



# THE LARLINE ESTATE

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# THE LARAINÉ ESTATE

IN THIS SCENARIO YOU WILL BE PLAYING a group of people searching for a lost urban explorer. You know she went into the Laraine Estate, but never came out. But someone found some of her footage and uploaded it. In it, she is screaming and crying about the beautiful fire.

Includes five pre-generated characters, non-player characters, and a map.



This scenario has the player characters (PCs) investigating the disappearance of a small group during an urban exploration jaunt to the Laraine Estate. The estate has been the site of many horrific events over the years, and urban legend has it to be haunted. In truth, a Mad Angel has recently taken up residence in the basement of the Laraine Estate, and has plans for anyone stumbling into its domain.

## SCENARIO + THEME

This scenario is all about types of love. Physical love, familial love, romantic love, spiritual love – and all the shades in between as well as the dark spaces that people tell themselves they're in a form of love. The Angel believes it is doing something wonderful for the missing people by allowing them to fully express their love. The Angel's devotees feel the burning fire within, and it is the closest thing to being touched by god the devotees have known. It believes itself to be the Archon of Love, and seeks to bring that love to as many people as possible.

## TIPS FOR THE GAMEMASTER

One of the best pieces of advice I can give is simply, if you want to scare your players, use something that scares you.

Horror is best portrayed in a quiet environment, with dim lights and maybe some mood music. Take your time in describing a scene, and make sure to touch on at least two senses in order to immerse your players in the horrific things around their characters. You can describe what a damp underground tunnel looks like, but if you tell your players how the sounds echo off the round walls and bounce back amplified, or how the slime coats their fingers when they catch themselves on a wall, or how the smell of wet earth, incense, and sweat combine into a miasma that lingers on their clothes and hair, then you've made it real for them.

The majority of the scenario takes place in and under the Laraine estate, so make sure to flesh out the individual rooms. Linger on the clues of the estate's history, such as old diaries, paintings, or graffiti marked wallpaper peeling back to reveal childish scribbles on the plaster underneath. Buildings that have been abandoned for a long time tend to have inhabitants that move furniture and objects around to suit them, regardless of the room's intended purpose. This means that rooms will have odd contents, such as a dresser in the kitchen, or a bed frame placed to block the doors into a room so that the only entrance is through an exterior window. Squatters will also leave some of their own belongings in the places they stay, but be careful when placing random items in a room. Players tend to believe every object is vital to the plot, and they

may focus on a random item that you intended to be just window-dressing. If this happens, see if you can incorporate the object into the plot by tying it to one of the missing people.

Once your players find the entrance to the caverns, you may be tempted to speed up the pace, but don't. Slowly describe the sounds of the Angel's Followers performing their acts of love. The air should be full of moans, screams, grunts, prayers, and the slap of bare skin against bare skin. The incense is so thick that it lingers even on the tongue, and so too the taste of copper, mold, and wet earth. The shadows flicker in the candlelight, and the darkness seems to writhe if stared at it for too long. There is an energy in the air they can feel, and the Angel itself is truly frightening and wondrous, overwhelming to even look at.

Other than that, all I can advise is to have fun!

## + THE SCENARIO

The Laraine family's estate sprawls among towering weeping willows, its crumbling foundations slowly sinking into the swampy ground in the backwaters of a southern state. Mist hovers even on the sunniest of days, as if the grounds themselves try to avoid notice. The Laraine family descended from the founders of the nearby city, Colchester. In 1858, Viliulfo Laraine built a grand mansion for his new bride, Aldonza, on the outskirts of the city, funded by his successful brewing company.

Their history quickly devolved into sorrow, and the house was the site of many tragedies. Aldonza died giving birth to their third child, and Viliulfo committed suicide shortly thereafter, claiming he did not want to live in a world without his love, leaving their children to be raised by the staff. Murder, mental illness, and suicide played out each generation, with the scandals hushed up through the judicial application of money, until the family home was inevitably auctioned off. Few buyers wanted a property steeped in death and madness, and the Laraine property sat vacant until recently.

Rumors of caves under the house have persisted among the younger population of the town for years, but the recent popularity of urban exploration had increased vandalism and the presence of homeless squatters on the Laraine home. A Youtube video surfaced of a fairly well known cataphile going by the handle of "Popper Polly" crying and screaming that she was lost somewhere underneath the Laraine house, and there was a "beautiful fire." It was widely debunked as a hoax put on by Popper Polly in order to assume a new identity by "killing" off the old, and sturdier fences had to be put in place as more urban explorers flocked to the site. No one seemed to notice how few explorers returned from their trip to the Laraine Estate.



# THREAT ESCALATION

## The Mad Angel's Ritual

- [1] *Gather their Prime Follower*, an individual able to channel the Angel's energy.
- [2] *Set up ritual space* to prepare for the event.
- [3] *Draw in other followers* to provide energy for the ritual.
- [4] *Perform ritual*, which will destroy followers in an orgy of sex and fire while imbuing the Prime with the pure fire of love.
- [5] *Unleash the Prime Follower* into the area, following in their wake to view the greatness they have created.

**Goal:** Spread the fire of pure love and become the true Archon of Love once more.

## CENTRAL SCENES

### Act 1: The Estate is Located, and the Exploration Begins

#### SCENE 1: THE STABLES

The scenario starts with the PCs approaching the Laraine Estate. They will first encounter the outbuilding that Maram has been squatting in. The former stable is trashed from years of squatting. The former stable is trashed from years of squatting. It is a wooden building showing signs of minor fires and the ravages of time, but is still structurally sound enough to attract the itinerant and those looking for a private spot for illegal activities. There is a room that was once an office in front, and some of the stalls are still intact. Some of the decorative stained glass survived the years, and bats roost among the rafters. Bits of leather and some equipment such as combs and old horseshoes still clutter the corners, and a perpetual musk lingers, courtesy of its original inhabitants.



Stables

The PCs may discover Maram Jahani's belongings in one of the stalls, including her mother's wedding ring – the only keepsake Maram had refrained from pawning to fuel her drug habit, which Jona would recognize. There are chalk diagrams on the wall of Maram's spot that Paz and Cassidy would recognize as the scribbled notes a practitioner would use as part of a summoning ritual to open gates to Metropolis.

#### SCENE 2: THE HOUSE

After the PCs finish their search of the former stable, they will find the overgrown road leading to the main house. There is a tall wrought iron fence surrounding the whole estate, but it is easily surpassed, and there are plenty of places where other people have broken in before them. There is a large gate blocking the road, but it swings open when the wind blows, creaking loudly. It has a large crest in the middle of the gates that features a fancy 'L,' as well as hops, barley, and other brewing-related symbols. A bit of the gilding can still be seen on the old iron. The points of the fence also feature stylized hops, although many are broken off. Native grasses and plants such as skunk cabbages, bristly sedge, and cattails obscure the base of the fence, and it's overrun at times by wild roses and brambles.

The house itself is visible between weeping willows from all angles of approach. It is a three story Victorian mansion, with a widow's walk on the top floor surrounded by more wrought iron. The outside has black paint peeling off in long strips, and the remains of a brick walkway leads up to the double front doors. There is a tower on the northwest corner, topped with tarnished copper tiles. The entire structure is tilted slightly down in that direction, part of the foundation having sunk a few feet into the swamp. Tall, narrow windows dot the exterior in a haphazard fashion, as if they may not always match up with floors correctly. Stylized hop leaves are a recurring motif in many of the decorative elements, from cornices to stained glass windows to the finials of stairs.

