



ΛΩ ΕCHO FROM THE PAST

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Rules Adapted to KULT: Divinity Lost

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This is a classic scenario for KULT from the LinCon 91 convention. It contains elements that can be objectionable for people with a strong religious worldview. We would however like to highlight that "An echo from the past" simply is a literary construction and nothing else. The scenario is a treat for all fans of the classic KULT and reconfigured to fit with KULT: *Divinity Lost*.

Characters, locations and incidents are portrayed from the metaphorical viewpoint of the *KULT: Divinity Lost* setting.





ΛΩ ΕCHO FROM THE PAST

IOU ARE SITTING IN THE SUBWAY LATE AT NIGHT. The subway car is less than half full. In the flickering light the three men sitting opposite you seem vaguely familiar. They eye you and each other in the same way, as if they were trying to recall where this feeling of familiarity was coming from. You freeze up and feel ill at ease. Something terrible is going to happen...

BACKGROUND

We are all trapped in a crumbling illusion. We do not dare to meet reality, but instead look away when the illusions are broken and the truth is revealed. Amongst us walk our jailors, the Lictors, who are trying to keep us trapped in the illusion. But there are also those that want to destroy the barriers and show us the truth.

One of them is the Dark Messiah. He has walked the earth for a long time under many names. 2000 years ago he was crucified as Jesus Christ in an attempt at freeing the minds of the people. But his sacrifice was misunderstood and was used by the Lictors when they created a cult and church around his persona to help shore up the illusion.

In anger and disgust over the Lictors' distortion of his message, the Dark Messiah withdrew and wandered nameless among the people. During the 1900's he appeared again.

During the 60's he called himself Jim Morrison and preached of the destruction and fall of the illusion.

He withdrew after a few years and carefully prepared a plan based on his preaching 2000 years ago and his close connection to the Demiurge, the God that disappeared as we entered the modern age. In the 90's he appears again under the name Michel Agneau. This time he will not allow himself to be stopped. He will trigger the plan that the apostle John called the Apocalypse – the end of the world. From the rubble of that destruction, the Dark Messiah believes that an enlightened humanity will rise up.

The plan is simple. By breaking the seven seals that the Demiurge used when he created our prison, the Dark Messiah will free humanity. We call it judgement day. Sure, it could mean liberation... for the few who managed to rise up from the ashes without going permanently mad. The illusion is a prison, but it is a protective prison. The Dark Messiah doesn't know how vulnerable humans have become from the millennia in captivity.

The seven seals are lictors that has assumed the roles as cardinals and higher officials within the Catholic Church. They represent the seven congregations that were founded by Paulus and "the seven" that became the deputies of the disciples in the time after the death of Jesus, when the apocalyptic message was changed in to conservative dogma.

The player PC's are the four horsemen of the apocalypse, the original four disciples of the Dark Messiah that wrote the gospels that the Lictors then twisted for their own purposes. When Agneau begins breaking the seals the four horsemen awake within the PC's and their memories slowly begin to return. They are finally forced to choose between helping the Dark Messiah or the Lictors, forced to choose between apocalypse or captivity.

For each seal the Dark Messiah destroys the PC's are given certain powers and abilities. They will also remember more of their past and who they really are.

When a seal is destroyed a natural disaster will happen in the country that NPC is from and is tied to. The illusion crumbles a bit, but the survivors simply interpret it like a regular natural disaster.

Timeline

Below is the order in which the Dark Messiah destroys the seven seals complete with their effect on natural disasters and on the PC's. The natural disasters become big news stories and the spectacular murders become front page news.

27th of October

Victim: Adolfo Montserrat, cardinal from Boston, USA

Location: The Great Church, Stockholm, Sweden

Disaster: Thick fog over New England, flooding, several shipwrecks at sea

Effect on PC's: Heightened senses, Immunity to supernatural control

28th of October

Victim: Michail Doprecsi, cardinal from Krakow in Poland

Location: Notre Dame, Paris

Disaster: Earthquake in Krakow

Effect on PC's: Regenerate

29th of October

Victim: Liguro Ezmet, cardinal from Izmir in Turkey

Location: Santa Maria Maggiore, Rome

Disaster: The sun becomes crimson over Turkey

Effect on PC's: Enhanced stamina

30th of October

Victim: Rico Armando, cardinal from Barcelona

Location: Santa Maria in Trastevere, Rome

Disaster: The moon becomes black over the Mediterranean

Effect on PC's: Additional Advantages unlocked

31st of October

Victim: Fernando Pizariola, cardinal from Lima

Location: St Georgio in Velabro, Rome

Disaster: Meteorites strike the Andes

Effect on PC's: Supernatural Quickness, and bonuses to Attributes

1st of November

Victim: Armando Asapandreas, cardinal from Cyprus

Location: Santa Maria di Anima, Roma

Disaster: Cyprus is moved 50 nautical miles west, large tsunami in the eastern Mediterranean

Effect on PC's: Become able to speak all languages, can use Commanding Voice

2nd of November

Victim: The Pope

Location: St. Peter's Church, Rome

Disaster: The Apocalypse

Effect on PC's: Awakening, Divinity

The Episode division

The adventure is divided into a number of episodes. Each episode contains an event, the non-player characters the PC's can meet, the information they can find and the locations they can visit.

During an episode the players can draw conclusions about themselves and their past. When they do this they will get certain information about their character's past via memos. The GM will provide them with the information in memos 1-4 based on the instructions. The PC's will also get special powers and abilities as the Dark Messiah kills his victims. Follow the time table in the background with regards to day, victim and effect on the player PC's.

Summary

The adventure begins in Stockholm's subway system. The PC's are taken from there to Paris and then on to the Vatican to solve the mystery. The Dark Messiah breaks the first seal by ritually killing and flaying the first lictor, right at the time when the lights flicker and go out in the subway cart where the PCs are sitting.

The mounts of the four Horsemen can sense that their masters are waking up. They search them out and to show their

reverence for the PC's they kill everyone else in the cart, and then vanish to wait for the apocalypse.

The PC's memories from the past are awakened and they remember their time with Jim Morrison in Paris. The memories and tracks they find brings them to Paris, searching for Jim... who should be dead.

In Paris they remember more at Morrison's grave. The memories tell them that Jim could be in several places at once and in that way has met several of the PCs in the same day. Day two the Dark Messiah break the second seal in Notre Dame. The PC's remember more and regain some of their powers.

The Lictors realize what is going on and who is behind these events. They call a meeting in the Vatican to ward off the threat. They decide to turn the four horsemen (the PCs) against the Dark Messiah and to try to kill the body he is possessing. A more permanent solution can be found later.

A bloated Lictor gets in contact with the PC's in Paris. It threatens them and gives them false information. The purpose is to drive them to serve the church. If they refuse the Lictor will attack.

Some of the seven (now five) Lictors choose to take no risks and to attempt to kill the PCs in order to prevent them from even getting a chance to help the Dark Messiah.

In Paris the PCs find out that Jim Morrison is alive. He seems to be assassinating high ranking cardinals and officials within the Catholic Church. The PCs find out that he has gone to the Vatican. Fearing the worst, they follow him.

The Dark Messiah is rejoicing in the Vatican. His enemies have reacted exactly in the way he had wished. They are gathered in one location. He begins killing them in the right order, one every day.

The PCs arrive in Rome. They are looking for Jim while being hunted by the Lictors and the police. The PCs are following his trail and find clues that lead to Jim. Their memories become stronger and stronger and their powers more and more powerful for each victim of the Dark Messiah.

Finally the PCs confront the Dark Messiah and the final seal, the Pope, in St. Peter's Church. They are forced to choose between Jim and the Pope, between annihilation or imprisonment.

The fate of the world rests in their hands.

THE FIRST EPISODE

Location: The subway in Stockholm

Time : 27th of October, 00:00

Tell the players the following:

The year is 1991. It is midnight the 27th of October and you are sitting in the subway heading for Kungsträdgården (The King's Garden) in Stockholm. None of you know each other or anyone else in the subway cart. But there is something vaguely familiar with the man sitting next sitting next to you and opposite to you. You recognize them, but can't recall from where.

The train increases speed. You pass a station when people begin speaking loudly in the subway cart. They seem upset. Was that the Central station you just passed? You were never able to see the signs. The train continues for a few minutes.

Suddenly the lights go out. The cart makes a sudden and violent stop and you are thrown forward. The brakes are screeching. You hear people yelling and swearing, doors that are opened. A scream. And then another. Terrible screams of pain. Something hot and moist splatters on your faces, salt... blood. Muffled thuds are heard all around you.

The screams grow silent. A red emergency light flickers on. You are standing in the middle of the cart. The floor is covered in blood. Around you in a ring are the stacked heads from the roughly two dozen people who were in the cart. Their decapitated bodies are lying in the center aisle and on the seats.

[The PCs should need to **Keep it Together** at this point, losing Stability (3) on a failed roll. Do not allow them to retreat from the scene just yet, however, even if they choose to react with panic and fear (on a 10-14) or think it's the wisest thing to do (an a 15+). The next part must play out while they are still all in the subway car.]

Large, blood-soaked shapes rise up slowly with lowered heads. There are four of them, with elongated heads, exposed muscles and protruding black eyes. Razor sharp teeth can be seen in their jaws. They are crouched on all fours, as if about to pounce.

