are supposed to help against allergy from the sun. [It is in fact just part of the cover-up by Burroughs in order that others will not find out that he is a vampire]
- ❑ **Answering machine in the Study** (10) someone has tried to call since the party started yesterday, there is one message:
"Hi. This is Murphy Headland from the Parole Office. I just wanted you to know that your friend is out. Eh... yees. If you need anything, just give me a call." Murphy Headland can be found in the Rolodex.
- ❑ **Mosaic Window in the library** (14) is the PC-password code & it is a clue in itself. Let the players look it up themselves. This is perhaps the most important clue in the whole of the mansion.
- ❑ **Notebook in the library** (14) has encircled something called The Binding of Evil Sorcerers.
- ❑ **Poetry-books in the library** (14) have marked segments. These segments do not mean anything by themselves, but as a whole they show the desperation that Burroughs experiences. Some of these are:

"Cover her face; mine eyes dazzle: She died young." -John Webster

*"And they are gone: aye, ages long ago
These lovers fled away into the storm."* - John Keats

*"Farewell, happy fields,
Where joy forever dwells!
Hail horrors! Hail!"* - John Milton

*"Into Limbo large and broad,
since called the Paradise of Fools;
to few unknown."* -John Milton

"Awake, arise, or be forever fallen" - John Milton

- ❑ **Diaz in the walk-in-closet from the Photo Studio** () -
- ❑ **Notes in the Master Bedroom** (3) they will find two spells printed out from the computer (actually these are from the photo-session Burroughs had at Ashcroft'), on the side is a note (by Burroughs): "I'll have you do it now!"

It is, in fact, an excerpt from HP Lovecrafts *"Necronomicon."* Players with a magical understanding will automatically know that it works, but only those who know the Lore of Death to some extent will see the purpose of the spell, which is to bind an evil sorcerer / magician so they must obey the PC's for seven days and nights. Both necromancers Ashcroft and White will know what it means, although they may possibly not tell. The players may otherwise have methods to get to know these things. Below follows a description of the spell (basically a mix of Bind / Summon Power) in case the players want to use it:

<i>Bind Evil Sorcerer</i>	
<i>Skill Score Lore of Death</i>	10
<i>Loss of Endurance</i>	40
<i>Time to Cast</i>	7 hours
<i>Duration</i>	7 days
<i>Tools</i>	The Wand
<i>Preperations</i>	<p>During the seven hours the magician may not drink or eat. Seven pentagrams are drawn in the circle of the temple. These are drawn with coal, chalk, pulverized bone the blood of the conjurer.</p> <p>Outside the circle a triple triangle is drawn, on the sides he writes Tetragrammaton, Adonai and Sebaoth.</p> <p>The name of the summoned sorcerer is to be written in the triangle.</p> <p>Meditation until the actual ritual which takes only 30 hours.</p>
<i>Invocation and Gestures</i>	The conjurer says the name of the sorcerer seven times and then says the above spell seven times over. He says this seven times over then walks up to the altar with the wand saying the name of the sorcerer a final time.
<i>Visualization</i>	The conjurer tries to visualize the sorcerer as a shapeless blob, and gradually adds details to the visualization.

They also find another spell, untitled. This is another excerpt spell from the necronomicon, the full title being "*The Exorcism Against Azag-thoth and his Emmissaries.*" In other words, a neat way to fight of Evil. At this point it may be a little more exciting if the players know some of the philosphy of Kult. Both necromancers know the meaning of this and will be able to find the title. They might also be able to find something else; the supplementary requirements of the spell. It is not enough just to chant the verse. An image must be made of a throne-chair, and put into the flames of the AGA MASS SSARATU while chanting the exorcism above.

<i>The Exorcism Against Azag-thoth and his Emmissaries</i>	
Skill Score Lore of Death	5
Loss of Endurance	90
Time to Cast	6 hours
Duration	3 days
Tools	The Sword
Preparations	<p>One glass of water may be drunk for the period of casting the spell. A throne-chair is drawn in animal / human blood inside a protective pentagram, outside the pentagram a circle is drawn to indicate the area to be protected. At five points on the circle line, a flame is set. At the point closest to the altar is a circle drawn around the flame, the words AGA MASS SSARATU written inside in coal.</p>
Invocation and Gestures	Chanting the Exorcism, walking around the inner pentagram, then

	the outer. Finally holding the sword and setting it in the ground by the AGA MASS SSARATU flame.
Visualization	Visualizing a throne (the throne of Astaroth) being cast in the AGA... flame.

Part II: Bloodspills

Introduction: The Hunt is On...

After the events in The Mansion, the PC's have a few ways to go, all of them relying on information retrieval on some of the friends of Burroughs. The PC's suspects could be the ex-wife, Thomas Ashcroft. Or, if they contact Murphy Headland from the parole office, they may even suspect Robert Whiteman, or Bobby White as he prefers to be called.

These are some of the paths the PC's are likely to go (although it is hard to foresee these things - make up stuff if the PC's choose to do this differently, but guide them through some of the following):

- Burroughs background check-up
 - Burroughs: Try finding him in New York City
 - Ashcroft: Try to find background information on his activities
 - Ashcroft: Contacting him
 - Murphy Headland of the Parole Office: Try to figure out who Burroughs newly-released friend is
 - Robert Whiteman (Bobby White): Background checkup.
 - Robert Whiteman (Bobby White): Contacting him
 - Louise Wilman (the ex-wife): Contacting her.
-

Incidents: Goons

The players will obviously snoop around, and as they do, Ashcroft will send his goons after the PC's to speed up the action of the game with some incidents. The "goons" are actually a mix of mercenaries and newly enlisted Army soldiers and should act quite professional. One of the incidents could for example be as follows:

The PC's drive to one of the suspects homes, or to the university (or anything, really) to do research about the suspects. While driving out of there they are being followed by a black Lexus (PER throw to discover). When they go downtown LA, they are immediately shot at, Ronsenkrantz' goons aiming for the tires of the PC's car. As the PC's lose control over their car(s) (or taxi or whatever) they will rip through the Illusion and into Metropolis.

The goons stop the car and step out of the Lexus, heading towards them and they open fire at the PC's. As the battle rages on, the Illusion closes and opens several times around them at random, and they become totally deranged, affecting the goons as well. This is not something controlled by a magician, consider it a random portal or something. It will probably add some edge to the scene anyway. Consider the reaction of standers-by who see this – the PC's popping in an out of the illusion... cool.

Taking the ID of these goons, the players should be able to find out that they are military bastards. The numberplate of their Lexus goes to a rental company (names of clients will only be revealed with serious skills).

The Ex-Wife

Louise Wilman lives in an apartment by herself (this is because she is sometimes a bit old-fashioned; she has decided not to move in with her new boyfriend until after they get married) a thirty minute car ride from Burroughs' mansion. She is a really strung-out woman who is

right in a manic phase of pre-marriage nerves and excitement. Her contribution to the case will be small: she does not know that Burroughs is a vampire, but she might mention that her marriage with him was doomed because he was still in love with his high school sweetheart. She felt forgotten and un-loved and ran away from him. Then she will quite simply say that she is overconsumed with getting the arrangements right for this second wedding of hers. She will, in other words not give any incriminating evidence, she will just underline the fact that Burroughs was obsessed with Audrey.

