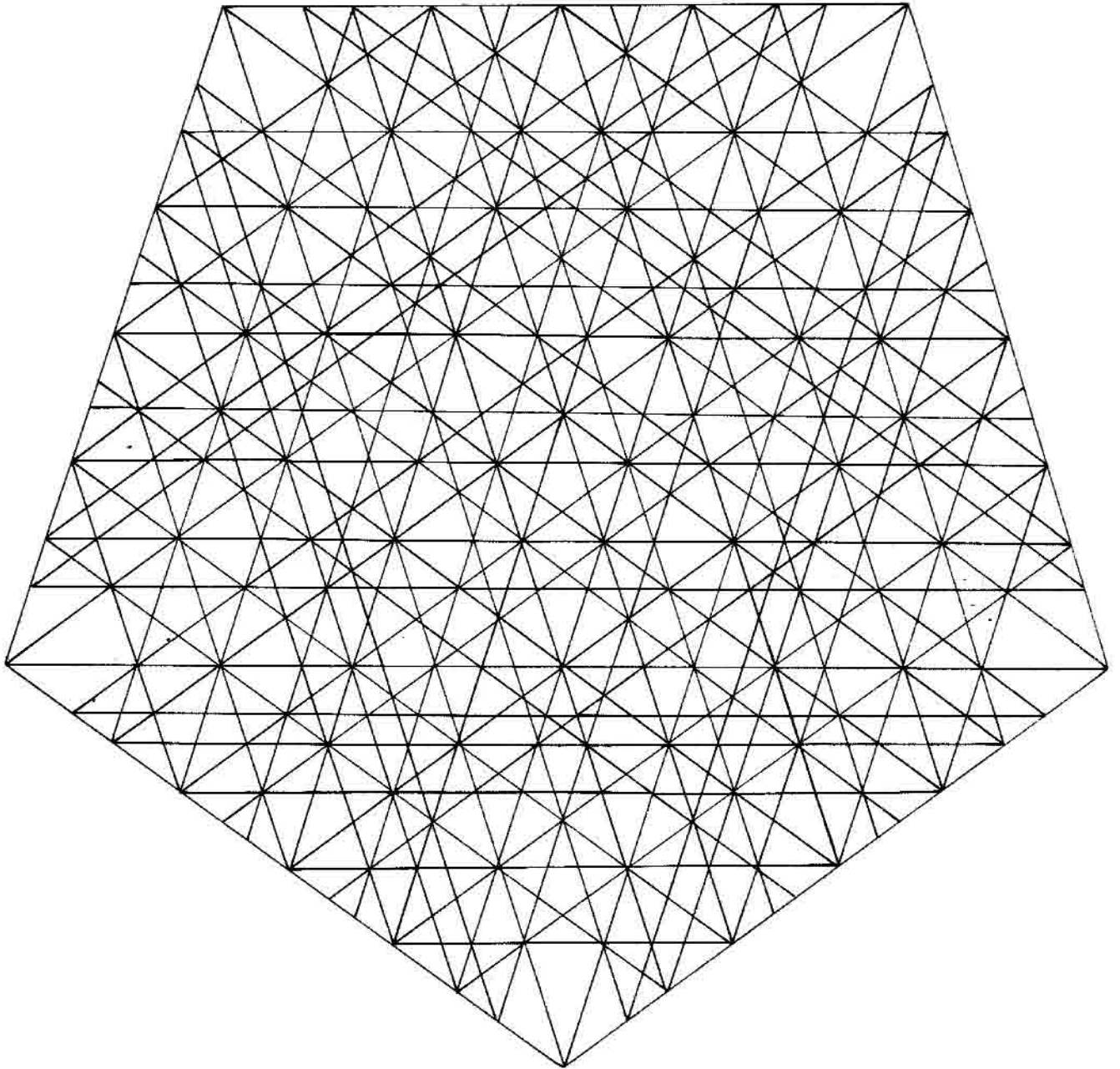


# PENT

THE FIRST GOSPEL OF PANDEMONIUM



RAFAEL CHANDLER

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# PENT: THE FIRST GOSPEL OF PANDEMONIUM