One of them raises its head and says something in a language that you soon realize is Hebrew. It is guttural and difficult to understand but sounds like:

"(unintelligible) Masters, we await (two unintelligible words). The annihilation (unintelligible) (long incomprehensible sentence). Farewell"

You feel a searing pain in your forehead, as though something was cut directly into your skulls. Then the shapes back away, out of the cart with bowing, crouching movements. They disappear in the darkness.

If the PCs attempt to follow the shapes they cannot find any trace of them. If they check themselves for injuries or evidence they will find that they have been marked with a sign on their foreheads; a sign drawn in blood.

The PCs are in a subway car filled with decapitated bodies, with the victim's heads laid out in a geometrical shape around them. The bodies are torn to pieces as though done by wild animals. Should they investigate the cart they will find what looks like occult symbols drawn in blood. The symbols represent change, apocalypse and departure. [Roll **Investigate** to examine both these, and the signs on the PCs' foreheads (The Mark of the Dragon, see below). Marcus Fredlid can also use his **Occult Studies** to interpret the symbols].

A speaker voice is heard over the PA system. "We must ask all passengers to please leave the train. We have no power and are stuck here until a recovery cart can be brought in. We would like to ask all passengers to move in the direction of where we are travelling to, towards Kungsträdgården. The train guards will lead you there so please follow their instructions. Should you feel uncertain of what to do, please await their arrival to your cart. That is all"

The message is repeated every ten minutes. After the first 10 minutes the train guard comes out to the cart where the PCs are located. When he sees what has happened he will call the police, who will seal off the tunnels and the central station as well as Kungsträdgården.

What happens depends on the PCs - They should leave the cart and disappear. If they choose to remain they risk being brought in for questioning and the Norrmalm police station. They will be held for a day and then released.

If they leave the cart but stay in the tunnels, they will be interrogated together with the other passengers and released after four hours. If they themselves contact the police they are interrogated and released within four hours.

If they tell anybody what happened, nobody will believe them.

We assume that the PC's have the wherewithal to leave the cart or, by themselves contact the police. The episode ends when they leave the subway or are released by the police. They have contacts that will allow them to stay away from any legal consequences.

A Mysterious Phone Call

When the PC's exit the subway or the police station they pass a phone booth that begins to ring just as they pass. If any one of them picks up they will hear a voice that sounds familiar but that they can't place. It says "Meet me at my End". Then the call ends. Judging from the static noise on the line, it was a long distance call (It is the Dark Messiah that intentionally is awakening the memories of the four horsemen in order to reunite with them before the Apocalypse).

THE SECOND EPISODE

Location: Stockholm

Date: 27th-28th October

What happens now depends on the players. The point is that they should examine their memories (carefully going through the background in the description of their character) and find a common connection in Jim Morrison in Paris in 1969. As soon as someone draws the conclusion that Jim must be of importance you give them **Memo 1**.

This memo contains the memories of meetings with Morrison in Paris 1969 in an apartment he had there. Everybody realizes that they have met Jim as soon as one of them remembers it.

Memories

They realize that their memories are very clear 25 years back in time, but seem to end there.

Strange that they haven't realized this earlier. If they do research in their backgrounds they find that they seemingly didn't exist before 1966. There are no traces of them, no schools, parents, siblings or friends. The families listed on the papers do not exist and the schools they thought they had gone to have never heard of them.

The Sign

If the PC's investigate the sign that was painted on their foreheads they will realize quite a bit. The Royal Library has a closed department with occult literature, but since Fredlid has a researcher's license they have access to it. They can also get in touch with Emanuel Zeferarim that Fredlid knows, so that he can explain what the sign

means. In the bookstore Aquarius on Drottninggatan they can also find literature about the sign.

It is the Mark of the Dragon, the symbol of the snake that destroys paradise in a battle with, or against, the Messiah (the sources are not in full agreement on this point). The sign means rebirth, the Moon and Mars. The Tower and The Fool in the Tarot are connected to it.

The Police

The PC's can check with the police about the massacre in the subway. Qvarneden's contact Anders Holmström can give them information about the deed and a copy of the report. The crime scene investigation shows that there were 21 victims in the cart, all of whom were torn apart and decapitated. The heads were placed in a five pointed shape by two of the doors. There are gruesome photographs to view in the report.

The coroner stated in a preliminary opinion that she had never seen anything like the bite marks the victims had. If the PC's contact an independent expert and show pictures of the bite marks he can confirm the conclusion of the coroner – that the bite marks must be from some kind of unknown animal.

There are no traces of the perpetrators and no forensic evidence has been secured. The case seems hopeless...

The death of the first seal

Police can also tell of the murder of a catholic cardinal, Adolfo Montserrat, which happened during the night. His naked, flayed body was found hung against the altarpiece in the Great Church in the Old Town. He had been flayed alive after having been hung up against the wall. A successful roll in Investigation tells the PC's that the act clearly has occult significance. It is an early Christian form of sacrifice from the apocalyptic church.

Researching this will point to rites in Europe during the Roman Iron Age, when the king was sacrificed to renew the country every seven years. This is something similar, but in some ways reversed.

The police will also say that an hour after the deed in the Great Church has been found, someone called to say "This is the beginning", and when asked "The beginning of what?", the caller merely replied "The end... my only friend, the end".

If the PC's confirm the victim's background they will find a number of remarkable facts about the priest. LeGardie's contact Leonora Albrektsson in Stockholm's catholic congregation can help them. Montserrat seems to have lived a very long life. He has had his position as responsible for real estate investments of the Catholic Church since 1931. If they continue searching they find pictures from 1907 that show him looking the same age as when he died.

He was part of an unknown group within the Catholic hierarchy that is called "The Seven". It is said to be led by the

Pope himself. It is rumored that it consists of the leaders of the original seven congregations that were founded by St. Paul.

The day after Leonora has given them any of this information, she dies in a car accident (the Lictors do not appreciate anyone poking around in their affairs).

The Newspapers

Expressen, one of Sweden's biggest newspapers, has a story about the case already on the 28th, with color pictures and gruesome details. The press also makes a big deal of Montserrat's death in the Great Church. All the revolting details are described with color pictures, but nobody seems to know anything. There is no further information in the newspapers.

THE THIRD EPISODE

Location: Paris

Date: 28th-29th of October

The PCs are off to Paris, either before or after the murder in Notre Dame, but preferably before. There is a flight every other hour between Arlanda (Stockholm) and Charles de Gaulle. The trip takes four hours with taxi to and from the airports.

The PC's can easily get a hotel room for 2000 franc per night at the Grand Hotel, or less in the vicinity of the Opera or Quartier Latin.

Exactly what happens in Paris comes down to the PC's. There are many different things to do. We will describe a plausible sequence of events. If they act in a different order you will of course need to adapt to that. They do not need to do everything that is described below in order to find Rome and the Vatican.

Jim's grave

Jim Morrison is buried at Père Lachaise Cemetery, in a jumble of marble monuments and mortuary chapels in an inner suburb to Paris. It takes fifteen minutes with a taxi from the center of town or 20 minutes with the metro to get there. Finding Jim's grave is not a problem. There are signs and pointers to his grave everywhere on the monuments.

By the grave sits a few aging Hippies who are tippling wine and smoking weed. When the PC's arrive they suddenly remember more about their past. Give the PC's **Memo 2**. There is a personal note for each one of the PC's.

Memo 2

The PC's remember that they have met Jim at different places in Paris at the same point in time, he could impossibly have been in multiple locations at the same time. They also remember back to the year 1860.

The second seal

During the night between the 28th and 29th of October the Dark Messiah murders the second seal, Cardinal Michail Doprecsi in the Notre Dame cathedral, in central Paris. Agneau has kidnapped the Lictor in his home on Boulevard St. Germain, and taken him to the cathedral where he kills him in the same fashion as Montserrat. Through this, the earthquakes in Poland, where Doprecsi was cardinal, will commence.

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

Church Meeting in the Vatican

As soon as the second victim is found, the seven (now only five) will realize what is going on. They will call a meeting in the Vatican.

The remaining five Lictors meet in the Pope's personal quarters in Vatican City. During the day of the 29th of October they will discuss their options and what to do next.

After long deliberations they decide two things: the Messiah has to be stopped, preferably killed, and the four horsemen have to be located and be persuaded to turn on their former master. The Lictors are aware that they have no chance whatsoever, should they face the Dark Messiah on their own. If they do not succeed in turning the PC's against Agneau, they will have to kill them before they regain their full powers. As soon as Agneau is dead they will have bought some time to plan a more permanent solution to the problem.

A subordinate Lictor by the name of Padre Louis Chavaral is sent to Paris, to which the four horsemen have been traced (their mounts always stay near the PC's and are easy to track, furthermore the PC's are slowly regaining their powers and their presence is now felt by all the Lictors on Earth).

The meeting with Padre Louis

Padre Louis will travel straight to Paris with a private jet. That means that he will arrive sometime on the evening of the 29th. It will take him a few hours to find the PC's. If they still are in Stockholm, he will visit them there. If they are in hotel rooms, they will be picked up by the police that padre Louis has involved with the search. Then they will be taken to the police station on Place des Petits-Pères in the second arrondissement.

The station is a large, brown stone building from the 19th century. The facade is filthy. They are brought into a hall and then further down twisting, narrow corridors with small offices. The sound of rattling typewriters can be heard everywhere.

They arrive to an interrogation room with dirt-brown wallpaper and water-damaged ceiling. The police refuse to answer any questions, but they are very polite. They only say that someone important wants to talk to them.

