Narrator Notes

# Summary

The PCs are brought together to solve the case of a missing child. The police have already begun their investigation and although the child’s existence is clearly documented, the mother seems to be suffering from some bizarre amnesia and can no longer remember having a daughter. Their mission is to resolve this case within 48 hours. The primary objective is to find the child or the perp (preferably both) and to give the police something to close their case with (such as a person to arrest or a child to recover).

# The Major Players

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

**Lisa Hamilton** – Madam Not Appearing in this Film – Sweet darling 7 year old. Short, black hair.

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

**Lilitu** – Ephemera, Persian demon of shadow and wind. Lives in old abandoned house filled with owls and snakes. Motivations: Her nature is to smother children but is now in a new world so perhaps she can change? Thinks that by becoming a child she will find some new meaning in this new world. But she still has an odd fascination with Lisa. Lilitu could be her mother. Yes. Wrap the child up. With love. Beautiful, smothering love. . .

**Medhir** (Meh-deer) – An arrogant stuck-up pretty boy who thinks he’s buying a child and a couple Foundations from Lenny. Medhir’s loyalty is primarily to the faerie court. Runs with a gang of other Unseelie members. “Mid-level drug dealer” archetype.

**The Brokerage Firm of Asamir and Partridge** – Should not be directly implicated, should appear as a shadowy powerful meta-entity if at all. Characters can approach the firm, but will not be granted an audience, can find out A&P is a clearinghouse for contracts, many of an ethically icky bent.

# The Whole Story

Clarissa Hamilton has never been the best person. Her life has been one long series of muddling through. Her latest reason for neglecting her daughter is her boyfriend Lenny. Lenny is the one good thing that’s happened to her this month. This is because Clarissa’s old creditors (both legal and non) have found her and they want money *now*.

This is where her new boyfriend, himself not a great decision maker (birds of a feather, right?), cooks up a great plan. He knows of some guys that can pay top dollar to solve pretty much all of their problems: Pay off debts, clear Clarissa’s head and get rid of the kid that’s been such a drag on her. Start over fresh. Go anywhere. He doesn’t really explain things to her thoroughly, however, so she has no idea she took part in a mystic Contract to give up her child and all her memories of the child.

The other thing Lenny doesn’t tell Clarissa is that he’s planning of ripping off his buyers. He’s already sold the kid to the Lilitu. She now thinks the kid is hers forever. He’s left the kid there for Lilitu to “babysit.” He’s then selling the memories AND the kid (again!) to Medhir. It’s easy, he’ll just tell Medhir that he can pick up the kid at the “babysitter’s” place and when they meet and slug it out Lenny will be far, far away with Clarissa.

Who made all these deals possible? Who created the Boilerplate Contract that Lenny used? Who made sure the network of buyers and go-betweens existed so that there’d be a market for a little girl and a mother’s memories? 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 or the characters in our story.

Prologue: Bringing the Group Together

The PCs are given their introduction, motivation, and some avenues of investigation.

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| Location:  Asylum Safehouse  Cover:  Hazards: | Protagonists:  PCs  Allies:  Asylum Handler  Antagonists: | Timing:  11 am  Turn Duration:  Freeform scene  Special Events: |

The major point of this scene is to give the PCs grounding in the case and the situation. The PCs should be allowed to talk to the Handler for no more than 20 real-time minutes. The Handler freely gives the following bits of information:

* The primary objective is to find the child or the perp (preferably both) and to give the police something to close their case with (such as a person to arrest or a child to recover).
* Lisa Hamilton has been missing for two days already, but the police investigation just started this morning.
* Clarissa Hamilton’s total amnesia about her child has baffled the police. They have grilled her extensively over it but found it to be genuine.
* The extremely weird circumstances behind this case mean that it could easily snowball if some media outlet or more authorities were to get involved
* Hence, the Bureau of Outsider Affairs will quickly and harshly act to sweep this under the rug in 48 hours
* Asylum has bought this window of time from BoA, they’re really sticking their neck out here by getting so obviously involved
* The reason for this is to prove to BoA and the rest of the supernatural community that fair and reasonable solutions are possible through Asylum and its adherents.

