The NPCs

# Mortimer Darter, Asylum

The PCs’ handler is Mortimer Darter, a tall, thin man with an eye-patch. He dresses like Steve Jobs, in jeans and a black turtleneck, giving him the appearance of an emaciated pirate. His stone-faced countenance is framed by short, black hair and a weak jaw. He tends to speak in a cold monotone with a faint upper-class British accent. He insists on his full first name, “Mortimer.” Mort Darter is a fake name, obvious to anyone who abbreviates “Mortimer” and says it out loud. Mortimer is the villain of this story, in fact.

The PCs will never actually meet Mortimer. He’s in the original email intro scene and the final frantic telephone scenes.

# Windsor Hotel and Hall for Cornwall Staff

The Windsor is an old luxury hotel adjacent to the Hall for Cornwall in Truro. The Windsor has three floors. The ground floor has the lobby, bar and bistro, kitchen, laundry, and four “cozy” guest rooms facing the front (11, 12, 14 and 15). The second floor has eight guest rooms, two of which are large suites (21, 22, 23, 24, 25, 26, 27 - suite, 28 - suite). The third floor has vaulted ceilings and six larger guest rooms, one of which is the Royal Suite and the other is the Honeymoon Suite (31 - honeymoon, 32 – royal, 33, 34, 35, 36). Rooms 21 through 24 and 31 and 32 have front-facing balconies with French doors that open in. All the other rooms have windows looking out across the town with a view of the river. The employees include Clyde the bartender, Erin the desk clerk, Steve the bellhop, Brian the cook, and Christopher Beale the hotel detective.

The Hall for Cornwall has a janitor (Nigel) and a guest director (Penny) and an executive director (Dianne) who is on vacation in the Bahamas at the moment.

# The Bidders

The hotel has only a few guests tonight, and all of them are here for the auction.

* The PCs
  + Rooms 21, 22, 24, 25, 26 (the first three have front-facing balconies)
* Elliott "Elijah" Maddox, Agent of The Host
  + Room 33, rear-facing
* The Firm of Asimir and Partridge
  + Rooms 27 and 28, rear-facing suites
* Terrence MacGregor, Junior Vice Deputy Head of The Circus
  + Room 11, street-facing window
* Mattias von der Recke, member of the Aesir
  + Room 23, front-facing balcony
* Mike Xanderberg, Accidental Billionaire
  + Room 32, Royal Suite, front-facing balcony
* Edwina Rowen du Lac, true descendant of Morgan le Fay
  + Room 14, alley-facing window

# Auction Staff

The auction staff at the start of the game includes Michelle, a temporary “executive assistant” hired through MegaTemps. She has a one-page description of her work: Greet all the registered auction guests on the list (the PCs and other bidders), note any surprise arrivals, take any guest complaints, and call the police if anything odd happens. When the auctioneer and goods arrive tomorrow, she has been told, she will be debriefed, then her job is done, but she will be paid for a whole month if she does well.

The auctioneer Miles Van Houck is also a contractor. He’s been assigned by Sotheby’s to work this auction, and paid his usual consulting fee.

The delivery of goods is handled by Fe Services, an American private security company. The goods are delivered in two armored cars driven with a flank of two SUVs filled with four Fe Services “Competent Goon” guards each with orders to call local police only after dialing a special number to summon backup. That call will summon 12 additional Fe Services guards as well as an honest-to-goodness dragon. The Fe Services squad commander is Cpt. Paul Washington, formerly of the US Navy SEALs.

It is not the PCs’ mission to find out who is selling the items, or to cause conflict with them in any way. The identity of the seller is important if this module is expanded into a longer story, so Miles, Michelle and Paul may be important contacts to make.

**Antagonist: Elliott "Elijah" Maddox, Agent of The Host**

"I met a man who wasn't there."

Elliott Maddox received The Call in his early teens. He beheld a vision of the system of the world and rather than be dazzled by its complexity and greatness, he was moved by its fragility and decay. The years he spent pursuing the meaning and implications of his supernatural vision led him to be contacted by The Host. An Archon of The Host recruited him into the multitude and empowered Elliott with supernatural and earthly secrets. Elliott became Elijah and accepted his mission to aid and uphold the balance and rightness of the Earth.

The Host is more than the rival/parent organization to Asylum. The Host actively represents the Earth. In the world of Asylum, the great Demiurge that built and set the world in motion has left its throne leaving only its heavenly host to run the place. Hence, "Host."

Elijah is here on behalf of The Host to monitor and destabilize. Excalibur is a very powerful artifact and the basic mission is to either acquire the sword himself or to make sure that the sword will go to the faction that will do the least damage with it.