When they have waited for a few minutes, the door opens and a disgusting, bloated creature impossibly squeezes itself through the too-narrow opening. It wears a long, priest-robe. The skin is transparent and blue-red organs are pulsing beneath the skin on the hands and in the disfigured face. The teeth are pointed, razor sharp, and the nails are long and black. A thick, blue-red tongue hangs out of its mouth. It is drooling.

[A **Keep it Together** roll is required to not be shocked and reduce **Stability** (2)].

The Lictor introduces himself as Padre Louis. His blue tongue runs over the sharp teeth when he looks down on the PC's. He is sweating copiously and has an acrid smell to him, almost rotten.



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

Padre Louis will try with threats, lies, and manipulations to cajole the PC's to serve the church and to stop Agneau, whom they know as Morrison. If they refuse, he will become very threatening and will hint that it means that they will die here and now. If they continue to refuse, he will attack them.

If they agree, he tells them to find Agneau, and do anything they can to stop him. He tries to convince them that their angelic nature and the blessing of God himself will protect them in this task.

Fallen Angels

Regardless of what the PC's decide after their meeting with Padre Louis, they will have trouble

with the Lictors. Even if they decide to cooperate with the church and try to stop Agneau, a small group of Lictors will decide not to take any chances. The PC's are a threat that has to be eliminated. That way there is no possible way they can help the Dark Messiah in his plans. It will mean that the PC's are attacked on the night of the 29th and the 30th of October and on the night between the 1st and 2nd of November. A group of Fallen Angels attacks them, regardless of where they are at the moment: in a hotel room, restaurant, airport and so on. No one except for the PC's will see the attackers, so they will appear to be fighting with invisible enemies, shooting their guns in the air, and tumbling around for no apparent reason.

Within five minutes, the police will be present if the PC's are in a city. If the scene takes place on the subway, a bus or in a plane, the police will wait at the next station/airport. If confronting the angels at an airport, mall, or other public place, airport security personnel, mall guards, or similar forces of order may interfere in these fights as well. The PC's should try to escape if at all possible, and if they cannot, they will be arrested. They are released within two hours if they accepted Padre Louis' proposition, otherwise they will be held until the morning of the 30th, alternatively the 2nd, assuming that they use the embassy and their own contacts to try and get released.

The Media

On the morning of the 29th, the papers are filled with reports about the horrible crime in the Notre Dame. Several witnesses are interviewed and they describe that they have seen a man that the PC's recognize as Jim Morrison. The police are reported to have several clues connected to the perpetrator, but refuse to make a statement.

Bloody pictures in the tabloids will show the flayed corpse. The PC's will see a flayed Lictor.

Later that day there are reports about an earthquake in Poland, where Doprecsi was cardinal. The newspapers will point out the peculiar connection between the two incidents. At least 70000 people are reported killed in Krakow and its surroundings. In the news on TV, an amateur video is shown of a man leaving Notre Dame. The PC's will recognize Jim.

Jim's Apartment

The natural place to look for clues is in Jim's apartment on Rue Beaureilles, close to Place de la Bastille. It is an old, decayed building. The two room apartment is facing the inner yard. It says Michel Agneau on the door. The lock can be picked with the proper tools, or be broken through with a crowbar (*roll Act Under Pressure* if the situation calls for it). If the PC's talk to the housekeeper on the first floor and express their concern about their friend Michel, she can follow them up and unlock the door.

The apartment is messy and smoke-filled. The wall-papers are half torn down and in places covered with occult symbols.

The kitchen is small,

only a couple of steps across. The kitchen bench and the floor are covered with unwashed dishes. In the sink the PC's can find a bloody, grey overall. There are bloody footprints on the floor from the door to the kitchen. The other rooms are: a bedroom with a big unmade bed, and a study/living room with a desk and a low table. On the walls are paintings that the PC's recognize seeing in the 60's. Everything is pretty much the same as it used to be.

There are a number of clues to be found in the apartment. On a paper on the desk, next to the phone, the words "Cavalier 30" are scribbled down. It is Agneau's hotel and room number in Rome. Further down it says "19-39-6-911 18 17". It is the phone number to *Hotel Cavalier* in Rome. The Minitel station is on and is showing the phone book with the yellow pages covering airlines. The name *Alitalia* is underlined. If the PC's call them, they discover it is an airline company - and they can get a confirmation that one Michel Agneau ordered tickets for Flight 107 to Rome. The plane took off at 06.40 on the 29th.

If they already arrive to the apartment on the 28th, Jim will not be there. *Alitalia* has no reservation yet as the call will only be done on the morning of the 29th. The PC's will not get to Jim at this time - he will be away all night, and travel to Rome the next morning.

In the wastebasket in the study the PC's can find a crumpled up piece of paper - a plane ticket to Stockholm, dated on the 25th. If they call to the big hotels they will find that Agneau stayed at the Sheraton between the 27th and the 28th. The ticket is issued *Air France*. In the bookshelf in the study there is plenty of apocalyptic literature and analyses of pre-Christian religions and early Christian sects.

[If the PCs study these books that Jim has collected here for at least a few hours, they can activate the Advantage **Occult Library**. Marcus Fredlid takes +1 to the roll if he does this, and can also activate his **Occult Studies** Advantage with the same bonus while still here.]

Next to the stereo there is a big record collection from the 60's and forward. On the walls are posters from tours the Doors did. One of the bookshelves contains only Doors stuff: books, videotapes and so on.



Fallen Angel

THE FOURTH EPISODE

Location: Rome, The Vatican

Date: 29th October - 2nd November

The PC's will likely travel to Rome. That is where Jim/Michel has gone after all. If they have been slow in their progress, he has already started to destroy the seals in Rome. The quickest way to get between Paris and Rome is by plane.

It will take three hours to get there, including the taxi to and from the airports. Planes leave every hour. The PC's can check into any hotel they like in central Rome, or even better near the Vatican.

Agneau is pleased

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

He will kill one cardinal every day. See the Timetable for a list of the victims, the effect it has on the PC's and what natural disasters it generates.

The media will report in detail about every natural disaster. You should overwhelm the players with details surrounding them. The idea is to ensure that they will connect the disasters to the killing of the cardinals - each of the catastrophes takes place in the home country of the cardinal that is murdered on the same day. If they investigate details about the murdered cardinals, they will find that they are as mysterious and strange as the background for Montserrat in Stockholm.

You should try to play up the connections between the disasters and the murders in an eerie, foreboding, and unsettling way.

Following Jim's Trail

The PC's will start their search for Jim, or Michel Agneau as he calls himself now. If they found the clues to Hotel Cavalier in Jim's apartment they can check there. The hotel is located at the Bogo San Angelo, near the Vatican on the west Tiber banks.

There they will be told that Signor Agneau unfortunately left the hotel on the day of the 29th. They don't know where he was going. Outside the hotel are a number of taxis whom the PCs can ask about driving someone matching Agneau's features on the 29th. If the PCs don't get that idea themselves, the taxi drivers will approach them, asking if they are looking to go somewhere... or find someone? That way they will get in touch with Fredrico.

Fredrico

Fredrico is a short, somewhat overweight taxi driver. He is a bit grumpy, but implies that he knows something if the PC's ask. For a nice wad of cash, he will tell them that he

drove a man matching the description they have given, to Pensione Paradiso that day. He will offer to take the PC's there, or give them the address there.

Pensione Paradiso

Paradiso is located by the Piazza del Pietra, on the other side of the Tiber. It is a worn-down little hotel. The porter explains that he is afraid that there is no one matching the description of signor Agneau at the hotel.

That said, he will tell them that a person matching the description given to him actually fits a person that checked in on the 29th, but his name was Barbarini and is an Italian (the Dark Messiah has excellent language skills). Barbarini is in room 13.

If the PC's decide to go to the room, the porter will object loudly, but for a hefty bribe he will look the other way. The door is locked and will require lockpicks or a crowbar (roll to **Act Under Pressure** if the situation calls for it).

The room is completely empty. Everything is well-cleaned. A suitcase has been opened on the bed. A few shirts and some pants are hanging in the closet. A few toiletries are placed on the sink in the bathroom. It seems as though someone lives here, but if the PC's examine the room more closely, they will notice that the lid of the toothpaste tube is opened and that the toothpaste seems to have dried up. The soap is unused. There is no dirty laundry and there are no beard residue in the razor.

The PC's may realize that no one actually lives in the room. If they conduct surveillance at the hotel they will notice that no one comes to the room. If they ask the porter, he will say that signor Barbarini paid a week in advance. He will admit to not having seen Barbarini since he checked-in.

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

A Message

When the PC's arrive back at their hotel, there is a message waiting for them. A few words scribbled down on a piece of paper. They recognize Jim's handwriting. It says "Find me in your memories".

Memories of Jim and Rome

The PC's cannot trace Agneau in any ordinary fashion. He will never return to Paradiso. Neither the police nor the Lictors can find him. He will not make any mistakes. He has had thousands of years to polish his tactics.

The PC's can only find him through their memories. If they try to remember something connecting Jim to Rome a memory will appear. Give whoever tried to make the connection **Memo 3**.

The Water Cistern

The PC's will likely go to Forum Romanum. It is only open during the day, but it is easy to break in during the night. High fencing surrounds the area and spotlights dimly illuminate the ruins during the night. Some parts of the ruins are well-preserved, such as the Curia and parts of the buildings on the Palatine Hill. Between those are the more destroyed parts in the actual square: the forum.