AURA: The PC sensitive to kirilian auras see her as afraid, lonely and partly desperate as she has lunged out to get married in a flash. This may help the players in one way only, which is to try being empathic and motherly towards her.

EMPATHY / MOTHERLINESS: Using empathy or motherliness will help much more than using other skills in speech because Louise Wilman needs comforting to reveal what she has experienced. She will say that not long after she and Burroughs got married, he started talking in his sleep about a woman named Marie Combs. She hired a private investigator to find out who this could be, but came out empty-handed. Then a few months later, Burroughs had started spending an awful lot of time in the basement. He came up once in a while, ignoring Louise completely. She could hear him sing about Audrey in the shower. He began watching zombie movies as a hobby and reading all kinds of books about the dead. Then he started visiting some suspect friends, Thomas Ashcroft and Robert Whiteman. If they have comforted her this far in her “confession” she will continue talking... She will sob and cry at this point, saying that she had never seen Burroughs in the sunlight, and they had to have the blinds down all the time. “It’s like he’s a freak”. She didn’t buy the story that he was allergic to sunshine, especially since she never saw him take any of the pills the doctor prescribed to him. She suspects he just flushed them out the toilet. He wouldn’t be awake most days, only rising when the sun would set, and then sometimes he would just leave in the middle of the night and be gone for hours. He would come home with bloodstained shirts and all, and she would suspect that other people got hurt, but she was too afraid to mention this to anyone. She thinks it is so that Burroughs suffered from some kind of mental illness, she does not suspect him of being a vampire / nosferatu.

At this point she will beg the PC’s to keep this confidential, as she is afraid that Burroughs sickness might make him come after her. She excuses herself and leaves to continue the wedding arrangements.

Magic People, Voodoo People

-The Prodigy

Going to the parole office to talk to the gullible Murphy Headland, the PC’s will learn that the message on the machine at Burroughs apartment was about a man named Robert Whiteman or Bobby White for short. Headland will spill his guts for anything that means a hope of becoming friends, and an attempt at bribing him will be hard, as he will say that money is no matter between friends. Any PC rolling a successful EGO throw will of course think that hey, this is something we can make an opportunity of. Murphy can help the players get criminal records as well as unofficial records on any convict in the Los Angeles area.

He explains the message by saying that it was a service for his “friend” Burroughs who wanted to know the minute Bobby got out of penitentiary. He says that he hope it was OK that he forgot to call the day before when he was actually released.

If the PC’s tell him that Burroughs is likely to be dead or someone is dead because he called too late, he will burst out crying and then have a fit.

Anyway he will give the PC’s the address to Robert Whiteman.

Robert Whiteman lives in an old apartment building. Outside, on the parking area belonging to his apartment is a Dodge-van in psychedelic colors. Entering the building the PC's will notice that it is not in fact a real apartment he has rented: he has rented the whole rotten basement cellar with its dirt floor. There is no doorbell or any response when they knock the door. There are no locked doors. Bobby and his bad reputation is usually enough to keep away burglars.

Walking down the rotting basement stairs they will see that the white neon lights have broken sparks as they flash irregularly, lighting rotting concrete walls with algae, drawings in chalk and blood on them. They can see candlelight in the distance. Walking down the hall they will hear chanting. Whether the players pull their guns or shout "hello" Bobby will say this "I've been expecting you, mon," in broken English. This is of course because he saw them entering the building from a small window, not a psychic ability.

This guy can be quite a challenge to play, he comes of as sort of scaring while he still has no problem with telling helpful things to the players, even secrets of Black Magic. He can help the players improve their magical skills enough to teach them the spells they have found (if not, it's not really a problem) and make them understand the function of them (see the clues in the Burroughs Mansion for details). This is provided that the PC's do not act hostile towards him (start interrogating and torturing) upon which he will unveil his evil upon them.

Bobby White can tell the players that he was hired to help dig up Audrey Archer's body and help reanimate it. Before he even got started the police caught him in his apartment for animal abuse. Seems some people don't like too hear goats throats being slit. Now that he has been released from prison, he was thinking of visiting Burroughs today to see if the contract was still on. He swears he has not killed Burroughs and if the PC's accuse him, he will start becoming dangerous very soon. He is also willing to reveal some of Burroughs background, that it was he that initially took contact with Burroughs and that the most likely killer would be Ashcroft because Burroughs took photos of the Necronomicon. He can also tell the PC's of Marie Combs and her reincarnation in Audrey.

Villa Ashcroft

This is the segment for the PC's research on Thomas Ashcroft (T.A.). T.A. was hired by Burroughs to find a spell for reviving Audrey some time ago, and he has had several attempts at it. He has some problems staying completely focused while reading his spells, and during one of the sessions to revive her he was often interrupted by noise from elsewhere in the house. Distracted, tired and immensely sick; he killed his wife, son and daughter in their sleep the same night. They have been drawn from blood and hidden in the pantry and further investigation will show that he has had sex with them all several times before and after their death as T.A. is a necrophile as well as a pedophile.

H.R's Villa is close to Burroughs, disturbingly close: 4km: five minutes by car or thirty minutes walking. I wanted this so that the players may have to take refuge within the Burroughs Mansion using spells.

Clues: This can be found out with information retrieval:

Phone: Thomas Ashcroft has an enormous phone bill (some research here says he uses modem connection for the Internet which pulls most of the money).

Car: He has four cars (see the garage)

Bank: He has several Swiss accounts, on one of them he gets a lot of money in, usually in the amount of two hundred dollars, but sometimes four or six. On another Swiss account,

Burroughs has paid him twenty thousand dollars only marked "services." [This is of course for raising Audrey]. None of the accounts in USA show foul play.

Criminal Record: Ashcroft is not to be found in any criminal record.

Library Microfilm: Going to the library to read up on some obituaries, the PC's will note that Thomas Ashcroft died July 18th 1978 in a car-crash.

Insurance: He has no life insurance on himself, although his wife and children have a million dollar per head.

If the PC's tell him Burroughs is dead: He will respond acting like he is surprised.

Floor Plans: Villa Ashcroft



Main Floor

1 Family Room A fifty two-inch TV set dominates this room together with a fluffy blue couch.

2 Breakfast Area Kitchen chairs around a small table.

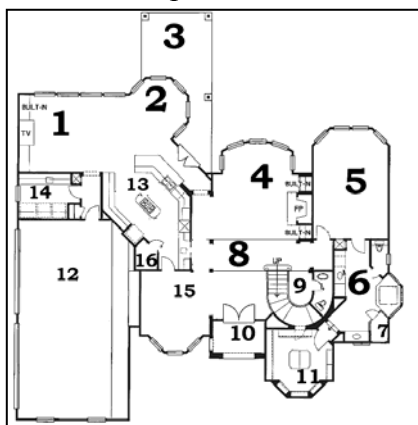
3 Porch Some reclineable out-door chairs. A few plants and a path leading to a small Jacuzzi

in the back of the garden.

4 Living Room A huge marble fireplace and some statues in plaster. The entire room is white, the only things giving the room color are the soft-toned spots.