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For Sven "Temujin" Pfahlert

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*sed et illa propago  
contemptrix superum saevaeque avidissima caedis  
et violenta fuit: scires e sanguine natos.*  
-- Ovid

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# FOREWORD

*by Alexandre "Kobayashi" Jeannette*

I enjoy Dread. I enjoy it very much. I love to read it and most of all, I love to run and play it. It may be an irrelevant question, but I wanted to understand why I loved Dread so much. Yeah, I'm the kind of guy who wants know why he falls in love. So, yes, the rules are rock solid and the book is dripping with style. So what? There already are other well-written rpgs out there. So what made me fall for Dread? I think the answer lies in the "Inspiration for Dread" blurb on page 34 of the rulebook. There was a reference to *The Wire* and this has to be one of my favorite TV shows ever. It might sound a bit strange. After all there are no supernatural elements in the show. No terrorist threats, no super heroes, no prophecy waiting to be fulfilled. Just a bunch of cops working in a city devoured by greed, corruption, hypocrisy and indifference. Housewives are truly desperate, and you never break out of prison.

And this is where, in my opinion, Dread really nails it. Demons in the game are just the embodiment of what is going wrong. There are no "demons of lust" or horny succubi here... Dread talks about demons taking profit of rape victims, abusive parents and warmongering maniacs. Just watch or read the news and you'll find that Dread is actually built on a very real and very depressing material. And despite all this, Dread actually manages to be a "fun" game to run and play. I think you know why. Because faced with such grim reality, Disciples can actually make a difference. That's what make it so exhilarating. You can go find the corrupt senator, the crooked cop or the mob pusher and stick it to the man. After all, you already

have RPGs about a war between Heaven and Hell.

So what makes Dread stand apart? It's simple: here, it's not a war between good and evil. It's a war between two powers who couldn't care less about humanity. And what are the Disciples doing? They care. They give a shit. They try to save innocent people. A disciple doesn't throw a grenade into a room full of civilians to get rid of a demon. Because he's not working for a "higher power" or "his flag". He doesn't get away with it saying "The Lord works in mysterious ways" or "my country right or wrong". Because as far as he knows, the Lord doesn't give a shit about him, and he sure knows that no one cares.

Remember that Disciples were losers before they were attacked by a demon. And I mean "losers", not bad guys with an attitude who care only about themselves. Disciples are not egotistical maniacs on a power trip. The Cabal is a brotherhood. They take care of each other because no one else will. They take care of the innocent because there are no miracles besides the one you make.

I think I know why I like Dread so much. Dread is a profoundly humane rpg. It's a game about people looking for each other.

It may be a losing battle and maybe God don't give a damn about you. It doesn't matter.

You are not fighting alone.

# INTRODUCTION

There are five full-length scenarios in this book, along with a handful of short scenarios and some hooks. The short scenarios will require fleshing out by the Director, and the hooks are just there to get you started. However, the full-length scenarios, which might require more than one session to complete, should cover all of the angles, and should be playable right out of the box.

There are a few things to keep in mind:

First, weapon stats are presented as a series of three numbers (such as Shotgun 2/2/2). This refers to Range, Damage, and Ammo, in that order.

Second, each full-length scenario features two demons. This, coupled with up to four Battlefield encounters, can really wear your players down. You may want to adjust the lethality by adding items like body armor and heavy weapons into the mix, so that the players have a fighting chance. Or not! It depends on the number of combat-oriented Disciples in the group, and the size of the group itself. The number of hostiles is generally up to the Director as well, for the same reason.

