**Module: The Lost Child of Park Street**

Background:

Actors: Mother, Lover, Child, Child Buyer, Goods Buyers, The Backers

The mother is having financial struggles, and is of somewhat questionable morals. So she decides to sell her child to her outsider lover. He doesn’t really explain things to her thoroughly, and he creates a contract to take her memories and her stake in the child. (Essentially stealing a foundation.) The other thing he doesn’t tell her is that he’s going to split up her contract and sell off the parts. Something that is considered questionable even by outsider standards. The person that he is going to sell the child to is Lilitu, a Persian demon. (Mythos, strangling, taking children.) Lilitu’s motivation is that she is looking for a host body to raise, being that she is ephemera. The goods buyer is a member of the Unseelie Court, possibly working for A&P. The goods buyer introduced Lilitu to the Lover.

The Backers, the ones making this all possible, the fixers/dealers are the Brokerage Firm of Asamir and Partridge. They are professional middleman. They make sure everything goes smoothly and they take a cut from everyone. They always have a plan for plausible deniability. They have no physical evidence linking them to the crime in the story.

The story begins with the characters being handed a casefile, because all of them come from organizational backgrounds. Regarding the kidnapping of a mortal child, it will raise suspicion. To add to the tension the characters are informed the characters that the missing persons case has just been called in. Their mission is to stop the case from progressing; they need to resolve it within 48 hours. The primary objective is to find the child or find the perp, preferably both. (Maybe introduce faction goals.)

Characters:

Mother – Clarissa Hamilton – Crooked mom. Irresponsible, desperate. Depending on how dark the RP session, can play up the unfit parent aspect.

Daughter – Lisa Hamilton – Madam Not Appearing in this Film – Sweet darling 7 year old, dark hair.

Lover – Lenny – Cursed human loser. Has sold out most of his humanity. Trying to get in good with his girlfriend, tried to make things “simpler” by removing her child. Used his own cursed contract as a model for taking Lisa and Clarissa’s memories.

Child Buyer – Lilitu – Ephemera, Persian demon of shadow and wind. Lives in old abandoned house filled with owls and snakes. Motivations: Nature is to smother children, but is now in a new world. Thinks that perhaps becoming a child will find some meaning in this new world. OR has an odd fascination with Lisa, may become obsessed if she succeeds in buying Clarissa’s memories.

Goods Buyer – Medhir (Meh-deer) – An arrogant stuck-up pretty boy. Loyalty is primarily to the faerie court. Runs with a gang of other Unseelie members. “Mid-level drug dealer”.

The Broker – Asamir and Partridge – Should not be directly implicated, should appear as shadowy powerful meta-entities. Should appear briefly once, if at all. Characters can approach the firm, but will not be granted an audience, can find out A&P is a bank for contracts.

Lesser:

Landlord of Tenement Building – Gerome the Gnome (actually a dwarf)

A&P Receptionist

Police Detective

Red Market Guard

PCs:

1. Mulder, BoA, Mental

2. Scully, BoA, Physical

3. “Legitimate Businessman” (Sam’s Character), RM, Social

4. Goody Two-shoes, The Mission/Asylum, Social

5. Red Market Investigator, RM, Mental

6. Wildcard Would-be Superhero, Asylum?, Physical

Scene 1: The Investigation

The PCs are given their introduction, motivation, and the address of the Mother.

|  |  |  |
| --- | --- | --- |
| Location:  The City  Cover:  Hazards:  Mortal authorities | Protagonists:  PCs  Allies:  Antagonists:  Clarissa | Timing:  Starts Noon, each sweep of rolls is 3 hours.  Duration:  At least 9 hours.  Special Events: |

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 | Standard Difficulty |
|  | 9 |  |
| Rare | 10 | Close Combat, Ranged Combat |
|  | 11 |  |
| Elite | 12 |  |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
| Intimidate the mother | Command | Calls in the Cops. (CL 30) |
| Interfere with official investigations |  | Calls in the Cops (CL 30) |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Speaking to Witnesses | Finding out that the kidnapper was a shadowy figure close to the Mother | 40 | | |
| Analyzing the Scene and Details of the Kidnapping | Finding out that Harmony was pulled wholesale -- implying Red Market Involvement | 40 | | |
| Investigating the Mother's Background | Finding out the Kidnapping was a Contract | 40 | | |
| Consulting with Experts or Expert research (Crime, Occult, Etc) | Finding out the location of the next Red Market | 40 | | |
| Following the "Money" | Finding out the kidnapper's link to Asimir and Partridge | 40 | | |
| 120  Complexity Level Threshold: |