Elijah is the adversary most likely to use PC tactics and tricks. Elijah will seek to act through intermediaries and will try to stay out of sight even when "directly interacting" with PCs.

In the opening social scene, he will hang back and avoid conversation while trying to eavesdrop. This could become apparent to the PCs, though there’s not much they can do to change it without causing a scene.

If the PCs engage Elijah in tradecraft, and he finds out, he will return the favor.

Elijah's biggest advantage is that he is a representative of the Host. As such, if things go truly wrong Elijah can call in truly terrifying backup. He will only do this if directly threatened or if everything is well and truly fucked. If he needs to test, stall or scare a rival he will summon minor spirits known as Cogs.

Elijah's biggest disadvantage is that he is alone. If the PCs realize that the subtle manipulator is a lone actor, they can easily neutralize his actions by ganging up on him

**Cash on Hand**: $20,000,000 in uncut diamonds

**Priority of Items**: 2, 1, 6, 4

**Antagonists: The Firm of Asimir and Partridge**

"Middlemen by appointment."

Asimir and Partridge is a big supernatural cartel run by an Ifrit and a self-billed "Angel." They're basically the Magic Mob faction. They're heavy handed and aloof and full of bromides about supernatural exceptionalism and "Just business." Determined cartels are one of the other major antagonists in Asylum as this game has a strong strain of Detective and Spy thriller.

Asimir and Partridge have a lot of resources. They plan to simply waltz in and get the goods.

In the opening scene, the Firm will be very chatty, cocksure, and blustery. They’ll speak in bald euphamisms with an exaggerated wink and a quick “you savvy?” They’ll get drunk as the night goes on. Their goons will get varying stages of drunk as well, leading to tradecraft or social engineering as the ideal solutions to their deep pockets.

If the PCs engage them in tradecraft, they have goons to throw at the PCs in response, if they find out. Drunk goons with guns.

Their biggest advantage is that they themselves are well organized and have twice as much money as the PC group. They are also connected enough to get whatever extra gear or people they need on site.

Their biggest disadvantage is that they are obvious and easy to rile up. Asimir and Partridge can be goaded into wasting money on all sorts of extra actions and everything they do will be painfully obvious. That being said, the PCs should make sure that the extra few million A&P spend isn't on a hit squad to take them out.

**Cash on hand**: $20,000,000 in a briefcase containing six hundred $50,000 bearer bonds.

**Priority of Items**: 1, 3, 5, 2, 6, 4

**Neutral Faction: Terrence MacGregor, Junior Vice Deputy Head of The Circus**

"Why can't any bloody thing ever be easy?"

Terrence MacGregor works for the EU's supernatural affairs division. He is mired in EU and international politics. To get an idea of what he has to deal with run a Google search on the current economic crisis and scandals in British security and intelligence. Terrence MacGregor is a good agent and a decent guy, but he is getting to the end of his rope. He's seen his department and budget get slashed to ribbons and has lost more good agents to the private sector than to monsters.

As a British member of The Circus, MacGregor is here on national cultural business. Keeping the artifact in England. He will try to do things easily and on the cheap. Depending on how the PCs act he either stays on his own, throws his cash with Asylum or throws it with The Host.

In the opening social scene, agent MacGregor, Terry MacGregor will be trying to act suave. He has quite a lot of social grace, but he’s also feeling quite a lot of pressure. He has no backup, though he can get the police on his side if it comes to it.

If the PCs engage him in tradecraft, and he finds out, he will attempt to seduce them to find out their secrets; and failing that, he will confront them directly armed only with a Walther PPK. *No, scratch that.*  He will have a very competent team of armed MI-5 agents come to their door. Why didn’t Bond ever think of this?

MacGregor's main advantage is social and legal. The things he does can have the cover of the local and regional authorities. He won't do this lightly as he's been in The Circus long enough to know how much red tape and review goes into it. But the PCs should be careful of being too obvious with their illegal actions.

MacGregor's main disadvantage is that he has only half as much money as the PCs. He also lacks the will to do much more on his own than posture and take easy opportunities to stymie the competition.

**Cash on Hand**: $8,000,000 in British Pounds

**Priority of Items**: 6, 4, nothing else

**Mattias von der Recke, member of the Aesir**

"What was once lost will now be found!"

Mattias is a lesser servitor/demigod from Asgard. In Asylum, several of the mythological Pantheons are actually great societies that exist outside of Earth. Their influence is felt on Earth by way of worshippers and occasional visitors that are written off as angels, spirits or divine manifestations. Mattias is undercover as a rich German baron.