The water cistern is beneath the Santa Maria Antiqua, a church building halfway up towards the Palatine, the mountain behind the Forum, where the imperial palaces were. The church wasn't there when the PC's met with Jim in the fourth century, then the water cistern was in a basement in some form of office building, maybe a library.

Given some effort they will find their way. Describe for them how they can see the living Forum of the fourth century before them, and let them navigate between the ruins.

The church is well preserved. The walls are still standing. In the back of the church is a shaft sealed off with plastic tape that says: *Warning, Loose Stones*. There, the PC's will realize, is the water cistern. They climb down the brick wall and end up in a tunnel that goes under Palatine Hill.

An old wooden door seals off the entrance to the old water cistern. The PC's see protective signs painted in soot and blood on the stone to keep unwanted visitors away, but it doesn't actually do anything nor affect them.

They enter into a circular room, 20 meters straight across. The floor is made of rammed earth. In the middle of the room a small fire is burning. A couple of armchairs and a small table are placed around the fire.

Oil lamps are hanging on hooks on the walls. Next to the door opening lies a bloody overall that has been discarded. By the fire sits a man the PC's will recognize. It's Jim, the Dark Messiah. He is thin, dressed in wide black pants and a wide white shirt. The hair is short and he has a short beard.

Assuming that the PC's don't attack him, he will offer them to sit down. If they attack, he will disappear into the darkness and flee through a tunnel on the other side of the tank. The PC's cannot kill him nor catch him. It is predetermined that their confrontation with him will happen in St. Peters church on the night of the 2nd November.

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

He seems exuberant, almost euphoric.

"This is the end.

What we waited for back then, those many years ago. This time it will come. We will liberate all those that are bumbling around in their daydreams out there. Cheers! Don't you remember? How we planned the destruction when we walked around in the olive gardens under the light of the moon? How we would liberate mankind in the big apocalypse. How you, John (he nods towards one of the PC's) wrote down your visions and we laughed and said that soon, soon it will come? But the Lictors came in between. The Lictors and their rules, their church, their plans to stop all change. They hunted me all those years after I'd died. They never gave me a chance to return. But now I have fooled them, you and I. You really don't remember very much, do you?"

He goes silent for a moment and looks at them, then he laughs and speaks more slowly, almost as to children.

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

"You were with me, but you lost your memories and your powers as time went by. Once you were my disciples. In the great upheaval you will be my equals, the four horsemen that destroy four parts of the Earth and free mankind. Humanity will rise out of the ashes. Into a new world, a world of truth"

"The lie was created by my father and was tied to seven seals, seven immortal bodies. By freeing them from the illusion I am freeing the world. When the last seal has been broken, the apocalypse will come."

"Come to St. Peters church on the night to the third, about an hour before midnight. Then the last seal will be broken and we will ride towards judgement day."

If the PC's will try to attack during or after the conversation, Agneau will manage to escape without any serious damage through the same tunnel as mentioned before.

Memo 4

If the PC's listen to what Agneau has to say, they will be given **Memo 4**: they will remember that they were the four disciples that wrote the gospels.

THE FIFTH EPISODE

Place: St. Peters church, Rome

Date: 2 November, 23:30

The PC's are approaching the final confrontation. They have to decide which side to choose: the Dark Messiah or the church. If they never found their way to the water cistern, Agneau will send a new message to their hotel: "St. Peters church 2/11 23.30 PM. The seventh seal. Be there!"

St. Peters church is located in the Vatican, next to St. Peter's Square, a large circular square surrounded by columns with an obelisk in the middle. The church has a facade with pillars and a great dome. It's very big with many side niches, covered in gold and artworks. When the PC's arrive there late at night, the lights in the ceiling are turned off but many prayer candles inside the church are lit and are casting ghostly reflections.

The heavy bronze gates are open. The PC's enter through the dark vestibule. The church room stretches almost 200 meters before them. It is high up to the ceiling, the proportions are enormous. It smells of incense and something else, acrid. The PC's can see how there is light shining from the middle of the church room, beneath the dome where the altar is.

When they walk through the church room they will see how the shadows they cast on the floor are massive and inhuman. They will feel a heat wave surging through their bodies. The altar is elevated, surrounded by stairs. The elevation is six meters long. Above the altar is a 20 meter high bronze baldachin on four twisted bronze pillars. Small lights for praying are flickering and light up the space around the altar.

The Confrontation

By the altar is Agneau, wearing brown leather pants and a white shirt. He is holding a copper dagger in his hand and is smiling at the PC's when they arrive. On the altar lies a short, elderly man, dressed in gold- and silver embroidered clothes. His white hair is spread out on the stone. It is the Pope. He is tied down on the altar with heavy chains. Around the altar Agneau has painted symbols with blood from cuts that he has made in his own arms. Everything is still and silent, dead silent.

Both Agneau and the Pope look with pleading eyes at the PC's. Then the twisted bronze pillars that hold the baldachin over the altar in place comes crashing down. The heavy bronze baldachin falters and falls towards the church room with a thundering sound. A cloud of dust engulfs them all.

Within the dust the PC's can make out how four four-legged creatures made of flesh and steel break free (or possibly form from out of the pillars). It is the PC's mounts that have arrived. A distant rumble makes the ground shake. The creatures are standing still around the altar, turned in the four directions (north, south, east, west).

Their claws scratch the stone floor with a cutting, unpleasant noise. Their eyes are glowing with excitement. Agneau goes up to the altar.

"*I feel how you are hesitant. Let go of all the old ties. Make your hearts hard, hard as stone*", he says to the PC's. He touches the altar that shudders and cracks up.

"*Fulfill your destiny. Free mankind from this imprisonment. Slay your jailors. Unshackle yourselves*" The Pope looks up and regains his true Lictor shape. He swells out and fills up the entire altar with his pale, pulsating body. The PC's can no longer be shocked by anything and do not need to roll to **Keep it Together**.

"*Wait!*" The Lictors hoarse voice cuts like a knife through the silence.

"*Wait you fools! Realize what you are doing. You are condemning all of your species to madness and death. He is trying to trick you. Follow his command and the world will collapse in fire and flood. It is you who will destroy all life, fill the oceans with the blood of the innocent*"

The Lictor looks at the PC's with burning eyes.

"*Choose the right path. Without you the Dark Messiah cannot destroy the world. Without you there will be no apocalypse. Let the madness end here and now. Enough blood has been spilt. Kill the Dark Messiah or let me free.*"

The PC's must chose. Kill the Lictor and the world will end. Free him, or kill the Messiah, and the prison we live in will remain. Neither the Messiah nor the Lictor will say anything else. They will not answer any questions.

THE CHOICE

What happens now is entirely up to the PC's. If they chose to kill the Lictor, Agneau will hand each of them a copper dagger.

"*Cut off his skin from the living flesh and break the final seal. Free mankind from its captivity.*"

If the PC's obey, the ground will start to tremble and the end will approach rapidly. The mounts will begin to howl hysterically and tear up stone splinters from the floor.

The PC's will regain their full powers as the four horsemen of the apocalypse and will lose everything that they thought were their own personalities. They will get powers beyond what we can grasp, insights beyond our understanding. The world will self-destruct, humanity will suffer, die and perhaps... just perhaps, will be liberated beneath the swords and scythes of the horsemen.

If they chose to free the Lictor or to kill the Messiah, Agneau will flee. He manages to escape no matter what they do. The four mounts screams of disappointment and pain before they slowly turn to stone in front of the PC's.

The Lictor's chains will drop and he will regain his shape as the Pope. The PC's memories will start to fade and all the powers that they have gained are gone. They remember all that has happened, but memories of the past and of the Messiah and that they were the four horsemen fade away like a dream. The adventure is over.



ΛΩΠ-PLAYER CHARACTERS

Padre Louis

This Lictor has a blind loyalty towards his superiors. He despises mankind and thinks of himself as a higher being.

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

Padre Louis

Home: Elysium

Creature Type: Lictor serving *The Seven*

Abilities

Unwavering Loyalty: Cannot be persuaded to betray his masters by any means.

Expert Liar: A hard-boiled negotiator and manipulator with hundreds of years of experience, Padre Louis' true motivations and intents are nearly impossible to see through. [PCs take **-2 to Read a Person** against him]

Gigantic: Cannot be held in place or knocked over in close combat. If his unarmed attacks connect, they always knock the victim over, in addition to any other results.

Combat [3], Influence [4], Magic [3]

Combat [Considerable]

- ◆ Knock someone or something over
- ◆ Grapple and hold someone
- ◆ Disarm an opponent

Influence [Powerful]

- ◆ Confuse someone by telling half-truths and poisonous secrets
- ◆ Threaten someone, directly or veiled
- ◆ Tell convincing lies to manipulate someone into compliance
- ◆ Draw on the resources of *The Seven*

Magic [Considerable]

- ◆ Reveal a glimpse of Reality
- ◆ See the true nature of people and creatures
- ◆ control someone with supernatural commands

Attacks

Unarmed: **Pummel [2]** [Distance: Arm, victim is knocked to the ground], **Grab and hold [1]** [Distance: Arm, victim must **Act under Pressure** to escape].

Magic: **Disarm [-]** [Distance: Room, a hand-held object is telekinetically knocked out of the victim's hand unless they **Avoid Harm**], **Reveal the Shape of Things to Come [-]** [Distance: Arm, the victim receives visions of the coming apocalypse - fragmented and chaotic impressions, but disturbing enough to reduce their **Stability (-2)** if they cannot **Keep it Together**], **Commanding Voice [-]** [Distance: Room, victim must **Keep it Together** in order not to obey].