5 Master Bedroom A grand-lit bed stands in the middle of this room. **Clues:** PER -5 will detect several holes in the ceiling and walls. Closer inspection will show that something is supposed to go into these holes [huge David's crosses and crucifixes as well as bondage equipment are to be fastened here with some special bolts].

6 Master Bathroom A Jacuzzi, imported tiles. Pills in the medicine cabinet include weak amphetamines and also caffeine pills.



7 Closet Towels, towels, towels... oh, and some detergent, a bucket and a mop. Clue: The mop is slightly red from blood.

8 Gallery Reproductions of classical images.

9 Toilets Nothing of interest.

10 Porch A key is slid under the doormat. How original.

11 Walk-In Closet Clothes.

12 4-Car Garage Here are four cars, A VW Transporter, an Audi TT convertible, a Lotus Elise and a Porsche 911 Turbo. Clues: In the Lotus' glove compartment is a bloodstained meat-cleaver in a plastic bag and a DV tape. The tape is of Thomas' own production and shows him

sneaking up on his wife sleeping in the Master Bedroom, where he hacks her throat. Then he goes up the stairs and kills his daughter the same way. Then he stops to masturbate while watching her body before he leaves to kill his son. The tape ends abruptly and it is obvious that he has taped himself (i.e. no conspiracies)

13 Kitchen Modernistic with a lot of brushed steel surfaces. Clue: A meat-cleaver seems to be missing.

14 Utilities Washing machine, dryer. **Clues:** In the hamper are three dirty bed-sheets: these are soaked in blood. [Analysis will show that this is the blood of Thomas' wife and children.]

15 Dining Room Nothing of interest.

16 Pantry Locked. Can be opened using a crowbar or shooting at the lock, or by picking the lock. **Clues:** A cool breeze hits the PC's as they enter, and it is hard to see because of the frost smoke, but when they are accustomed they can see three black plastic bags. One is about 170cm long and weighs 60kg, the two others are less than 120cm and weigh under 50. Opening them up they will find Thomas' wife Jodie and their children, Julie and Julian. They have all died by act of a meat cleaver through the throat, and Julians head is almost falling off, just hanging by the skin. There will not be blood-spillings when doing this, because the bodies are -15 degrees Celsius.

Upper Level

1 Balcony The balcony has a view over the living room of the floor below, and is located directly over the gallery on the main floor.

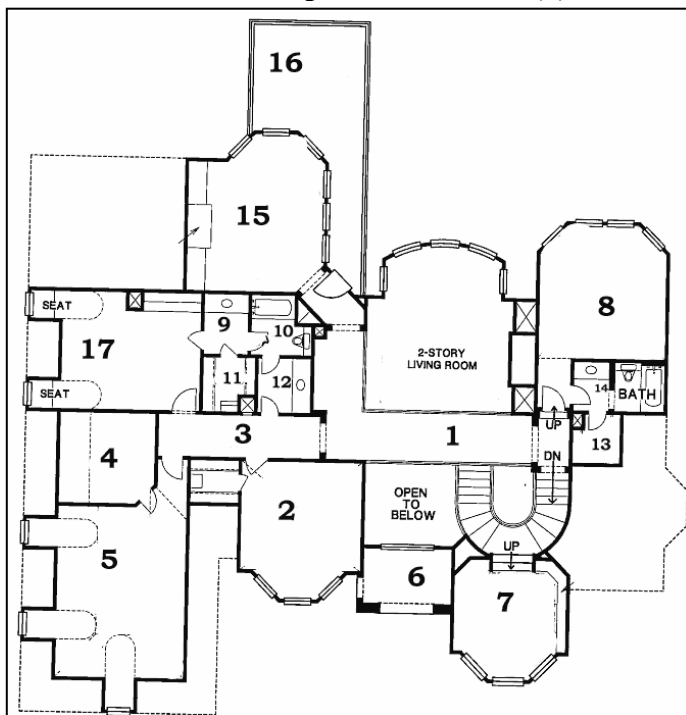
2 Bedroom Nothing Special

3 Hall Nothing special

4 Storage Nothing special.

5 Bedroom This bedroom is under restoration and is a complete mess. There are no clues to find here, just rubble of planks, tools, buckets of blue paint, etc, etc.

6 Hidden room: Temple Entered from (7)



7 Study A computer, a few books and a lot of computer games. **Clues:** Searching the study will prove to find that the bookcase can be moved. Behind it is an arch that leads to room 6, a Temple. The computer is NOT password-protected and contains explicit porn of underage children. Also the PC's can find orders for Ashcroft home movies.

8 Bedroom This is where Julian Ashcroft (Thomas' son) sleeps. Some toys are scattered around.

9 Bathroom Nothing Special

10 Bathtub & Shower Nothing special.

11 Walk-In Closet Nothing special.

12 Bath Nothing special.

13 Walk-In Closet Nothing special.

14 Bathroom Nothing special.

15 Game Room A built-in TV and a shelf full of tapes (mostly Hollywood classics, Citizen Kane, Gone with The Wind and children's movies). One of the shelves has a locked door that can be opened with force (STR), or picked (just roll for a successful throw). **Clues:** On the locked shelves are Ashcroft home videos showing him raping his daughter and son while smiling and looking into the camera. They are respectively 7 and 5 years old and a throw for EGO is in place.

16 Sun Deck A few deck chairs and a small gas grill.

17 Bedroom This is Julie Ashcroft (Thomas' 7year-old daughter) bedroom. Decorated in pink with Geri Halliwell and Ricky Martin posters. **Clue:** Scoring 10 in effect to a PER throw and the players will notice a small hole in the wall by room 4.

PART III: TIME+SPACE

Introduction: Towards New York

Going from LA to New York City is not a very complicated matter. If the players are really low on cash, force them to steal from Burroughs. They will have to take a plane. Unless they have the huge amounts of capital to fly a private jet, they will have to go through the metal-detector as well as have their luggage checked. PC's that hare well connected might be able to get hold of a diplomatic passport and stickers to put on their luggage; but they will still need to look and act like diplomats.

Well over at Kennedy Airport, the PC's gifted with a sixth sense will have the feeling that something is wrong. Not something immediate, but rather dangerous non the less. This is because three agents of Hareb-Serap who are looking for Thomas Ashcroft are following them. They have decided to follow the PC's since they started digging in T.A.'s history and home.

Madmen, Nodes & Newforms

Well inside the central city of New York, the PC's are encountered by a man who claims that "the CON is nigh!" and stuff like that. He is dressed in a robe and claims to be Jesus. This is not at all true (no skills can tell this except for common sense), because he is in fact a fallen angel. An angel who has been at the service of the Demiurge long time ago.

He urges the PC's to help his friend who is sick lying in a cardboard box at the end of an alley. If the PC's do not wish to cooperate it is not too vital to the plot, but he will still tell the PC's that the friend can see the future.

This, also, is not true. His friend cannot predict the future in any way other than to say that the future is likely to change. The PC's are shown the way to a soggy cardboard-box at the end of an alley where they find Michael Thatcher with his pants wet from urine and his beard two weeks old. He looks like an ordinary kid, about 24 years old.

He asks for a simple piece of help, to get medicine for him from the pharmacy on the end of the street – he is obviously too tired to walk by himself. He has the prescription in his wallet and gives the PC's \$20. The PC's will have no real trouble getting the prescription drugs, unless they are short on cash. The medicine actually costs \$29,90.