#### The Entryway

This large, decrepit room is strangely free of the marks of squatters. There is a fireplace taking up a large portion of one wall. It is made of sandstone and bears the motto "Dum exspiro spero" (While I Breathe, I Hope) carved into its face, along with stylized sprites puffing up their cheeks and blowing out tendrils of air. There is the rustle of rats, but nothing else stirs here. This room smells of wet wood and mold, underlaid with the musky scent of rats, and a lingering trace of honey.

Anyone who stands in front of the fireplace for more than a few moments will begin to feel sexually aroused, and soon believes the nearest individual fitting their sexual orientation is to blame. Aldonza's body was displayed here for two days following her death, and before her funeral.



### The Grand Stairwell

There are 111 steps to get all the way to the top of the tower, and each step creaks under the weight of anyone walking. There are several landings and small alcoves that may contain interesting artifacts such as: a small skull with a demonic symbol carved into it which Cassidy may recognize, a ceramic lamb whose eyes have been replaced with tangled, red Christmas lights, one of Popper Polly's signature hot pink carabiners, and a family bible inscribed with the Reyes family tree – although Desi's name has been violently scratched out. The banisters on a landing halfway up are blackened and there is a lingering smell of smoke, although there is no other signs of fire. This is where William Laraine, an heir of Villulfo, hung himself after a love affair ended badly. He shot his lover before tying some of her hair into his noose.

On the floor lies a crumpled note filled with deranged poetry about love for a heavenly creature. Anyone reading this to themselves will have vivid memories of a love they have not yet experienced, and reading it aloud causes all within ear-shot to drop whatever they are doing and relive the last time they felt truly, deeply loved. All are left with a deep melancholy for several minutes afterwards.

### The Drawing Room

At one time this was the entertainment hub of the house. There is a grand piano in the alcove created by a bow window, its stained glass now broken and lying on the floor, and bits of broken furniture stick out from the trash gathered along the sides of the room. Another fireplace faces the bow window, this one carved with the motto "Ardeniter amo" (Ardently Love), and features an Angel holding the ribbon the letters are carved into. There is an ornate iron gate in one wall, and the entrance to the non-functional elevator is located in the basement. The gate has more Angels and fairies worked into the metal, and the gilded frame resembles a heavily flowering rose vine. It looks down into darkness, and there is the faintest whisper of moans if you listen closely. The room has a sweet, yeasty smell, like a bakery. Marcelina Laraine-Abaroa poisoned three of her five children in this room by serving arsenic to them in fairy cakes.

There is a child's water-soaked swimming suit lying crumpled in a corner, which Chen Wu recognizes. Anyone picking it up find themselves unable to breathe, gasping for breath while a deepening pressure fills their lungs instead of air. Their hands clutch the swimsuit convulsively, so that it has to be violently torn from them. Once separated from the swimsuit, PCs recover the ability to breathe.

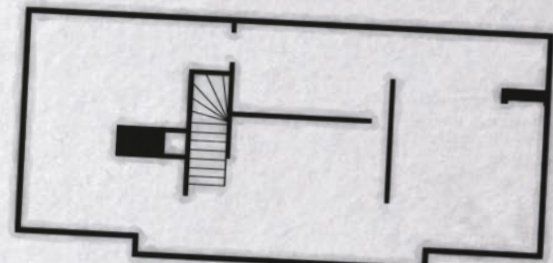
### The Bedroom

Upstairs in the main bedroom, the substantial marital bed still dominates the room. The carved wooden headboard rises up to the ceiling, and the frame for curtains now carries only ragged bits of velvet and the iron rings used to secure the fabric to it. The fireplace in this room is bricked up, and all of the windows have been smashed. Ravens have made a nest in one corner of the ceiling, held up by the elaborate molding, and the room smells of fresh air and bird shit. Black feathers drift in the breeze. Charlotte Laraine died giving birth to her second child in this bed, as did Aldonza.

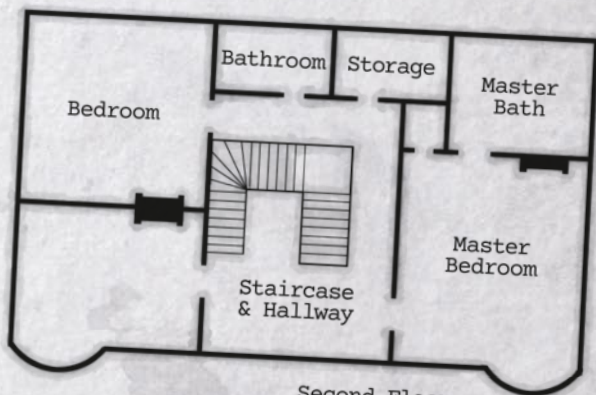
Someone tore out the pages of a children's coloring book about the sea and then pasted them to the wall in the southeastern corner, while pieces of glass and sea shells have been arranged in a semi-circle before it. Chen Wu recognizes these as belonging to their lost sister. Anyone standing inside the circle smells the sea air, feels the sun on their skin, and is reminded of a happy childhood memory.

### The Attic

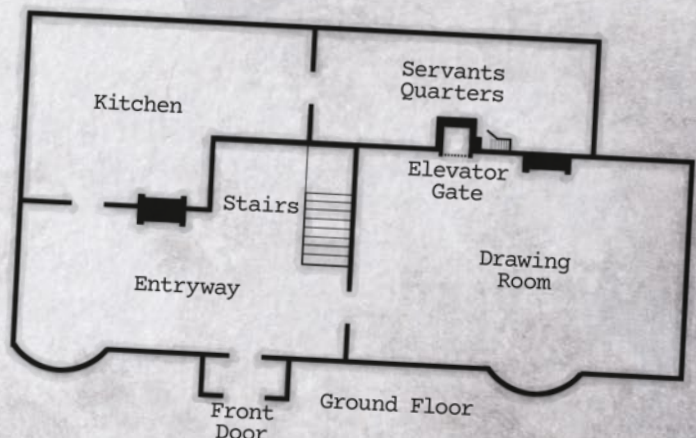
At some previous point, someone disarticulated hundreds of rat skeletons and then reassembled them into patterns across the walls and ceiling of the attic, rendering intricate mandalas and mosaics across wooden beams and plaster alike. There is a foul-smelling, unkempt bed in one corner, and a rolled up copy of a pornography magazine stuffed in a gap in the floorboards nearby. Cassidy will recognize it as a particularly well-loved issue. Elian Laraine died by falling through the rose window in the front wall; he had snuck up here to play despite his parents warnings.



Attic



Second Floor



Ground Floor



A half-burned photograph is tucked inside the magazine; it depicts Jona, Maram, and their father, all smiling at the camera in front of an unassuming, suburban home. Jona can identify it as the home in which her father cast his ritual. The sunlight coming through what remains of the rose window reminds her of the pattern her father drew on the floor with her older sister's blood. Anyone gazing at the light on the floor detects a coppery tang to the air.