**End of Scene**

Release the PCs into the next scene and give them the current whereabouts of Clarissa, the location of police files or interviewers, and remind them that it is their job to not only find Lisa and/or the people responsible for her kidnapping, but to actually create justice in a way that satisfies all parties (the cops, the mother, Asylum, BoA, and The Red Market).

To help the PCs out suggest that they could start by Speaking to Clarissa, Speaking to Witnesses, Investigating the Apartment Building, Reading Over the Reports, or Checking Out the Word on the Street.

Scene 1: The Investigation

In this scene, the PCs are off to find clues and figure out who and what is behind this kidnapping. Allow them to go wherever they like and bid skill or power rolls one at a time to find the information they need. You’ll need to keep a total of all the Impact generated AND assign that Impact to different buckets shown below. When each bucket is filled, they will unlock a clue. When the scene’s total Threshold is reached, go straight to End of Scene and do whatever it says.

Yes, this means the players will not find all the clues there are to find. This is intentional. During play use the Impact and Threshold as a general pacing guide. Meaning that you roleplay and give results that build up to the discovery of each clue.

Remember that in this scene every player’s turn covers a 3 hour block of time. Allow them plenty of leeway with their Complex and Simple actions. Simple is stuff like movement, minor setups and minor buffs (figure they can do several of those). Complex are the real meaty actions. The gist of what they’re doing is the Complex action that they roll. We’ve tried both rolling before delivering results and RP and rolling during or after RPing, each has its merits and flaws. Use what works for you.

Risks are the things the PCs probably shouldn’t do. It’s on your own recognizance for when to consider the risk as being “Pushed Too Far.” We consider 3 or more actions to definitely merit that. The “CL 30” basically means that the PCs have a new 30 Impact mini-challenge that they have to resolve before doing anything else.

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

**Risks**

|  |  |
| --- | --- |
| **Risk** | **When Pushed Too Far** |
| Intimidating the mother | Calls in the Cops. (CL 30) |
| Interfere with official investigations | Calls in the Cops (CL 30) |
| Hounding too many people in the community | Increases the Challenge Threshold of the next scene by 20 |

**Antagonists/Components/Actors**

ALL NUMBERS GIVEN ASSUME A 6 PLAYER GAME

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name** | **Powers/Effect** | **Impact Threshold** | | |
| Speaking to Witnesses | Finding out about Lenny, what he is (supernaturally cursed human loser) and his relationship with Clarissa. Mention that Lenny is now hanging out with a newly arrived Outsider called Lilitu. | 40 | | |
| Investigate the apartment/scene | Finding Lisa’s room and realizing that Clarissa Experiences Bystander Shock while looking at it. This means she’s suffering from Harmony loss that wasn’t intentional. Her contract was a shitty, scarring one. | 40 | | |
| Interview or Investigate Clarissa | Clarissa participated in a contract, she probably was a pretty terrible mother, she knows that Lenny will rescue her from her life somehow. | 40 | | |
| Read Over Police Reports | Clarissa’s history of petty crimes and CPS dodging. Lenny’s connection to shady criminal types including Medhir the Unseelie fixer/dealer. | 40 | | |
| Word on the Street | The location of the next Red Market, Medhir’s deal with Lenny, smallest hints at the Asimir and Partridge conspiracy.  Challenge Threshold: | 40 | | |
| 120 |

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

**End of Scene**

As soon as the Challenge Threshold is reached, players find out that Lenny will appear at the next Red Market to close the deal with Medhir along with the time and location if not already discovered. If the players attempt to jump the gun and somehow track down Lenny before the Market, let them if the plan is good enough. Same goes for the players talking to Medhir. In either case just use the numbers in the next scene.

Scene 2: The Red Market

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

**Risks**

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| --- | --- |
| **Risk** | **Consequence of Blunder** |
| Violence inside the Red Market | Trigger scuffle with angry marketeers (CL 40, attacks 2 times/rd for 6 Phys, Env or Innate impact – 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 |

Challenge 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

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| 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**

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| --- | --- | --- |
| **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! | 4 attacks/round once activated. 5 physical damage and restrained | 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 |

Challenge 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.