Mattias will take any combination of items that are equivalent in power and value. He doesn't really plan to use the sword or any other item; he'll probably just take it back to Asgard and smelt it for the incredible store of Energy inside. If Elijah finds this out, he'll start aiding Mattias. This will make Mattias way more dangerous than he actually is.

In the social scene, Mattias will demonstrate his bizarre alien anachronisms. He will call for a round of mead, drink to Odin, and praise the warrior spirit of the Firm members who will also be hitting the bottle pretty hard.

If anyone uses tradecraft against Mattias, he will respond in person, unaware of the level of threat the PCs represent. He will assume they are mere mortals and the Power of Asgard will crush their puny defenses.

Mattias has some basic supernatural tricks as an advantage. He's only got half the cash that the PCs do. His biggest advantage is that he knows the history of all the auction items and has a pretty good idea as to what they do.

Mattias's biggest disadvantage is that he is somewhat disconnected from the rest of the world. He doesn't know nearly as much as he should about the other factions or possible threats facing him. For Mattias it is enough that there are no Dopkalfar or Frost Giants. He has absolutely no idea who else he's dealing with.

**Cash on Hand**: $8,000,000 in unstamped gold bullion

**Priority of Items**: 1, 2, 3, 4, 5, 6

**Mike Xanderberg, Accidental Billionaire**

"Let me tell you what you should be doing."

Mike Xanderberg is the inventor of MyFace Tube, the social streaming media share application that has become hideously vital to the fabric of society.

Mike Xanderberg is here to get whatever seems the coolest and most sought after. He can be swayed by emotions but any attempt to fake information will be difficult and could backfire.

In the social scene, Mike will be an entitled jerk. All this old money pales in comparison to his tech innovator stash. He has more money than most gods and he is kind of a socially graceless prick. Not domineering or aggressive. Just. . . so painfully entitled and convinced he is the smartest guy in the room.

If anyone uses tradecraft against Mike, he will call the police and get his security goons started investigating.

Mike's only real advantage is money. He has the most of anyone.

Mike's biggest disadvantage is that he is only human. He's too important to just kill off, but he can probably be beaten or neutralized by supernatural powers. Humanity also makes him susceptible to Ancient Eldritch Forces Older than the Earth, and he will buy the onyx pyramid unless someone has convinced him to blow his wad ahead of that.

**Cash on Hand**: $24,000,000 in MyFace Tube unsigned stock certificates; though he will not necessarily spend it all.

**Priority of Items**: 5, 3, 2, 6; he’s not interested in an old nail or a rotten, clay-preserved scabbard unless someone persuades him to be.

**Edwina Rowen du Lac, true descendant of Morgan le Fay**

"In my ancestor's days you would be worshiping me."

Edwina is a sorcerer who is in a rough patch. Times aren't great when your only job skills are in enchantment and conjuration and all the good jobs require either mafia contacts or the ability to pass a top secret background clearance. Edwina's insistence on being a lone wolf definitely hasn't helped.

In the social scene, Edwina will demonstrate that she’s a bit unhinged and desperate. She will be drinking water and eating off other people’s plates if she can, to save money. She's a pretty powerful sorcerer and also not really stable. Do not get her angry. She will probably get in a shouting match with the Firm guys or Mike or Mattias, depending on who the PCs are engaged with and who is free to bother her. The PCs can easily escalate her anger to violence if they try, and that could eliminate her as a competitor right there.

If she survives the social scene, she may attempt tradecraft against the PCs in the night. After all a Maybach is a pretty obvious sign that they’re loaded. In fact, the car itself is worth an eighth of her cash on hand.

She will wait until they leave their room and then attempt to break in with magic and steal as many of their krugerrands as she can carry (about $3M). She will sell them at pawn shops for British pounds sterling. That will make her go out at night for several hours, and come back with ½ the value she stole, which would suck for the PCs even if they catch her at that point. (If they keep the money in their car, it will be clear from the compressed shocks.)

She’s the only one keeping money in the hotel safe, which should be easy to crack. But she’s the only one with US dollars, so it could also become clear who stole her money. Then she would flip out and roll initiative.

Edwina's biggest advantage is that she has a lot of magic ability. She's not afraid to use it and will be an irritating wild card.

Her biggest disadvantages are that she has scrapped together only two million bucks and that she is constantly this close to getting herself kicked out of this auction by doing something totally violent and stupid. She is the most likely to create an incident that might end up on the nightly news.

**Cash on Hand**: $2,000,000 in US hundred dollar bills. It fits in a duffel bag, and she’s got it in the hotel safe.

**Priority of Items**: 1, 3, 4, 5 (she can’t even afford opening bids on the other stuff)