### **The Servant's Quarters**

These cramped, dark rooms still reeks of onions and sweat. The empty bed stands suggest people slept three or more to a room, and debris is piled high here. There are financial records, newspapers, and diaries mixed into the trash, in no order and from all time periods, including some related to Paz Laraine-Ortiz's current financial difficulties. It looks like at some point someone was using them as fuel for one of the fireplaces dedicated to this area. It was at the largest fireplace that Wendall Becke, a groom and bastard of Flavio Laraine, stabbed Rebecca Braden, a scullion, to death over a lost wager.

At some point a doppelganger of the first PC to walk into the room appears in the corner, opposite the door. They are sweating heavily, panting, and seem to be in the grip of an uncontrollable lust. The doppelganger attempts to persuade all of the PCs to join them in an orgy, and will grow violent if refused. If killed, a mark similar to a portwine birthmark mirroring the death blow appears on the copied PC's body.

There is a secret entrance in this room, concealed behind an old, battered cupboard. It is accessed by pressing on the back of the cabinet, which causes the entire unit to swing out, revealing a rough opening torn into the wall. There is a handle on the concealed side, so they may close the cupboard behind themselves after entering.

### **The Kitchen**

A large wooden table still occupies the center of the room, appearing to be too heavy for one or two people to shift easily. Burnt cans are piled in the fireplace, and the heavy iron is missing all of its doors. A squirrel has made its nest in the smallest compartment. There is the lingering scent of Popper Polly's perfume – a combination of vetiver, frankincense, and patchouli, which Desi recognizes. Benicio Laraine, the last of the family to own the house, fell and broke his hip while preparing breakfast. His body wasn't found for months.

## **Act 2: The Caverns are Revealed**

### **SCENE 1: THE ENTRANCE**

When the characters find the secret staircase in the servant's quarters, they may choose to go into the caverns. The stairwell is concealed behind a cupboard, and is accessed by pressing on the back of the cabinet, which causes the entire unit to swing out, revealing a rough opening in the wall. There is a handle on the concealed side, so they may close it behind themselves.

The staircase itself is decayed and rickety. It spirals tightly around itself, and the walls on both sides are slick with condensation and slant slightly in. It will be difficult for the PCs to tell how far into the earth they are going, aside from estimating the number of stairs they've passed. There are no windows or markings on the walls or floor. The air is heavy, almost stifling, and as they draw closer to the bottom, the faint scent of wet rock reaches them.

The staircase eventually ends in a stone antechamber that splits off into several paths, all leading to either dead ends, or the First Room. It also contains a non-functioning elevator, its Art Deco metal frame rusting in the darkness. It is shaped like an abstract rose, and pieces of the original light fixture can still be seen. Intact, it would have appeared as a glowing rose rising through the building. This is where the characters encounter the first Follower.

An older woman lies on pillows lining the floor of the elevator with her legs sprawled wide as she leisurely masterbates. She has no interest in the PCs aside from encouraging them to join in her activity. She is white, with very pale, smooth skin that highlights the blue veins visible in her breasts and wrists. Her hair is dyed blonde with dark roots shot through with silver, and she is completely naked except for a diamond and gold engagement ring, a wedding band, and diamond solitaire earrings. A thorough search of the elevator reveals some withered apple cores, a pair of torn and stained purple satin underwear, a ring of keys with all of the ends broken off, shards of glass, a scrap of crimson silk, and a small bag of tiny bones of unknown origin. If one would climb the elevator shaft upwards you would not get back to the top floor of the estate, but instead end up in Metropolis.

*GM Note: The path forward winds through various sized rooms, each containing Followers. It is not necessary for the PCs to enter all the rooms, and some paths double back or even dead end. Some of these rooms contain barrels leftover from their time as beer storage for the Laraine Brewery, and others still bear the mark of their conversion into pleasure rooms for the Laraine family. It is possible to find a passageway that leads down into the Underworld if one strives to go deeper and deeper.*

If the PCs attempt to stop any of the Followers from their activities, they will plead with the characters to join them. Some react violently if physically prevented from continuing, and all will tell the PCs that wonders await them further in, encouraging them to find the Angel.

### **SCENE 2: THE PARTICIPANTS SHOW THEIR LOVE**

#### **The First Room**

The first large cavern was converted by the Laraine family into a private theater during a boom time. Gilded private boxes were set in among fake stalagmites, and the stage still has its red velvet curtain hangs in place, heavy with moisture, although now mold spreads across it in delicate tracery. Some of the old sets are still in place: a moon hangs from a



catwalk with a swing suspended underneath, an iron spiral staircase leads to nowhere, and a living room with only two walls. Fat white candles light the area, and the smoke mingles with the faint blue mist of incense as it drifts to the ceiling. Moans and cries echo around the chamber, underlaid by the sound of trickling water. Damp red velvet pillows and fringed throws have been strewn around the rock floor, along with condom wrappers and empty bottles of lube.

On stage and in the boxes are *Followers* indulging in their passion – sex. Singles watch couples, who recline next to larger groups, and all permutations of desire are on display. There is one woman who simply kisses all who is near – kisses their mouth, cheeks, and eyelids until her lips have been worn raw, and now blood traces her path across her lover's skin. There is a man who bellows loudly from his supine position on the floor, urging those who take him to become one with him, and a younger man who laughs as he penetrates himself with one of the candles. There is a couple who take turns whipping each other until their skin splits, and a woman who demands her male lovers pull her hair and ride her hard. There is a foursome so lost in each other's bodies they have forgotten to eat, and the candle-light makes crazed shadows in the hollows of their ribs.

### *The Second Room*

The second cavern was converted into a private bowling lane. The lanes, once inlaid with rich woods in intricate patterns, are now scarred with rough use, and splinters jut up from the planks. The racks where bowling balls were once stored now contain rows of human skulls, all meticulously cleaned and wired together. A large hole pierces the ceiling near the end of the lanes, and filtered sunlight will come through during the day. The hole is concealed by large thorn bushes in the yard above. When the wind blows, red petals from the wild roses drift down into the room below.

Here one Follower holds court. He is tall and lean, with a shaved head and smooth olive skin, and there is nothing in his gaze but blankness. He stands near the end of the lanes with bodies piled around him, his ankles awash in blood, steel blades jutting from each fist, and waits for his loved ones to come to him. They linger around the edges of the room, like shy lovers, and occasionally one flits from shadow to shadow, until they stand revealed in his light. Then the tall Follower loves them, with sharp gleaming steel and bright flowing blood, and lets their empty body fall at his feet. Two small, hunched *Followers* dart out occasionally and pull a body into the darkness. Small bits of flesh fly out into the light, until eventually a newly pristine skull is set out on display with the others.

If the PCs attempt to talk to anyone in the shadows, they will bow their heads and move silently away. If they attempt to talk to the Follower with the knives, he will stare at them silently, unless one steps forward or otherwise separates themselves from the group of PCs. If so, the Follower attempts to kill them, and will not stop unless killed himself. If he dies, the room will erupt in wails as the ones in the shadows crowd around his body, still ignoring the PCs, and mourn the loss of this Follower.

### *The Third Room*

The third room is still a cavern, untouched by whimsy. There are a few muddy paths through this space, and candles are clumped together at the intersections. Pools of water in low places reflect the light, but most of this cavern is very dark. From the shadows come the sounds of chewing and bones being cracked. The *Followers* here hide from the light, but there are glimpses of pale skin, wide eyes, and gobbets of flesh clutched in fists. Embedded in the wax of the candles are fingerbones, some still wearing rings, and various other jewelry, such as a silver cross on a necklace, an amber earring, and a silver tooth. There is a greasy, meaty smell to the smoke, underlaid with wet rock and old blood.