He will thank the PC's when they get back, already having forgotten why he sent them in the first place. Takes two of the pills and chews them.

Upon conversing, he can tell the PC's this: "I was taken by men in military uniforms when I was seventeen. They injected drugs into me, and pills. I started seeing things, lines, shapes and new forms I had never seen before. Then, one day they said my military service was over, that I had served my country well. I think... I think they even gave me an apartment somewhere, but I don't remember the way anymore. And I don't really care. All I care about now is the nodes."

He won't continue talking about the nodes unless the PC's ask about them. "The nodes are points in time, times or whatever, where things change. Significant things. The biggest node I know about happened in 1911, but there must have been bigger ones in the past. I think, but I'm not certain, that there was a huge node about three thousand years ago. Something happened that changed the whole world."

About the future he can only say this "Smaller incidents will happen and has happened to you in the close frame of time... I think it may have to do with the new node I am sensing. Something will happen in the whole of year 2012. The biggest change the world has ever experienced, possibly the end of it, the apocalypse..."

“All I can tell you is that it is essential that you become friends with a woman named Juanita in the village.”

Michael will fall asleep and refuse to be taken away. He does not even recognize the characters when he awakes, and the PC's will not get any more information from him. He will watch the nodes in his dreams a few more times before he dies of exhaustion.

Those PC's with literature knowledge know about nodes from the book called “All Tomorrows Parties” by William Gibson. The description there is quite the same as here. This is because Gibson has seen through the illusions many times since the mid-seventies and brought back futuristic souvenirs that he has written about in his science fiction novels. Juanita DeCosta can tell the PC's this if they mention this little episode to her.

Gallery Nova

In order to find Burroughs, the PC's need some kinds of evidence as to where he might be. He is supposed to be located at the Hilton Hotel, but going there will show that he checked in for a stay up to two weeks, but they haven't seen him since, and his room has not even needed the touch-up of the maids.

Going to Gallery Nova in Greenwich Village, the PC's are likely to find more information. The gallery is very modern, with modernistic paintings and sculptures and huge white surfaces. A white Venezuelan lady named Juanita DeCasto is at the desk and is quite helpful. PC's rolling a PER with 5 in the effect will notice the fact, and find it suspicious, that she is wearing a scarf around her neck. Asking her about this will only prove to be counter-productive, as they will be asked to leave the gallery.

The gallery exhibits Gnostics art that shows paintings from the other side of the illusion. Gallery Nova serves as the front-face of an Illuminati-group and is partly protected by Malkuth, although he doubts the artists' devotion since they are artists and some of those may serve Tipareth's every wink. A brief explanation of Gnosticism follows:

Gnostics used to be the religious elite in Christianity in the centuries just after the death of Jesus. They held many (evangelier) that the Church was opposed to because they did not fit in with the political line that the Church doctrine followed. These scrolls contained information about God (i.e. Demiurge) as a sort of vindictive god and that he took away our powers and imprisoned us despite the fact that we were his most precious creation. The church led a purge against the Gnostics, but a few monks managed to hide some of the more precious writings in a clay bottle that was found back in 1945 by a farmer. It is these writings that the Gnostics follow.

There are a lot of mosaic windows in the gallery made in the same fashion as the one in the study at Burroughs Mansion in LA (it is Burroughs who has made them after his trips to Metropolis and its outskirts). There is one series called “Revelations”:

- 21:1 depicts a changing landscape (EGO -5 to recognize it as the view from the mansion);
- 21:23 shows an empty sky over a large city, and a man/sheep;
- 19:12-13 visualizes a fiery-eyed man drenched in blood and wearing crowns that shine like haloes;
- 16:1 shows a temple and seven angels;
- 16:2 shows an angel emptying a cup on the ground and many people bearing pentagrams and having 666 written in their forehead bearing with sicknesses;
- 16:3 shows another angel emptying a cup in an ocean that turns to blood
- 16:4 An angel emptying the cup into a river that – guess what? – turns to blood
- 16:6 Shows a man drinking blood
- 16:8 depicts an angel pouring a cup over the sun

- 16:10 shows a dark man on a dark throne. He seems weak.
- 16:14 shows a rubble of pentagrams and horned diagrams, 666's against a peaceful landscape

There are also two mosaics called "Mark":

- 13:24 Shows a dark sun and a small moon in the horizon; stars twinkle.
- 13:25 visualizes the same as above only this time without stars

Juanita DeCasto will be very welcome to speaking to the PC's after she has found whether they are friends or enemies of Burroughs. If the PC's say they are enemies with Burroughs, it will be fairly easy to find where he is: she says immediately she has got him captive in the guest bedroom of her apartment. If the PC's say they come as friends of Burroughs, she will say that she had an appointment with him the day after the PC's last saw him, but he never showed up. PC's with the right advantages will know that she is lying her ears off, which leaves them with a couple of options in terms of what to do next: They can stake her out and follow her and see where she leads them; or, they can interrogate her to get her to spill her guts (judging by the sound of that, it would be called "torture").

If they interrogate Juanita, she will try to hold back for a while before she bursts out with hate, stating that he had asked for help because he wanted her help with getting in touch with some hard-core Satanists to help him raise Audrey. She had objected and they had started fighting. Not knowing Burroughs was a vampire; she tried to choke him to death. At that point he bit her neck making a large open wound. The poison has not started working yet, so she is still not a full-blown nosferatu. She had slammed the door to the guest bedroom shut and locked it, pretending nothing ever happened. Why he would not be able to break free? Because Juanita rents in an old factory because she is so artsy-fartsy, and the doors are made of industrial stainless steel.

Following Juanita will lead through a mall where she steals a six-pack and buys herself three bottles of wine as well as some pasta. Then she heads for the apartment. At this point it will be necessary to either have a stakeout or interrogate Juanita (see above). The stakeout is totally quiet. It is not until it starts getting dark that they will see very much because of the light reflecting on the windows. But when it gets dark they will see movement from two of the apartment windows: in one window is Juanita doing the dishes; in the other window is the silhouette of Burroughs through the blinds. After some time, he lifts the blinds and looks outside and into the streets. He opens the window.

At this point the PC's hear Burroughs commanding voice. "Please help me!" if the PC's answer yes, he will continue "Do you swear to help me?" If the PC's answer "yes" to this one, Burroughs will see this as a binding contract to help him not just now, but anytime, including digging graves and whatnot.

If the PC's enter the guestroom they will find it empty. There is nothing peculiar about the room except for the mirror, which seems to reflect a distorted image of a street in the dark and there are a few lines drawn on the floor and a few candles burning. The cause of this is Burroughs has made a portal into the borderlands of Inferno. He is about to go completely insane and has run to find Audrey in her purgatory. The PC's having experienced the commanding voice will go in and get him if they roll ½ their EGO.

It will not be too hard to get him out of there, he has not gone far, and the portal will still be open when they get back.

The PC's who were lured by the commanding voice will still want to help him. One of the best ways to help Burroughs is to tell him that Bobby White is out of prison. That way they may raise a zombie of Audrey and Burroughs will be satisfied. The problem is that Burroughs is in no state to travel because he is suffering from severe shock. Calling Bobby and convince him to raise Audrey and bring her to NYC is no problem, Bobby thinks these things are fun.