[Note that the PC in this scenario are immune to the effects of Padre Louis' (and any other creature's) Commanding Voice. He may still try it on them, not knowing about their immunity, but it will be to no avail, and require no rolls to resist. The ability is therefore given here only under the intent of providing a complete write-up for the lictor - even if this particular power will play no role in the adventure at hand.]

Wounds & Harm Moves

Wounds: OOOOOOO

- ◆ Ignores the injury.
- ◆ Clutches the ragged edges where the blow tore through its black priest robe to itself as it stumbles back a step, attempting to put distance between itself and its attackers.
- ◆ Roars with pain and anger at being hurt [**Keep it Together** or be forced to retreat from the scene in the face of the monster's wrath].
- ◆ Grabs hold of something large and massive (armchair, table, bookshelf...) and hurls it at the attacker or topples it over them [**Avoid Harm (2)**, Distance: Room].
- ◆ Bleeds freely and becomes disoriented for a few moments.
- ◆ Attempts to flee, smashing things in its path.
- ◆ Breaks down with a wet gurgling cough, and dies.

Fallen Angels

These angels once served the Demiurge. Now they are broken, confused creatures that are easily manipulated and controlled by the Lictors. They are naive and innocent, something that easily can be turned into aggression and hate when they are confronted with the harshness of reality.

They are as tall as men hairless and naked. They would be beautiful if they weren't so ravaged. Stigmata bleeds from their hands and other deep wounds in their body. They fight with their hands and are blessed with an inhuman strength. On the back they have huge, black wings.

There are eight of them who will pursue the PCs throughout the course of the scenario.

Fallen Angels

Home: Elysium

Creature Type: Angels, former servants of the Lost Demiurge, now broken and confused, and manipulated into serving the lictors

Abilities

Fanatical: Cannot be **Influenced** or otherwise reasoned with.

Natural Weaponry: Their hands sprout wicked claws.

Invisible to the Sleeping Mind: Unaware humans cannot perceive their presence, unless they choose to reveal themselves to them.

Combat [3], Influence [-], Magic [1]

Combat [Considerable]

- ◊ Lift up into the air and drop
- ◊ Supernatural strength [+1 Harm]
- ◊ Cross a large distance with the aid of their wings [make an attack at Distance: Room] **Magic** [Weak]
- ◊ Hide their presence from the senses of Sleepers

Attacks

Unarmed: **Brutal strikes [2]** [Distance: Arm]

Flight: **Grab, lift, drop [3]** [Distance: room, the victim is lifted into the air and then Knocked over].

Wounds & Harm Moves

Wounds: OOOO💀

- ◊ The angel gasps in pain.
- ◊ The wings are damaged [It cannot fly]
- ◊ It enters a frenzy [+2 Harm on next attack]
- ◊ It punishes the world, starts killing bystanders and destroy its surroundings.
- ◊ It dies and disappear in black ash and a feathers.

Security Personnel

May be met in or around airports, malls, stores, banks, private properties, company buildings...

Combat [2], Influence [1], Magic [-]

Combat [Novice]

- ◊ Launch a careless attack and sustain harm in return
- ◊ Stun attack

Influence [Weak]

- ◊ Alert the police or other authorities

Attacks

Unarmed: **Punch and Kick [1]** [Distance: Arm], **Grapple and Subdue [0]** [Distance: Arm, victim must **Act under Pressure** to escape].

Taser: **Shock [0]** [Distance: Arm, victim must **roll +Fortitude:** (15+) Still capable of acting, (10-14) Dazed: -2 ongoing during this scene, (-9) Subdued and unable to act for the rest of the scene].

Wounds & Harm Moves

Wounds: OOO💀

- ◊ Retreat to safety.
- ◊ Subdued.
- ◊ Badly injured.
- ◊ Dead or dying.

Policemen

May be met in any public areas, especially in the streets or in administrative buildings, or when called to site by concerned (or scared) citizens...

Combat [2], Influence [2], Magic [-]

Combat [Novice]

- ◊ Summon reinforcements
- ◊ Launch or join a coordinated attack

Influence [Novice]

- ◊ Detailed knowledge of their environment
- ◊ Exert their authority

Attacks

Unarmed: **Grapple and Subdue [0]** [Distance: Arm, victim must **Act under Pressure** to escape].

Police Baton: **Beat [1]** [Distance: Arm].

Light Pistol: **Directed Fire [2]** [Distance: Room].

Wounds & Harm Moves

Wounds: OOO💀

- ◊ Retreat to safety.
- ◊ Subdued.
- ◊ Badly injured.
- ◊ Dead or dying.

The Pope

The Pope is in fact St. Paul, the founder of the church and the rival of the Dark Messiah. For nearly 2000 years he has run the church's Lictors and kept mankind imprisoned. He is shrewd and diplomatic and will try to find a solution at any cost that does not entail the destruction and collapse of the illusion. Just like the Dark Messiah, he is prepared to sacrifice everything for the cause.

Role-playing hints: Speak hoarse and in a low key. Look the players intensely in their eyes.

The Pope

Home: Elysium

Creature Type: Chief Lictor controlling *The Seven* and all of The Illusion

Abilities

The Dark Messiah's chains neutralize all of the Pope's powers and abilities when the PCs confront him in this scenario. If they free him from the chains, his powers swiftly return.

Combat, Influence, Magic: immeasurably high

Attacks

The Pope will not attack the PCs in the course of the scenario. If chained, he is powerless to do so. If freed, he is either *still* powerless to truly harm them (because they are in Truth creatures beyond his ability to destroy), or chooses to merely send them back to their Illusionary lives and erase all their memories of what has happened. The PCs should in either case never find out what his true motivations are.

Wounds & Harm Moves

If the PCs flay him with the Dark Messiah's copper daggers, it will take a rather long time due to the creature's bloated and monstrously huge form. He will wail and thrash throughout the process, but the details of that are perhaps best left to the players' imaginations.

Perhaps more importantly, focus your descriptions on the Mounts' excited howling, the PCs rapidly Awakening into their full potential, and the Illusion crumbling all around them while they do their garish work.

The Four Mounts

The horsemen's mounts are twisted nightmare versions of horses with exposed bleeding flesh. Their bones are partially exposed and made of faded metal. Their eyes are black or red. They have large claws and sit in a squatting fashion, more like cats than horses.

The Four Mounts

Home: unknown

Creature Type: Unique beasts, destined (and perhaps specially created) to carry the Four Apocalyptic Riders during the End of Days

Abilities

Exist For Only One Purpose: They cannot be **Influenced**, charmed, or otherwise reasoned or negotiated with. They will obey their riders without questions, but heed no other creature's will.

Sharp Senses: The Mounts' are able to perceive the most minute sights, sound, and scent, and have an intuitive sense for when something seems 'off'.

Natural Weaponry: Their maws are full of vicious teeth and their paws sprout large claws.

Biomechanical Body: The Mounts are immune to smoke, poisons, gases, and radiation.

Combat [5], Influence [-], Magic [3]

Combat [Exceptional]

- ◊ Knock someone or something over.
- ◊ Grab hold of and pin someone.
- ◊ Terror-inducing growl [**Keep it Together** to refrain from panicking].
- ◊ Cover a large distance in an instant.
- ◊ Attack several targets simultaneously.

Magic [Considerable]

- ◊ Protective Aura [apply a magical **+1 Armor** to its rider].
- ◊ See the true nature of people, creatures, and locations.
- ◊ Open a temporary portal to another dimension.

Attacks

Vicious Teeth: **Bite and Hold [3]** [Distance: Arm, victim is held in the gruesome jaws and must **Act under Pressure** to escape], **Shake until Death [Critical Wound]** [Distance: Arm, victim must be held in the jaws].

Large Claws: **Leaping Rend [3]** [Distance: Room, victim is knocked to the ground], **Sweeping Rake [2]** [Distance: Arm, may attack several targets within range simultaneously], **Tear to Shreds [4]** [Distance: Arm, victim must be knocked down, cornered, or otherwise unable to escape].

Wounds & Harm Moves

Armor: their biomechanical physique and otherworldly nature provide them with 2 armor.

Wounds: OOOOOOOO💀

- ◊ ignore the injuries
- ◊ roar with indignation at being attacked
- ◊ make an immediate counter-attack [**Avoid Harm** at -2 to the roll]
- ◊ hiss with pain, and leap away to Distance: Room
- ◊ recoil briefly, only to unleash its terror-inducing growl [**Keep it Together** to refrain from panicking]
- ◊ Die

Michel Agneau / Jim Morrison / The Dark Messiah

The Dark Messiah is close to the Demiurge in a way that not even the Archons can comprehend. He claims to be the son of God, whatever that means these days. It is not certain whether he is a man or some otherworldly being. The Dark Messiah has had the same body for two thousand years, a skinny man's body with dark brown hair and brown eyes. When the PC's meet him again, in Rome, he has short hair and a short beard. He wears wide pants and wide shirts.

The Messiah is obsessed with the idea of liberating mankind, no matter what the cost. If it doesn't interfere with his plans, he will be mild, understanding and very empathetic. But he will not hold back in when seeking to see his plans come to fruition. For the Dark Messiah, pain is only a way to reach liberation, millennia of horror only a possibility for self-insight. Jim Morrison died officially in his apartment on the night between the 2nd and the 3d of July 1971. But now he has returned once more, to see the completion of his destiny fulfilled.