An urban explorer, Mark Straub, who found Popper Polly's footage is here. He is a tall man in his mid-thirties who is either of caucasian or hispanic descent. He has long, dark hair normally worn up, but is now currently matted with gore and stuck to an equally bloody face. It almost completely covers his left eye, which is a burned crater in his face. Mark looked directly at one of the Angel's wings, and the light burnt out one eye. The light burned through his brain as well, and ignited the love in his heart. Mark's lust is to know others as well as he knows himself, and so this room called to him.

Mark had seen Popper Polly's Youtube video announcing her intent to explore the estate and, convinced that she was in actual danger after she never checked back in, had come here to see what he could learn. He found Popper Polly's camera on the grounds of the estate, dropped among the trash in the drawing room. Mark got spooked when he heard the noises coming from the stairwell and ran. Once he was safely at home, he examined the footage on Popper Polly's camera, and became incensed at his feeling of being tricked by the sounds at the estate, certain he was looking at a hoax. Mark hacked into Popper Polly's account and posted the video there, thinking that this would let Popper Polly know someone was onto her. Mark eventually talked himself into going back to look for Popper Polly, and was instead entranced by the Angel. His online presence has been inactive since he uploaded the clip.

Mark can tell the PCs about his attempt to find Popper Polly, as well as his encounter with the Angel. His recollection is fragmented and dreamlike, punctuated with crying. Mark is more likely to talk to the PCs than any of the other inhabitants, as he's been here the shortest amount of time. He isn't in his right mind, and will only answer a few questions before attacking the PCs in an attempt to kill and eat them. Before attacking, Mark will ask the PCs if they would like to know him, and if he may know them intimately. He does not take their answer into account when attacking.

### *The Fourth Room*

The fourth room was used for storage, and racks used to hold beer barrels still line three walls. One portion of the room is filled with gargoyle heads, monstrous statuary, and metal things that are sharp but rusty. Along one wall is a wine scale, and throngs of younger *Followers* giggle as they weigh themselves against a particularly ugly gargoyle. These Followers are all in their late



teens and early twenties, of various races, and wearing a mishmash of obviously scavenged clothes. Many of them have smeared glow-in-the-dark paint over their faces and bodies, which only emits a faint glow when in shadow. Some have used mud and paint to sculpt their hair into spikes and mohawks, while others have used carabiners and small climbing pitons for face and body piercings. *Deshawn Taylor* is one of these Followers. He is an African American man in his early twenties with light skin and his hair is styled in short twists. He is tall and thin, and has pierced both cheeks with some of Popper Polly's hot pink carabiners. He will not speak, but only giggle maniacally.

The young Followers romp around and play, swarming over every corner of the room with a pack-like intensity. They will view the PCs as prey, and will giggle as they chase them around the room, heedlessly of the harm they may do to either themselves or the PCs. If any of the pack capture a PC, they will cease chasing the others in order to drag the captured PC to a huge gargoyle head with bloody fangs. They will attempt to impale the PC upon the fangs; if successful, they will return to their play unless they catch sight of another PC. They may be persuaded to stop the sacrifice if offered something distracting, pretty, or tasty, in which case the pack will begin to fight amongst themselves tooth and nail for possession of the new treasure.

### *The Fifth Room*

The Follower who has claimed this room is the one who left the objects upstairs related to the PCs. He will only refer to himself as *Lazarus*, although Desi will recognize him as Father Antonio, the priest who performed her exorcism as a child. He stumbled upon the Angel when the current owner, Jeremiah Smith, had requested he bless the property before renovation of the structure was to begin. Jeremiah was one of the first victims consumed in the third room, and no traces are left of him aside from a plain silver cross he normally wore around his neck.

Lazarus is an emaciated older man of Spanish descent, with wild tufts of grey hair sticking up around his partially bald pate. His fingernails are yellow and curl several inches past his fingertips before breaking off into jagged lines. There is dirt ground into the lines of his skin, making Lazarus' face and neck appear to be darker than the rest of his body. He is clad in dirty white rags wrapped around his waist and upper thighs, and his filthy priest's collar is still perched on his neck. Lazarus smells of dirt and human waste, and is missing most of his teeth.

The room is a grimy nest of personal materials from the PCs, as well as some other local sensitives, ranging from birth certificates and financial records to photographs of them going about their daily activities to detailed accounts of their Dark Secrets, which Lazarus apparently dredged up by communicating with a minor demon through the battered Ouija board lying in one corner. Lazarus is under the  
mistaken

impression that the demon is actually Aldonza's ghost. The only light comes from a series of flashlights and glow sticks strung across the ceiling. A bucket in one corner emits a terrible smell that will make the PCs eyes water, and is Lazarus' only form of sanitation.

Lazarus decided the ritual was progressing far too slowly, and thus began searching out people he thought would provide better fuel. He has promised his soul to the demon in return for information, and the older man is very ill from lack of food and the unhygienic living conditions. Lazarus cackles at the sight of the PCs, and urges them to meet the Angel. He will guide them on request, and is also happy to introduce them to "Aldonza" if asked.

### **SCENE 3: POPPER POLLY IS FOUND**

The central chamber contains an altar the Angel built. It is a stone slab covered with offerings comprised of what the Followers had in their pockets at the time of their initiation: change, cough drops, spray paint, condoms, batteries, keys, and a couple of steroid inhalers for asthma. It is lit by bonfires, and a meaty stench fills the warm air from slowly charring bones. The walls are covered with eldritch scratchings, and a rhythmic thumping from an unknown source rises through the stone.

Floating above the altar is Pollyanna Wright, aka *Popper Polly*. Popper Polly is a mixed race woman in her early-twenties. She has medium skin, curly hair shaved on the sides, and several facial piercings. Golden light streams from her skin as she slowly undulates in mid-air, tears streaming down her smiling face. She is still wearing all of her exploring gear, and a few additional items, such as her now-dead cell phone, headlamp, and pink work-gloves float alongside her, moving in tandem with Polly's body.

In a circle around the altar are the Inner Circle *Followers*, those who show their love through pain. The Inner Circle Followers are naked and suspended from piercings on their back that mimic a wing pattern. These Followers moan in ecstasy as they sway above the ground, while the blood dripping from their wounds creates a mirrored, wing shape on the dusty floor. See the *Followers of the Angel* section for information on their *Bloodwing* Power. They will not attack unless attacked first, or if Popper Polly is in danger.

One of the Followers is *Joshua Harris*, a white man in his mid-thirties. He has rough, red skin with an obvious burn on one side of his face and a military haircut. He is short and stocky. He has found his true purpose in life.

Polly can be freed from her position above the altar, but she has been permanently altered. Popper Polly will advocate for love of all kinds, and suggest the PCs speak with the Angel if they have any doubts. She will then serenely crawl back up on the altar and sit on top of it. If undisturbed, she will begin to float again in about 15 minutes.