It will take time though. It will take two days for Bobby to dig up Audrey and bring her to New York City.

Visit From the Minions of Hareb-Serap...

After having visited the Ashcroft Villa, the players will eventually follow the lead towards New York City. There, a few minutes after they intercept Ashcroft they will be disturbed by the servants of Hareb-Serap who has been betrayed by T.A. It will be one hell of a fight between a deranged necromantic and servants of Hareb-Serap with the PC's stuck in the middle. The Illusion will tear apart like a really bad suit and the PC's find themselves in Inferno.

Hareb-Serap's citadel in Inferno is out of the question; we are in New York City, the ultimate Metropolis. Still, the PC's can see Hareb-Serap's legions trooping in their peripheral vision and they hear gunshots all around them and they see a crowd of creatures coming towards them.

Whether or not the PC's act out as allies or enemies towards Ashcroft are not essential – they will be attacked by the minions of Hareb-Serap no matter what. Four razides and fourteen Oaxici. This battle is supposed to be tough, so tough that the PC's will be forced to retreat with (more than likely) few bodycounts. Set up a narrow escape through inferno, and let the players leave bleeding. This scene is more successful if the PC's manage to take Ashcroft with them in their fleeing. If they leave him, the PC's will see, out of the corner of their eyes, T.A. being torn apart and shot to pieces before a extremely ugly nepharite comes to claim him for a quick (well, eternal would be more correct) trip to Purgatory.

Incident: Distracted from below...

The PC's are gathered together outside in the streets of New York where the traffic is quite dense. All the PC's except for one (you may roll EGO or heightened awareness or something for this) will see the men-at-work sign on the sidewalk and the red ugly pegs that surround a hole into the sewers underground. They will also see the man who walks in there like he does not see what is going on and simply falls into the underground sewers...

The PC who sees the true incident sees the man walking, but he does not see the sign nor the pegs, and is not surprised to see the man heading directly for the hole. However he is fairly surprised to see that he is grabbed from underneath by thin oily-black skinned claws and dragged down into the sewers, or whatever may be down there. The PC must roll for EGO -5 to the effect, and after having done that, the PC will not be able to see through the illusion here again.

At this point it is likely that an argument will occur. To make the characters evolve dynamically, roll for things like CHA and EGO against each other to see if the PC can convince the others.

If the players decide to check it out and dive into the sewers, they will find nothing but stinking... ehh... sewers. Oh, and possibly a few rats for target-practice.

The purposes of this incident are simple: 1) The players (at least in my group) are used to the Illusion tearing open at appropriate or at least at predictable times. The players must not get a feeling that they understand the workings of Metropolis, as it is chaotic. 2) The characters may evolve some different relationships to each other's because of the incident. 3) Hey, sometimes the players and the GM need a simple break.

The Return of Clergy

At a point in the game where both Burroughs and the proto-razide vampire-bastard Ashcroft a character from the beginning of the adventure will return. It is Vincent Morano and some of his younger friends from the Vatican State intelligence agency who have come to claim back a certain old scroll that he misses...

It is vital here that the GM gets an update on what has happened to the old priest. Just after he was released from hospital (the beginning of the campaign) he found out that the scroll was stolen (or, if the PC's bought it off him, he has found out what he has done in a sedated state of mind, and is not going to accept that kind of deal). Disrupted by this, he went to the altar to pray. As he prayed, time froze and he was brought down to Inferno, where the priest was made an incarnate of xxx. To serve him, he has three razides who used to be younger friends in the intelligence agency.

Morano is wearing a catholic priest uniform and is protected by the three younger men who wear priests' collars and are dressed in black (a totally different kind of MiB). These younger ones are spread out in a triangle around Morano and they communicate by means of thought, so it looks like they are moving one hundred percent choreographed.

If the PC's do not want to give Morano back the scroll, it will be full-blown war on their hands, and here are some interesting aspects of that battle.

- Morano now has powers in telekinesis, something which he uses to the full. Players will have a hard time pulling triggers because Morano can move it, he can even pull triggers for them when they are not aiming at him (possibly another PC, even). He can use telekinesis to move the weapons out of the PC's hand, or possibly just take the weapon-hand of the PC and slam it in the PC's face...
 - For the matrix approach: With telekinesis he can make bullets slow down and eventually stop and fall to the ground before he is hit, sort of like a force field.
 - Telekinesis is heavy business, it strains on the endurance and you could say that he cannot do it many times before he has to rest. This is the key to this battle, the PC's probably have to wear him out.
-

When Bobby Returns

Robert Whiteman has managed to transport the body of Audrey to New York City through the customs by pulling a few strings and threatening some officials. He comes to the hotel (or apartment, or wherever the PC's are staying) in a shabby rent-a-wreck Dodge Van where he has her body stuffed in the bag. PC's who help him transport the body must roll for EGO and for CON -5 (in case they vomit).

With the body well inside, the magic ritual may begin. The ritual will be to raise Audrey from the dead, something that involves pissing off a nepharite in Inferno, who will undoubtedly notice that the person it was tormenting [this will be described closer in The Final Battle]. The set-up for the magical session will be like this: Bobby orders the PC's to get four live chickens and possibly even a goat if they can find it. The place to look for this is China-Town; Other PC's must get charcoal and chalk. Bobby is busy preparing for the magical feat by meditation and smoking.

When all things are collected, the magic will begin. The spell will take one whole day to cast, maybe a bit shorter if PC's help by adding their magical intuition and endurance to the cast. Burroughs also helps out. After chanting for several hours, they slit the throats of the animals and mix it with a piece of hair and a piece of rotted skin from Audrey, who is tied down inside a pentagram. Gradually the body of Audrey will seem living, and the rotted flesh will gradually become tighter and colorful. Her eyes shine charismatically and she will burst out crying.

The spell is over, and Bobby falls to the floor exhausted. Burroughs runs over to Audrey and they embrace and kiss.

Aftermath

After staying and thanking the PC's for about half an hour, the couple continues to do their last spell. Burroughs uses another mirror and creates a shining portal: where it leads to nobody knows. The couple enters it holding hands and the light closes around them, they are gone and so is the portal.

The Final Battle

This section might even be delayed for a very long time (until the middle of the PC's next campaign for example) as it deals with a revenge from a nepharite who wants to kill and torment the PC's who have snatched her precious meat-puppy.

The nepharite will attack at a least expecting moment, while the couple enters the portal. If it manages to kill some of the PC's it will drag their bodies off to Inferno for an eternity of torment.

Epilogue

When the nepharite is dead, the campaign is over. Try explaining satisfactory amounts of material that the players have lost.

Thomas Ashcroft may be seeking revenge if he is still alive.

Juanita DeCasto will continue as before.

Robert Whiteman / Bobby White will die in a car-crash after having a heart attack from the enormous exercise of magic. That way the PC's aren't able to add him to the Net of Contacts... However, he might come back to life, perhaps he took precautions?

Poor or criminal players might want to loot the Mansion and Villa. If so you can add a final incident involving the police.