Role-playing hints: Be likable. Lean over the table and look the players in their eyes. Smile a lot. Speak confidentially and friendly. Try to make contact. Don't be offended by anything. Agneau will not be angered if the PC's choose their jail instead of the apocalypse, only sad.

The Dark Messiah

Home: True Reality

Creature Type: The Son of God, The Lamb and The Lion, Harbinger of the End of Days

Abilities

The Dark Messiah's has powers and abilities reminiscent of an Awakened Human Being. He can see through Time and Space, cheats Death at will, and dances to the ruinous music of Madness and Passion with whimsy and delight. He sees

through the Illusion and into True Reality at all times, and unerringly perceives the true nature of people, creatures, and locations.

However, while he is within the Illusion - where his most important work must be done - his powers are largely neutralized by the Seven Seals which were worked into the bodies of the lictors controlling *The Seven*.

That is why he needs the PCs' help to break the Final Seal and unleash his full abilities (and their own) in order to shatter the Illusion, as he is convinced he is destined to do.

Until that happens, however, he still remains able to exert a measure of telepathy and telekinesis, can twist Time and Space in his immediate surroundings, speaks every human language, and has the ability *Commanding Voice* (which the PCs are however immune to).

Combat, Influence, Magic: immeasurably high

Attacks

The Dark Messiah will not attack the PCs in the course of the scenario. If they attack him, he will use what small portion of control over Time and Space remains available to him to easily evade the attacks, and seek to talk to them instead. If that fails, he will rather flee (and easily disappear once out of sight) than engage in a conflict.

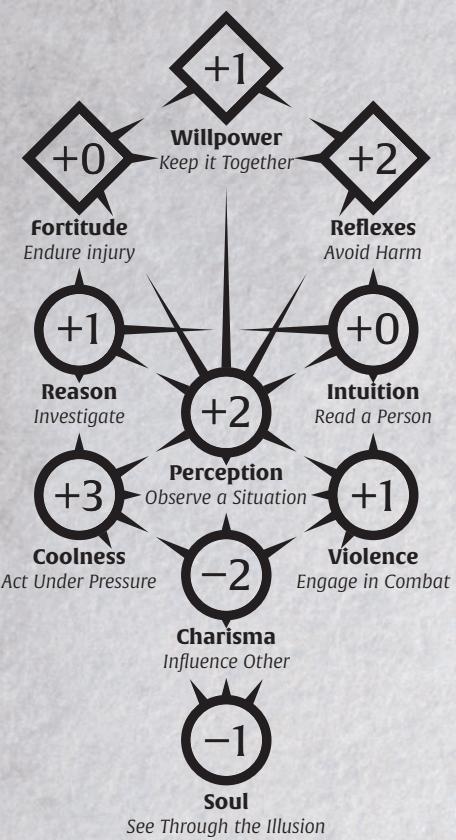
Wounds & Harm Moves

The Dark Messiah will not be injured during the course of the scenario, and therefore doesn't require a **Wounds** track, nor will he make any Harm Moves.



JOHAN BARNEMARK

• Attributes



• Persona

A thin and well-built man with black, short hair. Rugged, tanned face with sharp features. Somewhat dark complexion that looks slightly Arabic or North African.

He is a quiet dreamer who ponders a lot over the deeper issues in life. He feels connected to something greater, more true, when piloting an airplane. He has no family left alive and no memories of his childhood. He politely chats with colleagues and the neighbor Lena Barsk. Other than that, he has no close relations.

• Profession

Lieutenant-Colonel in the Swedish Air Force

• Background

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

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

1981 he came back to Sweden and was promoted to Major. During the early 80's he worked a lot with air surveillance over the Baltic Sea. He spent some time with musicians and was a part owner of a rock club in Stockholm, despite having never played any instruments himself.

1988 he was promoted to Colonel-Major. He was given a desk job when F18 moved, since he didn't want to relocate.

The last six months he has been off duty and been trying to write a book.

• Wounds

Serious Wounds (-1 ongoing)	Stabilized
Critical Wound (-1 ongoing)	Stabilized

• Possessions:

500.000 Swedish kronor in the bank, American Express Gold card

• Competent in

Piloting aircraft, all sorts of weaponry, unarmed fighting, military leadership and strategy, novel writing.

• Stability

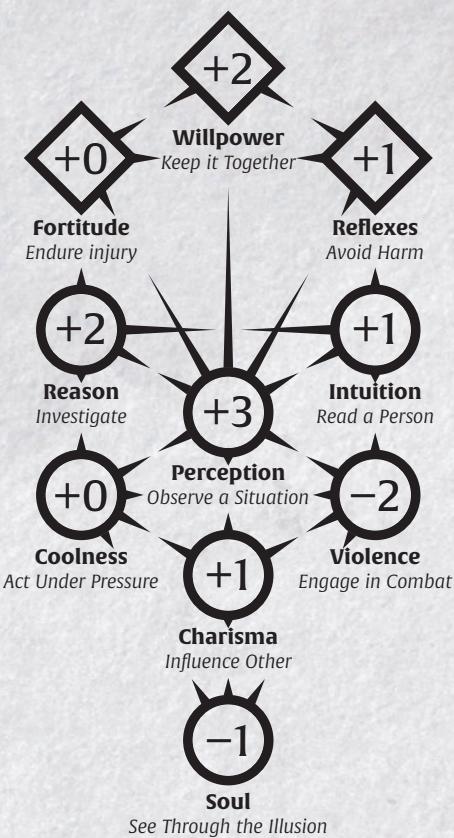
■ Composed	
■ Uneasy	Moderate stress:
■ Unfocused	-1 to Disadvantage rolls
□ Shaken	Serious stress:
□ Distressed	-1 Keep it Together
□ Neurotic	-2 to Disadvantage rolls
□ Anxious	Critical stress:
□ Irrational	-2 Keep it Together
□ Unhinged	-3 to Disadvantage rolls
	+1 See Through the Illusion
□ Broken	The GM makes a Move

• Advantages

- ◊ Body Awareness.
- ◊ Death Drive.

PETER LEGARDE

• Attributes



• Persona

A Tall and thin man with black, short hair and a short black beard. Somewhat dark skin, looks slightly Arabic or North African.

He is a man of action who always looks for the simplest solution to every problem. Can sometimes be pushy with disregard for the feelings of others. Very curious. He has no family or relation alive and no memories of his childhood. He spends time with people within the IT industry. Member of a downhill skiing club. Spends some time with his old girlfriend, Leonora Albrektson, who is a catholic nun since two years in Stockholm's parish.

• Profession

President for CompuLight Inc.

• Background

Studied at the Stockholm School of Economics 1965-67. Got a scholarship -68 and went to Paris to study at the Sorbonne. Joined the student revolt in -68 and ended up staying in Paris longer than expected, until 1971. He stopped going to school and spent time with former students instead. Got to know

Jim Morrison who lived in Paris sporadically during that time, among others.

Returned to Sweden 1972 and got a job at Ericsson. Started early to work with computers and was leading force in Ericsson's PC-launch. Moved in with a colleague, Leonora Albrektson.

1982 he came into conflict with others at work. The relation with Leonora was shaky since she had suddenly gone through a religious crisis. 1983 she decided to become a catholic nun and called off the relationship. At the same time, Peter stopped working at Ericsson and started a small business by himself, which sold personal computers; CompuLight Inc.

The company is doing well and he has left the major decision to vice president Erik Boberg. He is starting to get tired of it all and has begun thinking about leaving the computer industry, and to start a new venture.

• Wounds

Serious Wounds (-1 ongoing)

Stabilized

Critical Wound (-1 ongoing)

Stabilized

• Stability

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

• Possessions:

500.000 Swedish kronor on the bank, American Express Gold card

• Competent in

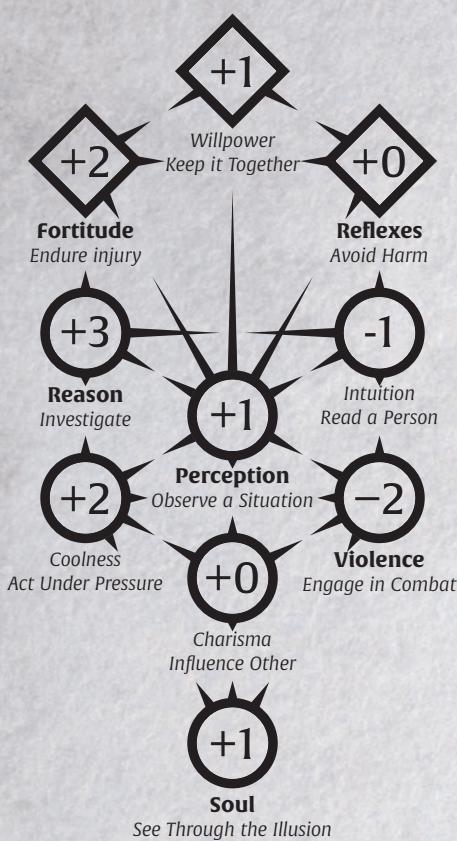
Computer knowledge, electronics, public speaking, etiquette, climbing, rifles.

• Advantages

- ◆ Instinct.
- ◆ Keen-Eyed.

MARCUS FREOLID

• Attributes



• Persona

A Fit man with black, short hair and a moustache. Somewhat dark complexion, looks slightly Arabic or North African.

He is an analytical problem solver who enjoys a challenge. Funny and easy to be around. He has no family or relations alive and no memories of his childhood. Spends time with colleagues at the Karolinska Hospital and friends within Stockholm's occult circles, especially the kabbalist Emanuel Zeferarim and the people around him.