### Act 3: The Angel is Found, and the Ritual is Realized

#### SCENE 1: THE ANGEL IS REVEALED

If the PCs decide to go in search of the Angel, they will find it in the lowermost cavern, a damp, dark alcove of mud. It is singing to itself, while petting the hair of any nearby *Followers*. There are many of them crowded into this section, bare flesh pressed against each other with abandon. The cave echoes with their pants and groans, and the air is heavy with the scent of sex. The PCs find *Maram Jahani* here, caught in an embrace with a red-haired woman with jade-green eyes. Maram is an Indian woman in her early-thirties. She has medium skin, long messy hair, and a nose ring. She is really thin and angular, and her hoodie and jeans are nearby. Her companion is around the same age and is of a similar build, and has track marks on both arms. The only word either of them will say is 'love.'

The rhythmic thumping from above is centered around *the Angel*, as if the very air is disrupted by its presence. Its physical form is baffling. The Angel has multiple wings that shine with a light that burns those who look, eyes all over its body, and a voice that sounds like lightning and causes eardrums to burst and bleed. It constantly hums and strokes its own skin if no one else is within reach, and has trouble paying attention to anything for long.

The Angel will attempt to lure the PCs into its ritual by entrancing them. It must touch them to do so, but only if the PCs fail on a roll or put themselves in a position where they are in reach. Entranced PCs can be woken from it by their companions, but they will be filled with a horrible sensation of emptiness, which will linger for months. Later, they will always dream of their time with the Angel, and those dreams will always be pleasant.

It is extremely difficult for mere humans to kill an Angel. It will not listen to reason, and it is convinced that this ritual is the only way for it to regain its true power. It chose the Laraine Estate after being drawn by the emotional residue lingering from its troubled past. The Angel will defend itself if either it or its ritual are attacked.

#### SCENE 2: THE RITUAL

The ritual is nearing completion when the PCs stumble upon the caverns, and any sensitive individuals will sense the intense energy collecting here. It traces like flashes of lightning across the skin of the *Followers* throughout the caverns, growing brighter until it is a constant glow. This is a sign that the energy is ready to be transferred into *Popper Polly*, who will become incandescent and begin her journey to the surface before heading to the nearest town. Those left behind will be reduced to blackened husks. *The Angel* will then leave, following in Popper Polly's wake, in order to bask in the glorious beauty it has wrought.

## ENDING

It is up to the characters to stop or somehow interrupt the Angel's ritual. If allowed to play out, all of the people in the cavern connected to the ritual will begin burning alive, while desperately attempting to continue their specific acts of love. The ritual may be stopped by killing at least half of the participants or employing a ritual of their own to reverse the flow of energy. The latter will kill *Popper Polly*, as well as the Inner Circle *Followers*. Only if the ritual is stopped will any of the Followers be able to leave alive.

If this happens, however, everyone who was a Follower will also have dreams of the Angel, and will exhibit symptoms of a deep depression. Any PC following up on them will discover a higher-than-average rate of suicide, institutionalization, and issues such as alcoholism and drug use.

If the ritual is not stopped, Popper Polly will finish her transformation into the Prime Follower, killing all Followers in the cavern. She will then go in search of more people, who she transforms into Followers with a touch, inspiring them to carnal acts and feeding on their energy until they are all burned up. *The Angel* will follow, and when Popper Polly can no longer contain the energy she has gathered, will either become the true Archon of Love, or use her bones to start the bonfire of its next ritual to try again.



# NON-PLAYER CHARACTERS

## Popper Polly

Pollyanna Wright, a.k.a. Popper Polly, is a serious practitioner of urban exploration, and her regular crew consisted of her camera person, Deshawn Taylor, her bodyguard, Joshua Harris, and a local guide, Maram Jahani. Other cataphiles like Chen Wu sometimes tagged along, as long as they respected Popper Polly's rules: disturb nothing, don't get caught, and leave a surprise for the next explorer. Popper Polly also made a rule of leaving a small tag in every building she explored; it consists of a neon pink smiley face, with a manhole cover hook forming the mouth.

Popper Polly had posted online that she was planning something big for Halloween, and that she would be scouting locations before then. That was the last time anyone heard from her, until the Youtube video surfaced. It was uploaded to Polly's account using her credentials at 1:11 am on October 11th by Mark Straub.

She has been chosen by the Angel to be its Prime Follower, and so is bound in an magical circle that funnels the energy generated by the ritual into her. She can look into other's minds and see their heart's desire. She can almost look at the Angel without pain. She will never be the same.

## Deshawn Taylor

Deshawn Taylor is a film student at the same local community college as the urban explorers. He met Popper Polly while doing a project on urban exploration, and enjoyed it enough to become part of her regular crew. His mother does not approve of these expeditions, but hopes that the time he spends with Joshua Harris will end up being a good influence.

## Joshua Harris

Joshua Harris is a veteran of the Iraq War, and is now retired from service. He picks up part-time work as bouncers for clubs and various other security jobs, but he has known Popper Polly since she was a child. Joshua has taken a brotherly interest in her welfare when she is exploring.

## Maram Jahani

Maram Jahani is a former waitress who is now homeless and unemployed. She did have a drug problem, but lately

Maram has been going to group counseling and is working on making her life better. She has been meeting with her younger sibling, Jona, in an attempt to reconcile with them.

**Dark Secret:** Family Secret.

Maram and her twin sister, Mariah, were used as part of a ritual to summon a dark power by their father, and Mariah was sacrificed as part of the ritual. Maram eventually turned to drugs to try to forget that night.

## Followers of the Angel

All of the Followers were normal people, urban explorers, or teenagers out for a thrill, concerned relatives or homeless drifters looking for a place to spend the night. But once the Angel touched them, they became overwhelmed by desire. Desire for love, touch, death, and play. They are full of love, and the need to share that love.

As Followers, they have supernatural strength and contact with their saliva will cause the same effect as being infected by the Angel. Their skin is warm to the touch. Their only thought is fulfilling their strongest desire.

The Inner Circle Followers are conduits of the energy flowing into Popper Polly. They no longer feel pain, as their nerve endings have been burnt away. They have all of the same abilities as the regular Followers, except that they can set fire to the blood wings on their back at will. Once aflame, the wings extend from the Followers back and allow them to fly, as well as fan sparks and set nearby flammable objects alight.

**Home:** Elysium.

**Creature Type:** Humans touched by the Angel.

### Abilities

- ♦ *Fanatical:* Cannot be influenced or otherwise reasoned with.
- ♦ *Supernatural strength:* All close-combat Moves against this being are at **-1 to the roll**.
- ♦ *Painless [only the Inner Circle]:* All **Harm** is reduced by **-1**.
- ♦ *Blood wings [only the Inner Circle]:* The creature can fly. The blood wings can burn people [**2 Harm**] close to the being.

**Combat** [3], **Influence** [2], **Magic** [1].

### Combat [Considerable]

- ♦ Grab hold of someone and drag the victim away.
- ♦ Work together with their allies to surround an opponent [opponent takes **-1 to all rolls**].
- ♦ Jump someone from behind, or as a sudden surprise.

### Influence [Novice]

- ♦ Know where something is located.
- ♦ Steal something from someone.



### Magic [Weak\*]

- ◆ Extend flaming, blood wings.

\* Only the Inner Circle Followers.

### Attacks

The followers are driven by their emotions and their attacks is irrational and unorganized. When satisfying their immediate urges the Followers often forget their surroundings.