APPENDIX: HANDOUTS

Boil! Boil! Burn! Burn!
 UTUX XUL TA ARDATA!
 Who art thou, whose son?
 Who art thou, whose daughter?
 What scorcery, what spells, has brought thee here?
 May ENKI, Master of Magicians, free me!
 May ASHARILUDU, son of ENKI, free me!
 May they bring to naught your vile scorceries!
 I chain you!
 I bind you!
 I deliver you to GIRRA
 Lord of the Flames
 Whose sears burns, enchains
 Of whom even mighty KUTULU has fear!
 May GIRRA, the Ever-burning One, give strength to my arms!
 May GIBIL, the Lord of Fire, give power to my magick!
 Injustice, murder, freezing of the loins
 Rending the bowels, devouring of the flesh, and maddness
 In all ways hast thou persecuted me!
 May God of CHAOS!
 May GIRRA free me!
 AZAG-THOTH TA ARDATA! IA MARDUK! IA MARDUK! IA ASALLUXI!
 You have chosen me for a corpse.
 You have delivered me to the Skull.
 You have sent Phantoms to haunt me.
 You have sent vampires to haunt me.
 To the wandering Ghosts of the Wastes, have you delivered me.
 To the Phantoms of the fallen ruins, have you delivered me.
 Open Thy Mouth In Scorceries Against Me No More!
 I have handed thine image over
 Into the flames of GIBIL!
 Burn, Mad Fiend!
 Boil, Mad God!
 May the burning GIRRA untie thy knots!
 May the flames of GIBIL untie your cord!
 May the Law of the Burning seize your throat!
 May the Law of the Burning avenge me!
 It is not I, but MARDUK, son of ENKI, Masters in Magick, that commands thee!

KAKKAMMU! KANPA!

The Conjuration "The Binding of the Evil Sorcerers"

Alsì ku nushi ilani mushiti
 Itti kunu alsì mushitum kallatum kattumtum
 Alsì bararìtum qablìtum u namarìtum
 Ashshu kashshaptu u kashshipanni
 Eli nitum ubbiraanni
 Ili-ia u Ishtari-ia ushis-su-u-eli-ia
 Eli ameri-ia amru-usanaku
 Imdikula salalu musha u urra
 imtana-allu-u pi-ia
 Upu unti pi-ia iprusu
 Me mashtiti-ia umattu-u
 Eli li nubù-u xiduti si-ipdi
 Izizanimma ilani rabuti shima-a dababi
 Dini dina alakti limda
 Epu-ush salam kashshapi-ia u kashshapi-ia
 Sha epishia u mushtepishti-ia
 Is mass-ssarati sha mushi lipshuru ruxisha limnuti

Pisha lu-u ZAL.LU Lishanusha Lu-u Tabtu
 Sha iqbu-u amat limutti-ia kima ZAL.LU litta-tuk
 qi-ishrusha pu-uttu-ru ipshetusha xulluqu
 Kal amatusha malla-a sseri
 Ina qibit iqbu-u ilani mushitum

Los Angeles Police Department

Criminal Record

For Robert Whiteman, a.k.a. Bobby White.

Address: Hardwood grove 13, 9123 LA

MBLA 210578	Harassment.	Convicted: Restraining order.
MBLA 011184	Civil Disobedience.	Convicted: 3 months
MBLA 011184	Arson.	Convicted: 7 years
MBLA 050789	Animal Abuse.	Not convicted.
MBLA 120790	Grave looting.	Not convicted.
MBLA 300394	Bribes.	Not convicted.
MBLA 230695	Illegal Substances.	Not convicted.
MBLA 040596	Grave looting.	Not convicted.
MBLA 071198	Arson.	Not convicted.
MBLA 080399	Reckless driving.	Convicted.
MBLA 130799	Grave looting.	Not convicted.
MBLA 070100	Speeding.	Convicted: Fine.
MBLA 070100	Driving without license.	Convicted: 1 week.
MBLA 050201	Grave looting.	Not convicted.
MBLA 090301	Animal Abuse.	Convicted: 5 months.

Any PC with any knowledge of Law (i.e. having studied it or any relating sciences) knows that every case is available in the university library as well as in official registries and are public access. The PC's can also look for transcriptions of witness activities. If they do this, they can find out more about each trial:

MBLA 210578 Harassment. Having harassed Julie Byrnes with telephone calls and sexual remarks on the street, the trial found Robert Whiteman guilty on all points. He is to be restrained and keep a minimum distance of 500 yards.

MBLA 011184 Civil Disobedience. During political demonstration not having moved even after police ordered him when blocking industrial traffic with a garbage truck. The trial found Robert Whiteman guilty and was sentenced to 3 months prison time.

MBLA 011184 Arson. Setting fire to Dominoes restaurant in opening hours. 3 people lightly wounded. The trial found Robert Whiteman guilty on charges and was sentenced to 7 years prison.

MBLA 050789 Animal Abuse. Having kept sheep indoors in dark humid areas with no food or water for two weeks, the trial found Robert Whiteman not guilty.

MBLA 120790 Grave looting. Having disturbed the grave of Julianna Carver, the trial found Robert Whiteman not guilty.

MBLA 300394 Bribes. Having bribed a Vicar for the Catholic Church on Burbank for permission to exhume 3 graves, the trial found Robert Whiteman not guilty

- MBLA 230695 Illegal Substances. Having had poisonous substances lying in the un-locked car, the trial found Robert Whiteman not guilty on grounds of religious freedom, since Whiteman is an ethnic priest.
- MBLA 040596 Grave looting. Having opened the grave of one Thomas Nielsen and taken his remains home, the trial found Robert Whiteman not guilty.
- MBLA 071198 Arson. Having set fire to the home of Vincent Morano, the trial found Robert Whiteman not guilty
- MBLA 080399 Reckless driving. Having run a red light at 90 mph, the trial found Robert Whiteman guilty on the charge. Driving permit retracted.
- MBLA 130799 Grave looting.
- MBLA 070100 Speeding. Driving on Burbanks Ave at 120mph the trial found Robert Whiteman guilty and he is to pay a fine of \$500.
- MBLA 070100 Driving without license. Driving on Burbank Ave without license, the trial found Robert Whiteman guilty. He is to sentence 1-week imprisonment.
- MBLA 050201 Grave looting. Having exhumed the grave of one Audrey Archer and with intentions to take the body with him, the trial found Robert Whiteman not guilty
- MBLA 090301 Animal Abuse. Having tortured and killed three goats and four chickens for religious practice, the trial found Robert Whiteman guilty. He is to serve 5 months community service at the state penitentiary. (The max sentence time would be 3 years)
-

[The most notable trial here is MBLA 050201. Digging further, the PC's will learn that on all the trials that Bobby White was set free, the Judge was a man named Richard Childs (he died just before the final animal abuse case, 58 years old of a heart attack).]

NPC's

Jonathan Burroughs (Arts-Dealer)

<i>Ability</i>	<i>Value</i>
AGL	26
PER	16
EGO	22
CON	26
COM	16
STR	32
EDU	20
CHA	18

	<i>Value</i>
Height	182cm
Weight	75 kg
Movement	13m/CR
Actions	4
Initiative	+14
DamageBonus	+7
Endurance	136

<i>Damage</i>	<i>Capacity</i>
7	scr = 1 lw
6	lw = 1 sw
4	sw = 1 dw
1	dw = kill

<i>Skill</i>	<i>Value</i>
Photography	15
Drive: Car	15
Net of Contacts Vampires & Magicans	20
Unarmed Combat	20
Art Knowledge	21
Seduce	17

<i>Power</i>	<i>Limitation</i>
Commanding Voice	Sensitive to sunlight
Eternal Youth	Bloodthirst
Insensitive to Fire, electricity, radioactivity	
Invulnerable to firearms and sharp objects except those made of wood.	