• Profession

Doctor, surgeon

• Background

Traveled around Europe in the middle of the 60's. Lived in Barcelona 67-68. After a tumultuous relationship with a wealthy widow there, he moved to Paris in 1968. He got caught in the student revolt and participated frequently in the political debate. He ended up staying in the city after everything had calmed down. Came to spend time with Jim Morrison who lived in Paris in 1971. Returned to Sweden during the autumn of the same year.

Began studying medicine in 1972 and finished his studies in 1977. Made his residence years in northern Sweden. Became somewhat of a loner and started to be interested in the occult. Got a position at Karolinska in 1981. Started to participate in kabbalistic circles led by Emanuel Zeferarim, a Sephardic jew from Morocco.

Took two years off in 83-84 and traveled around in the West-Indies to study voodoo and other syncretistic religions. Thought about changing career and started to study theology when he returned in -85, but realized that it didn't suit him and returned to the position at Karolinska.

Feels slightly discontent with life and is trying to find something new to do.

• 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

■ Composed	
■ Uneasy	Moderate stress:
■ Unfocused	-1 to Disadvantage rolls
■ Shaken	Serious stress:
■ Distressed	-1 Keep it Together
■ Neurotic	-2 to Disadvantage rolls
■ Anxious	Critical stress:
■ Irrational	-2 Keep it Together
■ Unhinged	-3 to Disadvantage rolls
	+1 See Through the Illusion
■ Broken	The GM makes a Move

• Possessions:

500.000 Swedish kronor in the bank, American Express Gold card

• Competent in

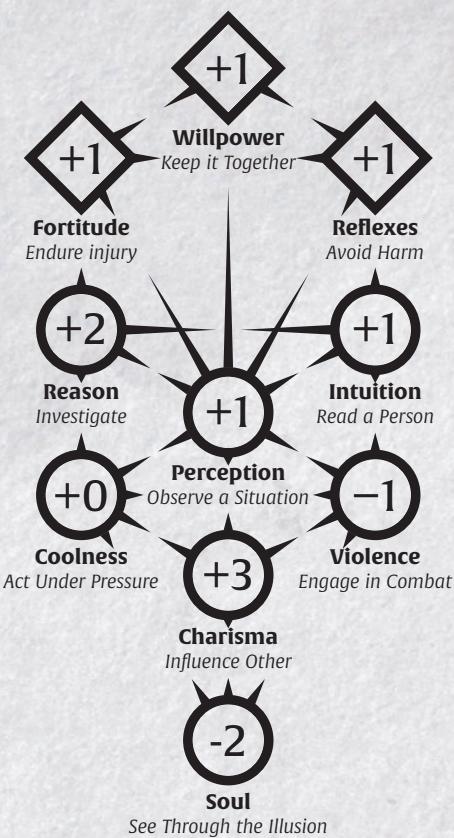
Medical procedures, surgery, first aid, theology, occultism, handguns

• Advantages

- ◆ Occult studies.
- ◆ Magical intuition.

ΜΑΤΣ ΟΥΛΡΟΗΕΩΝ

• Attributes



• Persona

A short and compact man with black, short hair. Somewhat dark skin, looks slightly Arabic or North African.

He is humorless and dry with a burning passion for justice. Has a habit to hold long, idealistic speeches to anyone that encourages him. He has no family or relations left alive and no memories of his childhood. Spends time with Anders Holmström, a detective on the Stockholm police homicide department and his colleague Eva Dacziewic.

• Profession

Prosecutor

• Background

Studied law in Uppsala in the middle of the 60's, but didn't like life as a student. Got a scholarship and moved to Paris to study at the Sorbonne. Ended up among the people around Jim Morrison, who lived in Paris occasionally during -69 to -71. Expanded his studies and didn't return until -71. Got his degree in -72 and worked as a secretary at the court in Uppsala.

Got a job as a prosecutor in Stockholm -75. Spent some time in diplomatic circles and even tried on a career as a diplomat, but came in conflict with some higher city officials and was forced to cancel those plans.

In 1979 he started to get interested in free dancing and became the leader of a group of dancers in Stockholm. He started to study choreography, but never ended up following through. During the 80's he has become more and more involved in the role as a prosecutor and spends his free time with police and other legal attorneys.

After receiving a number of death threats in 1985 he started to walk around armed. He also makes sure that he is armed when he is in other countries. The death threats have become more and more intense the last six months and he has taken some time off of work.

He is considering if he should return to his work or maybe get another, less dangerous, job in a different field.

• Wounds

Serious Wounds (-1 ongoing)

Stabilized

Critical Wound (-1 ongoing)

Stabilized

• Stability

■ Composed	
■ Uneasy	Moderate stress:
■ Unfocused	-1 to Disadvantage rolls
■ Shaken	Serious stress:
■ Distressed	-1 Keep it Together
■ Neurotic	-2 to Disadvantage rolls
■ Anxious	Critical stress:
■ Irrational	-2 Keep it Together
■ Unhinged	-3 to Disadvantage rolls
	+1 See Through the Illusion
■ Broken	The GM makes a Move

• Possessions:

500.000 Swedish kronor in the bank, American Express Gold card

• Competent in

Legal procedures, information retrieval, public speaking, etiquette, diplomacy, dancing.

• Advantages

- ◆ Influential Friends (Justice system).
- ◆ Crime Scene Investigator.

EFFECTS ON THE PC'S WHEN THE SEALS ARE BROKEN

The First Seal

All the PC's get **Heightened Senses**. They can see well in the dark, can hear even very faint sounds and can instantly recognize any known taste. The PC's have no disadvantages from the ability. Also, even though they will not realize it (yet), they become **Immune to any Form of Commands**, including being magically compelled or otherwise supernaturally controlled.

The Second Seal

The PC's get the ability to **Regenerate**. Any **Wounds** they receive will stabilize themselves within a few hours, and their wounds will never get infected. **Serious Wounds** will heal at a rate of one every 24 hours, and a **Critical Wound** will be reduced to a **Serious Wound** within the same time frame (and then heal after another 24 hours have passed).

The Third Seal

The PC's get **Improved Stamina**. They never become exhausted and won't get tired, no matter how much they exert themselves. They only need to sleep for two hours per day.

The Fourth Seal

The PC's get one new Advantage each (except Qvarnbeden who gets two):

- ◆ Barnemark **Weapon Master (gunplay)** (K:DL Corebook p.107)
- ◆ LeGardie **Forked Tongue** (p.103)
- ◆ Fredlid **Lay on Hands** (p.115)
- ◆ Qvarnbeden **Interrogator** and **Intuitive** (p.108)

The Fifth Seal

The PC's get the ability to be **Quick** (K:DL Corebook p.363) They also get +2 in the following **Active Attributes**:

- | | |
|--------------|------------------|
| ◆ Barnemark | Violence |
| ◆ LeGardie | Charisma |
| ◆ Fredlid | Soul |
| ◆ Qvarnbeden | Intuition |

Additionally, all of their **Passive Attributes** (Fortitude, Reflex, and Willpower) improve by +1 as well.

The Sixth Seal

The PC's can speak and read every existing human language, both those that exist now and those that have existed and are now forgotten. They also get the ability **Commanding Voice** (K:DL Corebook p.361). They can give their voice a certain tone that forces people to obey them.

The Seventh Seal

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

Memo 1

You suddenly remember a few scenes from the past vividly. You can remember it as though it happened yesterday. You are sitting in a worn down apartment where the wallpaper is peeling off the walls. It is incredibly messy. Around you are heaps of empty wine bottles, full ashtrays and loads of books and papers. The cigarette smoke is heavy around you and makes you cough when you light a new one. You have the taste of cheap red wine in your mouth. You have dirty hair and haven't slept in 24 hours.

Next to you is a pale, black haired man with foggy eyes. It is Jim Morrison, dressed in his beloved brown leather pants and a dirty white shirt. He is carrying a crucifix around his neck. He leans over to you and mumbles something about how pointless everything is, but you are too drunk to hear exactly what.

On the other side of the table are your three good friends, half lying down, the men you have known since the end of the war in -45. Their names elude you at the present (but you recognize the men that you met in the subway). The mist is getting thicker. Everything is spinning. A new memory starts to form around you:

You are standing in a big cemetery. It is the Père Lachaise in Paris. You recognize the jumbled, dirt-white marble monuments. A funeral is taking place. The sky is dark and heavy with rain. The funeral has just finished and people are starting to walk away from there. There is a lot of people, police, guards, and spectators in the narrow alleys between the graves.

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

Memo 2 - Johan Barnemark

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

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

You and your three friends, the three men you met in the subway, are heading to Jim. You pass a road sign that says "Rue Beaureillis", on your way to the apartment. Everything becomes covered in mist.

You are in a jungle. The heat is suffocating. You are sweating copiously because of the heat and because you are so afraid. Always this terror. There are six of you: a patrol behind the North Korean lines. Two of your men get turned into bloody rags by a mine. The blood still covers your uniforms; hard, black and sticky. A hissing sound is heard through the silence. "Grenade!" You throw yourself to the ground and everything is bathed in light...

It slowly gets dark. The dusk is coming. At the horizon the artillery shells explode. Everything is still. The trench is full of twisted and decayed bodies. The heavy, brown gas has long since drifted by, but just recently the cries and the shouting stopped. You remove the heavy helmet and put your M1-rifle away...