*Unarmed:* Bite [1] [Distance: arm]; Knock over [0] [Distance: arm, victim is Knocked over]; Grapple and drag away [1] [Distance: arm, the victim is separated from the group].

*Edged weapon:* Slash [2] [Distance: arm].

*Blood wings:* Wingbeats [2] [Distance: close, area, victims must **Act Under Pressure** to extinguish burning clothes or get burned, **3 Harm**].

### Wounds & Harm Moves

Wounds: ○○○○ ☠

- ◆ It's only a flesh wound.
- ◆ The Follower is seriously maimed but keeps going.
- ◆ The Follower gives out an unnatural high pitched scream attracting more aggressive followers.
- ◆ The Follower realize for a short moment who she is before returning to her touched state (+1 on next roll for attacking the follower).
- ◆ The Followers collapses on the floor.
- ◆ The Follower is killed.

### Lazarus (Father Antonio)

**Home:** Elysium.

**Creature Type:** Human touched by the Angel.

### Abilities

- ◆ *Fanatical:* Cannot be influenced or otherwise reasoned with.
- ◆ *Supernatural strength:* All close-combat Moves against this being are at -1 to the roll.

**Combat [2], Influence [3], Magic [1].**

### Combat [Novice]

- ◆ Burst out in sudden, senseless violence.
- ◆ Grab hold of and pin someone.

### Influence [Considerable]

- ◆ Know where something is located.
- ◆ Trick someone.
- ◆ Reveal a player character's Dark Secret.

### Magic [Weak]

- ◆ Summon the demon ("Aldonza") through the Ouija board.

### Attacks

Lazarus can burst out in sudden fits of rage and is much more dangerous than his appearance let out.

*Unarmed:* Punch & kick [1] [Distance: arm]; Strangulation [1] [Distance: arm, victim is pinned and must **Act Under Pressure** to get free; otherwise, they suffer +2 Harm from oxygen loss].

### Wounds & Harm Moves

Wounds: ○○○○ ☠

- ◆ It's only a flesh wound.
- ◆ Lazarus is seriously maimed but keeps going.
- ◆ Lazarus spills his blood on the floor and a woman in an old white gown and veil ("Aldonza") enters the room [the demon will watch the fight without interfering, anyone killed is taken by her].
- ◆ Lazarus realize for a short moment who he is and ask for forgiveness before returning to his touched state (+1 on next roll for attacking the follower).
- ◆ Lazarus collapses on the floor.
- ◆ Lazarus is killed.

### The Angel

The Angel once served the Archon Tiphareth with uttermost devotion. No doubts existed in its mind that it lived to serve and obey, that it was made perfect in servitude. But then, all of that was shattered. The fall of the Demiurge. Malkuth's betrayal. The war between the Archons. Angels tore themselves apart by the command of the powers that ruled them. Screams, swirling feathers, and broken bodies falling from the skies over Metropolis. In terror and madness it fled into Elysium, where it tried to forget the feeling of hollow bones splintering underfoot, how the smell of burning feathers lingered in its nostrils.

It found the Laraine estate, drawn by the residue of the strong emotions of those who once lived there. Now the Angel has settled in the lowermost caverns. It laid in the dark, humming to itself and stroking its own skin in an attempt to soothe its disordered mind, until one day a bright light woke it from its stupor – and provided it new purpose. In its madness, the Angel believes itself to be a new Archon. And the Angel has a true calling – it will guide and bind mankind with love and passion, which are so lacking in their daily lives. And so it draws in followers who demonstrate the physical, emotional, and spiritual variants of this emotion.

The Angel has been luring people to the caves so that they can enact rituals meant to signify great love. The Angel believes that once its ritual is perfected, the humans involved in it will turn into the pure fire of love. Then they will then go out into the world, spreading their fire, and the Angel can rest at last, its purpose fulfilled and identity regained. Some of its chosen engage in continuous orgies, the wet slap of skin echoing through the limestone walls. Others find quiet corners and lose themselves in every inch of their lover's skin, each breath tasted, each drop of fluid consumed. And still more find that love in darker ways...



Its physical form is baffling. The Angel has multiple wings, which shine with a light that burns those who look upon its form, while eyes cover most of its body, and its voice sounds like lighting and causes eardrums to burst and bleed. It constantly hums, which is both soothing and irritating to human ears, like a song you don't quite remember but can't get out of your head.

**Home:** Elysium.

**Creature Type:** Malakhim, former Angel of Tiphareth.

#### Abilities

- ◆ **Fanatical:** Cannot be influenced or otherwise reasoned with.
- ◆ **Gigantic:** Cannot be held in place or *knocked over* in close combat. If the being's attacks connect in close combat, they always *knock over* their victim, in addition to any other results.
- ◆ **Pact-weaver:** This being can seal pacts with humans.
- ◆ **Entrancing touch:** Anyone being touched by the Angel falls into a state of euphoria and becomes entranced. If a PC becomes entranced, for every day that passes without the Angel's touch, they must reduce **Stability (-1)**.
- ◆ **Resurrector:** When this being dies, it reawakens unharmed several days later – unless its physical body has been completely destroyed.
- ◆ **Spiritual connection:** The being's soul is tied to one or several others. Should the being die, those it is tied to will lose –5 **Stability** and take **2 Harm**.

**Combat [3], Influence [2], Magic [5].**

#### Combat [Considerable]

- ◆ Tear someone apart [**3 Harm**].
- ◆ Forceful hit [**2 Harm**, victim is thrown away].
- ◆ Burning light [**2 Harm**, area].

#### Influence [Weak]

- ◆ Call for reinforcements.

#### Magic [Exceptional]

- ◆ Entrance someone [**Keep it Together**].
- ◆ Make a small city fall into their clutches.
- ◆ Steal memories.
- ◆ Seduce a crowd.
- ◆ Daze those in their surroundings with bewitching song [**Keep it Together** to resist].

#### Attacks

The Angel tries to entrance the PCs and will not attack them unless they start slaughtering its Followers and disrupt the ritual.

**Unarmed:** Grab someone [-] [Distance: arm, victim must **Act Under Pressure** to escape]; Tear apart [3] [Distance: arm, victim must be grappled]; Forceful hit [2] [Distance: arm, victim is *knocked over* and thrown away to distance: room]; Grapple and drag away [1] [Distance: arm, the victim is separated from the group].

**Magic:** Entrance someone [Stability -4] [Distance: arm, victim must **Keep it Together** to not fall under the Angel's spell and become a Follower]; Bewitching song [-] [Distance: room, everyone subjected to the song must **Keep it Together** or get -1 to all their rolls]; Burning light [2] [Distance: room].

#### Wounds & Harm Moves

Wounds: ○○○○○○○○○○○○○○○○ ☠

- ◆ The attack pierce on of the Angel's hundreds of eyes.
- ◆ The Angel blocks the attack with its shining wings and emits a burning light [**2 Harm**, area].
- ◆ The Angel releases a thundering scream with the risk of causing all surrounding humans eardrums to burst and bleed [**1 Harm**, Disoriented: -1 on next roll].
- ◆ The Angel crawls like an insect up on the nearest roof.
- ◆ The Angel grabs after the nearest attacker [**Avoid Harm**].
- ◆ The attack penetrate the Angel's body and make it beat its wings in pulses of weak light.
- ◆ The Angel falls to the ground and emits a loud moan, calling for all the Followers in the caves.
- ◆ The Angel gives out a final cry and falls bleeding to the ground, all Followers are immediately freed, but suffer deadly trauma and loss of sanity as result (**2 Harm**, **Stability -5**).