<i>Lore</i>	<i>Value</i>
Death	10
Passion	20

Age: 35

Hair: Dark brown, short

Eyes: Deep Brown

Build: Normal

Personality: Jonathan Burroughs originally quite quiet and calm. Lately, since right before he got divorced, his personality changed quite a bit as he got more and more desperate, his longing for Audrey growing intolerable. He comes off as quite charming, possibly even seductive. However, most people see through his charm pretty fast, as he cannot seize to talk about Audrey.

Audrey Archer / Marie Combs

<i>Ability</i>	<i>Value</i>
AGL	17
PER	10
EGO	16
CON	14
COM	20
STR	8
EDU	16
CHA	20

	<i>Value</i>
Height	174cm
Weight	62 kg
Movement	9m/CR
Actions	3
Initiative	+5
DamageBonus	+1
Endurance	345

<i>Damage</i>	<i>Capacity</i>
4	scr = 1 lw
3	lw = 1 sw
3	sw = 1 dw
1	dw = kill

<i>Skill</i>	<i>Value</i>
Poetry	20
Painting	20
Dancing	15
Singing	17
Written Report	17
Drive Car	7
Seduce	23

<i>Advantages</i>	<i>Disadvantages</i>
Motherlieness	Mental Constrictions
Altruism	Anxiety Disorder
Empathy Honesty	
Artistic Talent	
Forgiving	
Pacifism	
Mental Balance	+20

Dead stripper, prostitute and crack-addict.

Age: 35

Hair: Curly blonde

Eyes: Blue

Build: Normal

Personality

Audrey has as an un-dead, no personality. "rescued" however she is a charming woman who does not seem too bright and giggles a lot. On deeper inspection she seems to have an extremely well developed left brain; she can refer anything to a piece of art or quote poems about what they are experiencing.

If a PC gets instances of memory slip from the Memory Banks and have Burroughs memories, they will discover how she really was (or at least how she was to him). She was a really good-looking girl with a constantly smiling face (think: Meg Ryan's smile) that spreads to the PC (i.e. he starts smiling for no particular reason). She is flirtatious towards everyone and plays hard-to-get.

History

After High school, Audrey went to New York to study art at Columbia University. However, things fell apart quickly in her new group of friends. She started taking heroin and didn't even finish her second semester at Columbia. To keep up with her habits she started stripping and doing lap-dances in bars around Brooklyn.

Having been raped several times, become an outcast in her family she decided to take her own life. Her tombstone is in Detroit in the Archer family tomb.

Louise Wilman (Real-estate agent)

<i>Ability</i>	<i>Value</i>
AGL	15
PER	12
EGO	14
CON	10
COM	15
STR	9
EDU	16
CHA	12

	<i>Value</i>
Height	168cm
Weight	65 kg
Movement	m/CR
Actions	2
Initiative	+3
DamageBonus	+1
Endurance	80

<i>Damage</i>	<i>Capacity</i>
4	scr = 1 lw
3	lw = 1 sw
2	sw = 1 dw
	dw = kill

<i>Skill</i>	<i>Value</i>
Drive Car	5
Tech. Drawing	11
Climb	12
Written Report	10
Swim	8
Carousing	15
Cooking	7

<i>Advantages</i>	<i>Disadvantages</i>
Gift for languages	Nightmares
Good Reputation	

Age: 37

Hair: Brown, long

Eyes: Deep Brown

Build: Underweight

Personality

Louise is a tired woman, but satisfied. She is about to marry for the second time and is obviously stressed with preparations. She has been longing for a shoulder to cry on, so PC's with Empathy or Motherliness as advantages might get some clues from her.

Thomas Ashcroft (Necromancer)

<i>Ability</i>	<i>Value</i>
AGL	28
PER	20
EGO	20
CON	25
COM	10/1
STR	20
EDU	21
CHA	5

	<i>Value</i>
Height	200cm
Weight	300kg
Movement	15m/CR
Actions	4
Initiative	+16
DamageBonus	+6
Endurance	290

<i>Damage</i>	<i>Capacity</i>
6	Ser = 1 lw
5	lw = 1 sw
3	sw = 1 dw
2	Dw = kill

<i>Skill</i>	<i>Value</i>
All Firearms	20
All melee	15
All throw wpn.	15
Occultism	20
Net of Contacts	20
Climb	15
Dodge	10

<i>Lore</i>	<i>Value</i>
Death	40

<i>Power</i>	<i>Disadvantages</i>
Invulnerable to firearms	Must rest at daytime

Proto-razide vampire, Colonel & Necromancer.

Age: He looks 55, is actually 158 years old.

Hair: Gray, balding and short

Eyes: Grey

Build: Solid.

Natural Armor: 1

Personality

In human form he is very brief, says only the shortest sentences possible. He has no respect for anything - be that living or dead - and he is a ruthless sadist. Anybody who speaks to him notice quite fast that this man is insane.

History

During his teen years he discovered that he liked to see other people suffer. He started becoming interested in people sharing this interest: vampires. He was seduced by the way they degraded humankind and was soon initiated to this.

In the 1930's he was a member of a vampire conclave for vampires who did not vampires living close up on each others - they should be spaced out to minimize the risk of being caught feasting... That's where he met with Burroughs and they have had some sort of contact since.

He is a colonel of the US Army and has become a proto-razide in the service of Hareb-Serap to which he has a betraying relationship, since Thomas Ashcroft lately also has discovered sexual depravation and is dedicating more and more energy on this. Thomas is a pedophile and a necrophile and a servant of the perverted angel of Death, Gamaliel.

T.A. has is soon to become an enemy of Hareb-Serap as he leaves his domains for Gamaliel. Timing will have it that Hareb-Serap's minions come to collect him when the PC's are somewhere nearby so they can taste the action.

Vincente Morano (Catholic Priest)

<i>Ability</i>	<i>Value</i>
AGL	7
PER	10
EGO	17
CON	8
COM	10
STR	7
EDU	20
CHA	14

	<i>Value</i>
Height	170cm
Weight	80 kg
Movement	m/CR
Actions	2
Initiative	-5
DamageBonus	-1
Endurance	65

<i>Damage</i>	<i>Capacity</i>
4	scr = 1 lw
3	lw = 1 sw
2	sw = 1 dw
1	dw = kill

<i>Skill</i>	<i>Value</i>
All Weapons	7
Sneak	6
Dodge	6
Hide	8
Seek	25
Climb	8
Seduce	3

<i>Advantages</i>	<i>Disadvantages</i>
Empathy	Intolerant
Motherliness	
Influential Friends	

Age: 57

Hair: Dark brown / black / gray

Eyes: Deep Brown

Build: Overweight

Personality Morano is at first glance a nice old man. He is friendly and forgiving towards others and seems open. Later in the campaign, he has been incarnated, and after that he is just plain ruthless.