Scalability: 3 players – Clue 19 CL 57, 4 players – Clue 27 CL 81, 5 players – Clue 35 CL 105

**End of Scene**

As soon as the CL threshold is reached, players find out that the kidnapper will appear at the next Red Market along with the time and location if not already discovered (This clue is given as soon as the complexity budget is attained)

Scene 2: Action Sequence at the Red Market

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| --- | --- | --- |
| Location:  Local Red Market  Cover:  Hazards: | Protagonists:  PCs  Allies:  Antagonists:  Lenny and Midir | Timing:  9 am  Duration:  Maximum of an hour  Special Events: |

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 | Standard Difficulty |
|  | 9 |  |
| Rare | 10 |  |
|  | 11 |  |
| Elite | 12 |  |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
| Violence inside the Red Market | Close Combat, Ranged Combat | Trigger scuffle with angry marketeers (CL 40, attacks 2 times/rd for 6 Phys, Env or Innate damage – determine randomly) |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Chase and Catch Kidnapper/Contractor: He will bolt at first sight of or introduction to a PC | DISTANCE: 15 yds (Players must use Movement or Sprint to clear Distance threshold before using any close contact effect) | 55 | | |
| Get Him to Talk after catching him |  | 25 | | |
| Or Getting Information from Medhir if Lenny incapacitated or killed | *Triggers End of Scene* | 80 | | |
| 80  Complexity Level Threshold: |

Scalability: 3 players – 20 14 CL 34, 4 players – 30 20 CL 50, 5 players – 40 25 CL 65

End of Scene

The PCs find out where the little girl is and what entity has the little girl. At this point, Lilitu has the girl. Lenny had the intangible goods, but may have given them to Medhir – depending on when the PCs take him down, the deal with Medhir might already be done.

Scene 3: The Hostage Standoff

|  |  |  |
| --- | --- | --- |
| Location:  Location is a condemned row house in feral neighborhood.  Cover:  Easily available partial cover  Hazards:  *Darkness provides cover bonus and armor bonus to enemies*  *Magical shadows attack 1 player per round (Trained Close Combat; 5 Innate damage)*  *A blunder results in injury befalling the child. An additional blunder results in her death.* | Protagonists:  PCs  Allies:  Lisa  Antagonists:  Lilitu  Snakes! | Timing:  At least 20 minutes after end of scene 2  Duration:  N/A  Special Events:  See below |

Location is a condemned row house in feral neighborhood. Simple tests or roleplay to get in or investigate. Can get Circumstantial clues/facts:

*The resident is sensitive to light*

*The resident has left simple alarms that take advantage of her sensitive hearing*

*The resident will not accept visitors*

Lilitu will seize child and hold her hostage at first sign of entry to her domain. Summoning minions to protect her. Players must rescue the child!

**Skills and Tactics**

|  |  |  |
| --- | --- | --- |
| **DL** | **Skill Roll** | **Skills for Scene** |
| Ordinary | 6 |  |
|  | 7 |  |
| Hard | 8 |  |
|  | 9 |  |
| Rare | 10 | Command, Academics, Medicine |
|  | 11 |  |
| Elite | 12 |  |
|  | 13 |  |

**Risks**

|  |  |  |
| --- | --- | --- |
| **Risk** | **Skill Roll** | **Consequence of Blunder** |
|  |  |  |
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|  |  |  |
|  |  |  |

**Antagonists/Components/Actors**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Wards | The doors are protected by some kind of occult barrier. Can also be bypassed by just finding/making another way in. | 34 | | |
| Snakes! | 2 attacks/round once activated. 5 physical damage | 81 | | |
| Lilitu | 2 Complex and 1 Simple action as per PCs. Has Grace of the Winds and Poisonous Blight (all powers) | 81 | | |
| The Dark and Decrepit Building | Makes all actions vs Snakes and Lilitu +2 difficulty. | 34 | | |
| 230  Complexity Level Threshold: |

Scalability: 3 players – 12 34 34 12 CL 92, 4 players – 20 50 50 20 CL 140, 5 players – 25 65 65 25CL 180

End of Scene

Players leave with child and move to resolution

Scene 4: Endgame

BoA: Want justice served, and the case to be quietly solved. And have a definitive narrative in place. They want a case, they want an arrest, and case closed. Lawful Neutral.

Asylum: Wants justice to be served and wants the child to be completely saved. She is an innocent; she doesn’t deserve the fallout from the bad supernatural things. Lawful Good

The Red Market/A&P: Want deniability and they want to pay out the minimum in damages. (Minimize costs, make sure future business is unaffected. Settlement?) Lawful Evil

PCs need to come up with a solution. They can take into account their own morality and their character’s motivations.