## PLAYER CHARACTERS

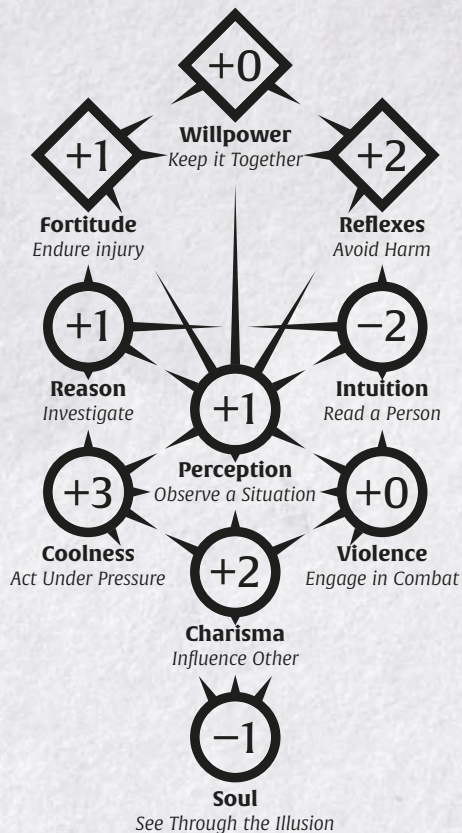
There are five pre-generated characters included in this scenario, although you should feel free to make your own. The pre-gen characters have ties to either the missing person or the Estate, or you can take some of these elements and incorporate them into your own group.



# CHEN WU

(student/urban explorer)

## • Attributes



## • Wounds

Serious Wounds (-1 ongoing)      Stabilized

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Critical Wound (-1 ongoing)      Stabilized

	<input type="checkbox"/>
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## • Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	<b>Moderate stress:</b>
<input type="checkbox"/> Unfocused	-1 to Disadvantage rolls
<input type="checkbox"/> Shaken	<b>Serious stress:</b>
<input type="checkbox"/> Distressed	-1 <b>Keep it Together</b>
<input type="checkbox"/> Neurotic	-2 to Disadvantage rolls
<input type="checkbox"/> Anxious	<b>Critical stress:</b>
<input type="checkbox"/> Irrational	-2 <b>Keep it Together</b>
<input type="checkbox"/> Unhinged	-3 to Disadvantage rolls
	+1 <b>See Through the Illusion</b>
<input type="checkbox"/> Broken	The GM makes a Move

## • Who you are

You are an urban explorer and best friend of Popper Polly. You have been seeking out increasingly dangerous places to explore with Popper, and you are always ready for an adrenaline high. You and Popper had been trying to one-up each other since you met, but this time she went without you, and it looks like Popper couldn't handle what she found. You pursue other high-risk activities, such as skydiving, rock-climbing, snowboarding, and anything that gets your pulse going. Your parents provide a generous allowance that enables yours hobbies while also ensuring that you do not need to work while in school.

## • Dark Secret

### Guilty of Crime

When you were a child, your younger sister drowned while under you care. You were talking with friends instead of paying attention. You have carried that guilt your entire life, and believe your parents also secretly blame you.

## • Advantages

**Awe-inspiring** (Charisma)

**Daredevil** (Perception)

**At any Cost** (-)

## • Disadvantages

**Guilt**

**Nightmares**

## • Notes



# PAZ LARAINÉ-ORÍZ

(student/urban explorer)

## • Attributes



## • Wounds

Serious Wounds (-1 ongoing)      Stabilized

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Critical Wound (-1 ongoing)      Stabilized

	<input type="checkbox"/>
--	--------------------------

## • Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	<b>Moderate stress:</b>
<input type="checkbox"/> Unfocused	-1 to Disadvantage rolls
<input type="checkbox"/> Shaken	<b>Serious stress:</b>
<input type="checkbox"/> Distressed	-1 <b>Keep it Together</b>
<input type="checkbox"/> Neurotic	-2 to Disadvantage rolls
<input type="checkbox"/> Anxious	<b>Critical stress:</b>
<input type="checkbox"/> Irrational	-2 <b>Keep it Together</b>
<input type="checkbox"/> Unhinged	-3 to Disadvantage rolls
	+1 <b>See Through the Illusion</b>
<input type="checkbox"/> Broken	The GM makes a Move

## • Who you are

You are a university student, and last descendant of the Laraine family. You have been researching the dark arts recently, as you found out more about your lineage. Your teachers would disapprove if they knew, but you have been successfully hiding your interests before now. You heard of urban explorers breaking into the Laraine estate, and have been slowly infiltrating the group over the past six months. You had been dipping into a trust fund in order to pay for their activities, but that fund is beginning to run low.

## • Dark Secret

### Family Curse

You believe that there is a madness handed down through your genetics, and that it is only a matter of time before you either give into that darkness, or you remove yourself as a threat – through suicide.

## • Advantages

**Occult Studies** (Reason)

**Sixth Sense** (Soul)

**Stubborn** (Soul)

## • Disadvantages

**Cursed**

**Mental Compulsion (Kleptomania)**

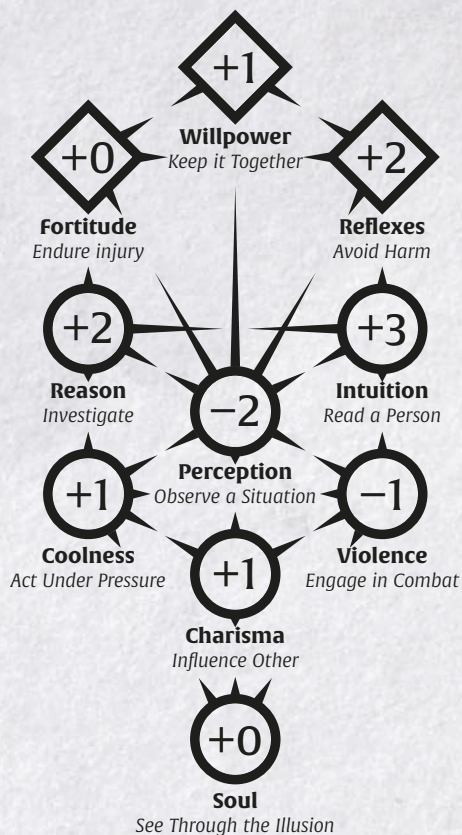
## • Notes



# jona jhanni

(student/urban explorer)

## • Attributes



## • Wounds

Serious Wounds (-1 ongoing)	Stabilized
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	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Critical Wound (-1 ongoing)	Stabilized
	<input type="checkbox"/>

## • Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	<b>Moderate stress:</b>
<input type="checkbox"/> Unfocused	-1 to Disadvantage rolls
<input type="checkbox"/> Shaken	<b>Serious stress:</b>
<input type="checkbox"/> Distressed	-1 <b>Keep it Together</b>
<input type="checkbox"/> Neurotic	-2 to Disadvantage rolls
<input type="checkbox"/> Anxious	<b>Critical stress:</b>
<input type="checkbox"/> Irrational	-2 <b>Keep it Together</b>
<input type="checkbox"/> Unhinged	-3 to Disadvantage rolls
	+1 <b>See Through the Illusion</b>
<input type="checkbox"/> Broken	The GM makes a Move

## • Who you are

You are a university student, and younger sibling of Maram. You are studying to become a social worker, and joined the urban exploration group as a means of expanding your knowledge of the city and where its homeless population lives. You hold down several part-time jobs in addition to volunteering at a shelter for at-risk youth, but money is always tight.