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

Memo 2 - Peter LeGardie

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

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

You and your three friends, the three men you met in the subway, are heading to Jim. You pass a road sign that says "Rue Beaureillis", on your way to the apartment. Everything becomes covered in mist.

New images are formed out of the mist. You are standing in front of a panorama window and gaze out at the destruction; mile after mile of bombed out ruins. It is hard to understand that this once was Germany's industrial heart. Your workers are cleaning up, building the new on top of the rubble of the old, but the mission seems impossible.

Enough thinking, your meeting with the leader of the opposition will begin soon. With determined steps, you walk towards the door to the meeting room... You open the door and find yourself in the House of Commons. The Lords are gathered. Prime Minister Asquith will prepare his suggestion about regional self-rule for Ireland. It's bound to be a hard debate. You walk up to your seat and sit down. The buzzing stops when Asquith enters. Everybody rises...

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

Memo 2 - Mats Qvarneden

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

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

You and your three friends, the three men you met in the subway, are heading to Jim. You pass a road sign that says "Rue Beaureillis", on your way to the apartment. Everything becomes covered in mist.

New memories appear from out of the mist. You sit down behind the heavy table. Your colleagues look at you with understanding. You don't know how much more you can hear or see. You never knew that man could become so twisted by hate and evil. How can anyone ever do what they have done? Ordinary people, family fathers and loving husbands. Murderous animals without compassion. But you have to stand it. Humanity must know. Justice must be served. The Nurnberg trials are important. You look down on the defendants and nod to the prosecutor to continue...

You make your final speech well. The court is listening to you. You can see how they nod in agreement. This time you can get Don Conti convicted for murder, robbery, blackmail and forgery. Don Conti is more and more upset. His eyes are filled with hate and fear. You finish your speech. Now everything is up to the court. It is the most honest that could be found in this year of our Lord 1921. You stand up when the judge will pass the judgement...

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

Memo 2 - Marcus Fredlid

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

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

You and your three friends, the three men you met in the subway, are heading to Jim. You pass a road sign that says "Rue Beaufreillis", on your way to the apartment. Everything becomes covered in mist.

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

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

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

Memo 3

You suddenly remember some scenes from your past vividly. You can see it before your eyes as though it was yesterday.

It is dark. A spark, a flame plays in the dark. Slowly the darkness moves away to the oil lamp's yellow light. A face you recognize bends over the flame. It is Jim. He is dressed in a simple tunic of Roman design. The sandals are worn out and sloppily tied. The long dark hair is hanging down over his eyes and he pulls it away impatiently. You look around. You are in a circular room, twenty steps across. The ceiling disappears in the darkness above your head. You more sense than feel the presence of your friends. They are sitting down next to you, around the oil lamp. It is night, but the nights in Rome are still warm. You are dressed in Roman tunics and togas of the greatest style.

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

Memo 4

You suddenly remember some scenes from your past vividly. You can see it before your eyes as though it was yesterday.

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

Some Roman legionaries are staggering by you in heavy, burning hot uniforms. You avoid them. The Romans are not popular in Galilee. Around the corner is John's small house. It is there you are going to meet. HE will be there. It is time to go out among the people with what you know. Free them from the prison they live in. HE says that your names will be as famous as those of the Roman emperors: John, Peter, Mark and Matthew. Your heart is pounding as you step into the house. The others are already there. Today you will make history...

Death Drive

Whenever you fight with no regard for your personal safety, **roll +Violence**:

(15+) Get 3 Edges. You may spend them any time during the scene.

(10-14) Get 2 Edges. You may spend them any time during the scene.

(-9) Get 1 Edge, but afterwards you discover you have been injured without noticing it (Endure Injury; the GM determines the amount of Harm based on who attacked you and how).

Edges:

- Eager: Engage an additional hostile in Combat.
- Vicious: deal +2 Harm with one attack.
- Frantic: get within reach to attack a hostile.
- Reckless: frighten your opponents by laughing into the face of death (+1 ongoing during the fight).

Instinct

Whenever you **Observe a Situation** and act on the GM's answers, take +2 instead of +1.

Keen-Eyed

Whenever you **Observe a Situation**, you may choose from these questions, in addition to the ones normally acquired:

- What weaknesses do they have I can use to my advantage?
- What strengths do they have I should watch out for?

Occult Studies

You are a student of the occult. Upon coming in contact with a magical discipline, entity, or phenomenon for the first time, **roll +Reason**:

(15+) Take both options below.

(10-14) Choose one option.

(-9) You have a hazy memory of something like this, but can't say for sure if it's true or not. The GM explains what it is you remember.

Options:

- I know something about this (ask the GM what you know and take +1 ongoing while acting on the answers during this scene).
- I know where I can find more information about this (ask the GM where).

Influential Friends

You have friends with power and influence. Whenever you need to acquire an object, gain access to a restricted location, or meet a specific person, **roll +Charisma**:

(15+) Your friends can arrange for what you want.

(10-14) They can arrange for it, but you have to repay the favor later.

(-9) They arrange for what you want, but you get on a powerful person's bad side or attract negative publicity. The GM makes a Move.

Body Awareness

Your body and mind are as one. Whenever you perform acrobatic or agile feats, **roll +Perception**:

(15+) Choose one option.

(10-14) Choose one option, but you expose yourself to danger or incur a cost.

(-9) Choose one option, but something goes very wrong. The GM makes a Move.

Options:

- Escape bindings or restraints.
- Get past an obstacle (creature or object).
- Get into or make it through a space you normally wouldn't be able to.

Magical Intuition

You have an innate ability to perceive Kirlian auras and sense the presence of magic. Whenever you utilize your magical intuition, **roll +Soul**:

(15+) Choose up to three options. Up to two may be saved until later this scene.

(10-14) Choose up to two options. One may be saved until later this scene.

(-9) Choose one option, but you also get an unexpected vision or attract attention. The GM makes a Move.

Options:

- Learn something about a creature's true nature.
- Learn if something has a magical nature.
- Learn where the Illusion is weakest towards other dimensions.

Crime Scene Investigator

Whenever you investigate a crime scene, roll +Reason and ask questions from the list below:

(15+) Ask two questions.

(10-14) Ask one question.

(-9) Ask one question, but your investigation leads you into danger or introduces additional problems later on.

Questions:

- What was the chain of events?
- What can I assume about the perpetrator?
- Which mistakes did the perpetrator make?
- When was the crime committed?
- When was someone here last?
- Does the crime remind me of something I am familiar with already and, if so, what?
- Who might know more about the crime?

Lay on Hands

You are able to heal others' wounds without using medicine or first aid, but you must channel the injuries onto yourself or another living victim. To transfer the Wound, you must be able to see the victim, but not touch them and they are not required to consent. The wound transferred is of the same type, severity, and condition as the original. Whenever you lay your hands on a seriously or critically wounded person and pray, roll +Soul:

(15+) You fully heal the injured person, channeling the Wound onto yourself or a selected target.

(10-14) You stabilize the injured, channeling the Wound onto yourself or a selected target.

(-9) You may choose to stabilize the injured, but if you do, the powers break free from your control.

Intuitive

You can sense people's motives through subconscious readings of their body language, word choices, and behavior. Whenever you Read a Person, you may always ask one additional question, regardless of the outcome of your roll.

Weapon Master

You are a master of gunplay. Roll +Coolness instead of Violence to Engage in Combat in a firefight, as well as add the following options:

Two shots in the chest and one in the head
[4] [Distance: room, -2 ammo]

Disarm [1] [Distance: room, -1 ammo, a targeted PC must **Act Under Pressure**]

Forked Tongue

Whenever you manipulate someone, roll +Charisma:

(15+) Choose one option:

- They trust you (PC takes +1 Relation with you).
- They're spellbound by you (take +1 ongoing against them during this scene).
- They reveal a weakness, which you can exploit later.

(10-14) Choose one option from the list above, but there's also a complication, chosen by the GM or player:

- They see you as a friend they can turn to when in need.
- They fall in love with you.
- They will feel betrayed, spurned, humiliated, or manipulated whenever you abuse their trust in you.

(-9) They see right through you and will act as they please.

Interrogator

Whenever you Read a Person and mention a name, person, or object, you may always ask "Are you lying?" This doesn't count towards the number of questions you're allowed to normally ask.

Quick

You are impossibly quick. When you unleash your capacity for dazzling speed, roll +Reflexes:

(15+) Choose 3 Edges. You may save up to 2 until later.

(10-14) Choose 2 Edges. You may save 1 until later.

(-9) Choose 1 Edge, but you attract unwanted complications. The GM makes a Move.

Edges:

- Immediate interrupt: Act before someone else completes their action.
- Blur of motion: Instantly transport yourself between two range increments before anyone can react; for example, moving from field to room, or from room to arm.
- Attack with the speed of lightning: Engage someone in (close) combat so rapidly they do not get a chance to Avoid Harm.
- Flurry of blows: Engage in combat with one additional target, over and above the number of targets the attack normally allows.

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Commanding Voice

You may order people and creatures about. When you give an intelligent non-player creature an order, roll +Soul -magic level of creature:

(15+) The person or creature must obey your order, unless doing so would cause them direct harm.

(10-14) The person or creature must obey your order, unless doing so would expose them to danger.

(-9) The person or creature acts unpredictably. The GM determines if they resist the order, misunderstand it, carry out your instructions incorrectly, becomes angered at you, or carries out your order, but gains a magic bond to you that it will exploit later.

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