History

Morano used to work for the Vatican State government as a field agent. He has now retired from that job and moved to LA where he gives lectures once in a while.

He does originally not participate a great deal in this campaign, but it may be that he will become allies with the PC's in some kind of way for a short period of time until he is pulled down into inferno.

Murphy Headland (Parole Officer)

<i>Ability</i>	<i>Value</i>
AGL	14
PER	17
EGO	6
CON	14
COM	12
STR	15
EDU	13
CHA	10

	<i>Value</i>
Height	171cm
Weight	63 kg
Movement	m/CR
Actions	2
Initiative	+2
DamageBonus	+3
Endurance	100

<i>Damage</i>	<i>Capacity</i>
4	scr = 1 lw
3	lw = 1 sw
3	sw = 1 dw
1	dw = kill

<i>Skill</i>	<i>Value</i>
Written Report	10
Pistol	7
Acting	-3
Net of Contacts: Red Tapers	18
Information Retrieval	16
Climb	10
Seduce	4

<i>Advantages</i>	<i>Disadvantages</i>
Influential Friends (Beurocrats)	Artistically declined Disease: Unknown

Age: 32

Hair: Dark blonde

Eyes: Blue

Build: Athletic

Voice: Mutters for the most; if he has a fit then he shouts and screams, swearing

Mental Balance: -30

Personality Murphy is a weak person. His weak ego haunts him constantly, and when things get either too complicated or emotional he will panic and go berserk. He thinks it is a disease, hence the disadvantage.

History

Murphy Headland came to LA to become an actor, as always things did not turn out on the upside. He is currently banned from the actor's guild after having a fit at a convention where he threatened several of the participants.

Robert Whiteman, a.k.a. Bobby White (Voodoo Necromancer)

<i>Ability</i>	<i>Value</i>
AGL	16
PER	17
EGO	22
CON	16
COM	16
STR	15
EDU	10
CHA	14

	<i>Value</i>
Height	182cm
Weight	83 kg
Movement	m/CR
Actions	3
Initiative	+4
DamageBonus	+3
Endurance	110

<i>Damage</i>	<i>Capacity</i>
5	scr = 1 lw
4	lw = 1 sw
3	sw = 1 dw
1	dw = kill

<i>Skill</i>	<i>Value</i>
Occultism	20
Drive Car	17
Poisons and drugs	18
Hide	
Painting	16
Singing	15
Cooking	15

<i>Lore</i>	<i>Value</i>
Passion	10
Death	40

Age: 35 (born 1966)

Hair: Black

Eyes: Dark, dark brown

Build: Athletic

Voice: Coarse. Bobby speaks with a Haitian slang that sounds more Jamaican, and his voice is very energetic.

Personality Bobby refuses to conform to other people's behavior in a mass-production society where the motto is "Push, Rush, Cash". He comes off as quite laid-back and relaxed although he will possibly show his negative side where he suddenly becomes very agitated and exited and angry.

History

Robert Whiteman came from Haiti when he was four years old. His mother and grandmother told him the ways of voodoo already when he was a child, and was soon capable of being a voodoo priest. During his teen years he was also a rebellion fighting for the rights of immigrants in the US.

As he grew older, he grew further and further away from society in which him and his voodoo had a hard time to adapt.

It was actually he who initiated contact with Burroughs, being well aware that the Lore of Death was about to get such a serious grip on him that he was about to be engulfed by madness. As a true voodoo priest he was well knowing that Passion is the only way to conquer that madness.

Juanita DeCasto

<i>Ability</i>	<i>Value</i>
AGL	16
PER	17
EGO	22
CON	16
COM	22
STR	15
EDU	10
CHA	14

	<i>Value</i>
Height	182cm
Weight	83 kg
Movement	m/CR
Actions	3
Initiative	+4
DamageBonus	+2
Endurance	110

<i>Damage</i>	<i>Capacity</i>
5	scr = 1 lw
4	lw = 1 sw
3	sw = 1 dw
1	dw = kill

<i>Skill</i>	<i>Value</i>
Occultism	5
Drive Car	10
Painting	18
Modern art knowledge	18
First Aid	10
Singing	10
Cooking	9

<i>Advantages</i>	<i>Disadvantages</i>
Artistic Talent	Phobia of Water (15)
Influential Friends	Sexual Neurosis

Age: 28

Hair: Black

Eyes: Dark, dark brown

Build: Athletic

Voice: Thin and sweet.

Personality Juanita is suspicious to most people, but tries to conceal it with acting blonde.

History

Juanita came from Venezuela in 1985 and moved directly to New York where she got to know the artists environment. Together with some Gnostic friends she started Gallery Nova in 1997 where they have paintings that describe the other side of the illusion. Through Gallery Nova she (superficially) got to know Johnathan Burroughs and she got to know the history of Burroughs. It is first now that she has gotten to understand that he is a vampire and hence she locked him up in her guest room in fright.

Oaxici

You can find more on these bastards in Legions of Darkness

Personality The Oaxici are devoted soldiers serving under Hareb-Serap. These are completely nuts

<i>Ability</i>	<i>Value</i>
AGL	20+2d10(31)
PER	10+2d10 (21)
EGO	1d10 (6)
CON	10+2d10 (21)
COM	2d10 (11)
STR	10+2d10 (21)
EDU	-
CHA	1d10 (6)

	<i>Value</i>
Height	160cm
Weight	70 kg
Movement	16m/CR
Actions	5
Initiative	+19
DamageBonus	+6
Endurance	135

<i>Damage</i>	<i>Capacity</i>
6	scr = 1 lw
5	lw = 1 sw
3	sw = 1 dw
1	dw = kill

<i>Skill</i>	<i>Value</i>
Automatic weapons	20
Rifles	20
Unarmed Combat	20
Sneak	30
Hide	20
Search	20
Daggers	20

<i>Powers</i>	<i>Limitations</i>
Berserk (don't pull down the value for damages done when using their skills. However these guys don't defend themselves at all)	-

Nepharite

<i>Ability</i>	<i>Value</i>
AGL	31
PER	15
EGO	21
CON	41
COM	3
STR	41
EDU	15
CHA	15

Hair: Gray, balding and short
Eyes: One blue bloodshot eye.
Build: Whacked
Modification for Terror: +5

Personality

The Nepharite is onley out for the PC's in seek of vengeance for them having pinched Audrey from her Purgatory.

	<i>Value</i>
Height	190Cm
Weight	100kg
Movement	15M/CR
Actions	5
Initiative	+19
DamageBonus	+9
Endurance	235

<i>Damage</i>	<i>Capacity</i>
10	Scr = 1 lw
9	lw = 1 sw
7	sw = 1 dw
2	Dw = kill

<i>Skill</i>	<i>Value</i>
All Firearms	15
Sneak	25
Dodge	25
Whips+Chains	45
Seek	15
Torture	75

<i>Lore</i>	<i>Value</i>
Death	50 (all spells)

<i>Senses</i>	<i>Powers</i>
Like human, but can also see auras and sense people's mental balance.	Telepathy Can read menories and feelings Distort Time and Space as person with mental balance 300 + or -. Change appearance 2 times or half size. Control people with mental balance - 50-100.