## • Dark Secret

### Family Secret

As a child, you witnessed your father summoning a dark power. Maram and her twin sister, Mariah, were used as part of the ritual, and Mariah was sacrificed to the Power. You have buried these memories deep in your subconscious, but remnants emerge in your nightmares.

## • Advantages

### Street Contacts (Charisma)

### Expert (Reason)

- Psychology
- Sociology

### Intuitive (Intuition)

## • Disadvantages

### Repressed Memories

### Nightmares

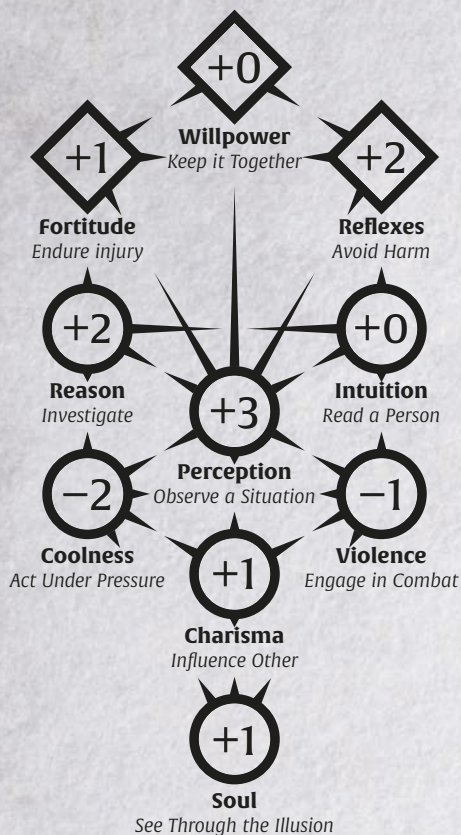
## • Notes



# DESI REYES

(private investigator)

## • Attributes



## • Wounds

Serious Wounds (-1 ongoing)      Stabilized

	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

Critical Wound (-1 ongoing)      Stabilized

	<input type="checkbox"/>
--	--------------------------

## • Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	<b>Moderate stress:</b>
<input type="checkbox"/> Unfocused	-1 to Disadvantage rolls
<input type="checkbox"/> Shaken	<b>Serious stress:</b>
<input type="checkbox"/> Distressed	-1 <b>Keep it Together</b>
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<input type="checkbox"/> Anxious	<b>Critical stress:</b>
<input type="checkbox"/> Irrational	-2 <b>Keep it Together</b>
<input type="checkbox"/> Unhinged	-3 to Disadvantage rolls
	+1 <b>See Through the Illusion</b>
<input type="checkbox"/> Broken	The GM makes a Move

## • Who you are

You are a private investigator hired by a Ms. Cordelia Thomas to find her missing niece, Pollyanna Wright, a.k.a. Popper Polly. Unbeknownst to Ms. Thomas, you and Polly have been romantically involved, making you a particularly motivated investigator. You contacted Chen, Paz, and Jona during the course of your search, and agreed to accompany the group to the Estate.

## • Dark Secrets

### Possessed and Haunted

As a child, you were possessed by a malicious spirit. You were hospitalized and eventually exorcised. After a few years of intense therapy, you were released and went on to obtain a degree in religious studies. After a series of frustrating encounters with religious authorities, you decided to strike out on your own. You do take mundane cases as well as supernatural ones, and mistakenly assumed that this case was one of the mundane ones.

## • Advantages

**Instinct** (Perception)

**Crime Scene Investigator** (Reason)

**Enhanced Awareness** (Soul)

## • Disadvantages

**Involuntary Medium**

**Victim of Passion** (Popper Polly)

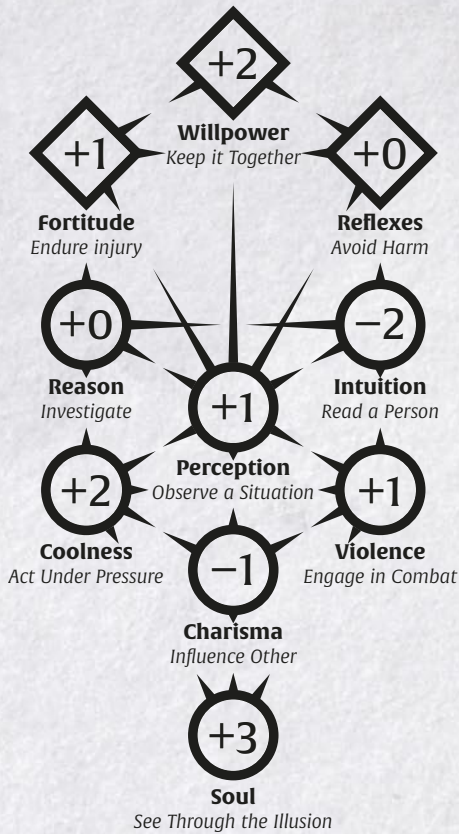
## • Notes



# CASSIDY DEVLIN

(sidekick)

## • Attributes



## • Wounds

Serious Wounds (-1 ongoing)	Stabilized
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Critical Wound (-1 ongoing)	Stabilized
	<input type="checkbox"/>

## • Stability

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	<b>Moderate stress:</b>
<input type="checkbox"/> Unfocused	-1 to Disadvantage rolls
<input type="checkbox"/> Shaken	<b>Serious stress:</b>
<input type="checkbox"/> Distressed	-1 <b>Keep it Together</b>
<input type="checkbox"/> Neurotic	-2 to Disadvantage rolls
<input type="checkbox"/> Anxious	<b>Critical stress:</b>
<input type="checkbox"/> Irrational	-2 <b>Keep it Together</b>
<input type="checkbox"/> Unhinged	-3 to Disadvantage rolls
	+1 <b>See Through the Illusion</b>
<input type="checkbox"/> Broken	The GM makes a Move

## • Who you are

You are a permanent fixture at Desi's side, and are well versed in a variety of useful skills and trivia. You proved your worth to Desi with some freelance projects, including background investigation, stakeouts, and research, and now regularly accompany Desi on jobs.

## • Dark Secret

### Pact with Dark Powers

You got in a little too deep with researching the dark arts, and found yourself performing progressively debauched acts in order to gain power. You hit rock bottom when you attended a ritual where children were sacrificed in return for forbidden knowledge, including the one Maram and Jona were involved in. You have a nagging feeling of familiarity about the two, but may not put together how you know each other. You have never told Desi exactly how far you went to satisfy your curiosity, and fear you may fall into that pit once again.

## • Advantages

**Crafty** (Intuition)  
**Dabbler in the Occult** (Soul)  
**Magical Intuition** (Soul)

## • Disadvantages

**Haunted**  
**Nightmares**

## • Notes