Third, Contacts aren't really a part of the scenarios as written, because those are unique for each gaming group. Nonetheless, if you can work your team's Contacts into the scenarios beforehand, it will go a long way towards helping the players sink their teeth into the situation. If one character has a Contact who works as a medical examiner, consider replacing Dr. Cuttle from 'Fight Fire With Firepower' with your player's Contact. If nothing else, make sure that the players can always rely on Contacts to help them get through a dead-end situation. If the players aren't sure where to go, it's likely that one of them knows somebody in the medical or legal profession that can call with a clue or hint that drives the story forward. To keep it from

feeling too easy, there can always be strings attached -- a threatening ex-boyfriend that needs to be roughed up, a mob collector who needs to be scared off -- so that the players know that they're earning the clue.

Fourth, for those scenarios with two demons, you'll find that each of the Locations features various pieces of physical evidence. Note that each piece of evidence is attached to one of the demons in the scenario. Your group may want to consider separating the evidence pools when it comes time for the Disciples to make Lore checks. It's something to discuss before running any of these scenarios.

Above all else, have fun!

And if you want to share your experiences with these scenarios, please drop by the site ([www.dread-rpg.com](http://www.dread-rpg.com)) and post on the forums!

Spaniard out.





# ACKNOWLEDGEMENTS

There are many people to thank. So many have gone above and beyond the call of duty, and I'd like to express my gratitude.

Ron "Sorcerer, Sorcerer & Sword, The Sorcerer's Soul, Sex and Sorcery, Spione: Story Now in Cold War Berlin, Elfs, Trollbabe, The Forge, GNS, and The Big Model" Edwards. Ron's been cool about Dread from day one. He wrote a review of the first edition, in which he praised its virtues and pointed out its (numerous) flaws. That was a real help when I began work on the new edition. Furthermore, Ron's game Sorcerer was a real (and fairly obvious) source of inspiration for me; I've also adopted his practices with regard to freelance artists and designer-owned sourcebooks -- because they're fair, logical, and easy to implement. Basically, Ron is a bad motherfucker.

Clinton "Anvilwerks, CRN Games, Paladin, Urge, Donjon, The Princes' Kingdom, The Shadow of Yesterday, The Forge" Nixon. I was one of the playtesters on Clinton's game, Paladin, and he was one of the playtesters on the first edition of Dread. I had an ad for his game, Donjon, in Dread, and he did the same for me. His feedback was incredibly useful, and had a major effect on the evolution of the game. He's been a source of support and encouragement this whole time. And he's one hell of a game designer. Clinton is also a bad motherfucker.

Andy "The First Disciple, Ghost Killers, Tenra Bansho Zero, Jenga Banjo Zebra, Nihonsei Gijitaiken Asobi Kenkyujo, Story Games, Indie RPG Awards, The Old Sake Guy Gamer" Kitkowski. Andy was one of the first people to play Dread, and he was an enthusiastic supporter from the beginning.

He started a Yahoo Group, ran the game at GenCon and elsewhere, posted actual play reports all over the place, and spread the word all over the web.

Matt "Flames Rising" McElroy. Matt's written a review of Dread, hosted my banner for free on his site (Flames Rising, an excellent horror-themed site), and reposted my press releases on web sites that I didn't even know existed. He's done a great deal to help expose people to the madness that is Dread, and I'm really grateful to him for that.

Alexandre "Kobayashi" Jeannette. Alexandre wrote the foreword to Pent -- it was originally published in French, but he was gracious enough to translate it for this publication. He has also created numerous resources for Dread, including new scenarios, character sheets, Director resources, and equipment lists.

Jeff "Darkwind" King has posted actual play reports, run numerous sessions of Dread with his gaming group, run games at conventions, and discussed the game in his community (the Rochester Gaming Community). He's a hell of a guy, and he's been a stalwart supporter.

Wade Harrell and Neda Pek-Harrell, a.k.a. Adwen Creative, gave Dread its distinct look and feel. They took text and images, and transformed them into something that I love to hold in my hands and read, even though I know most of the words by heart. They're truly gifted artists, and I'm very grateful to them for the phenomenal work that they did with the layout, art direction, and illustration of Dread.

To all my friends, old and new -- thanks again for being so cool.

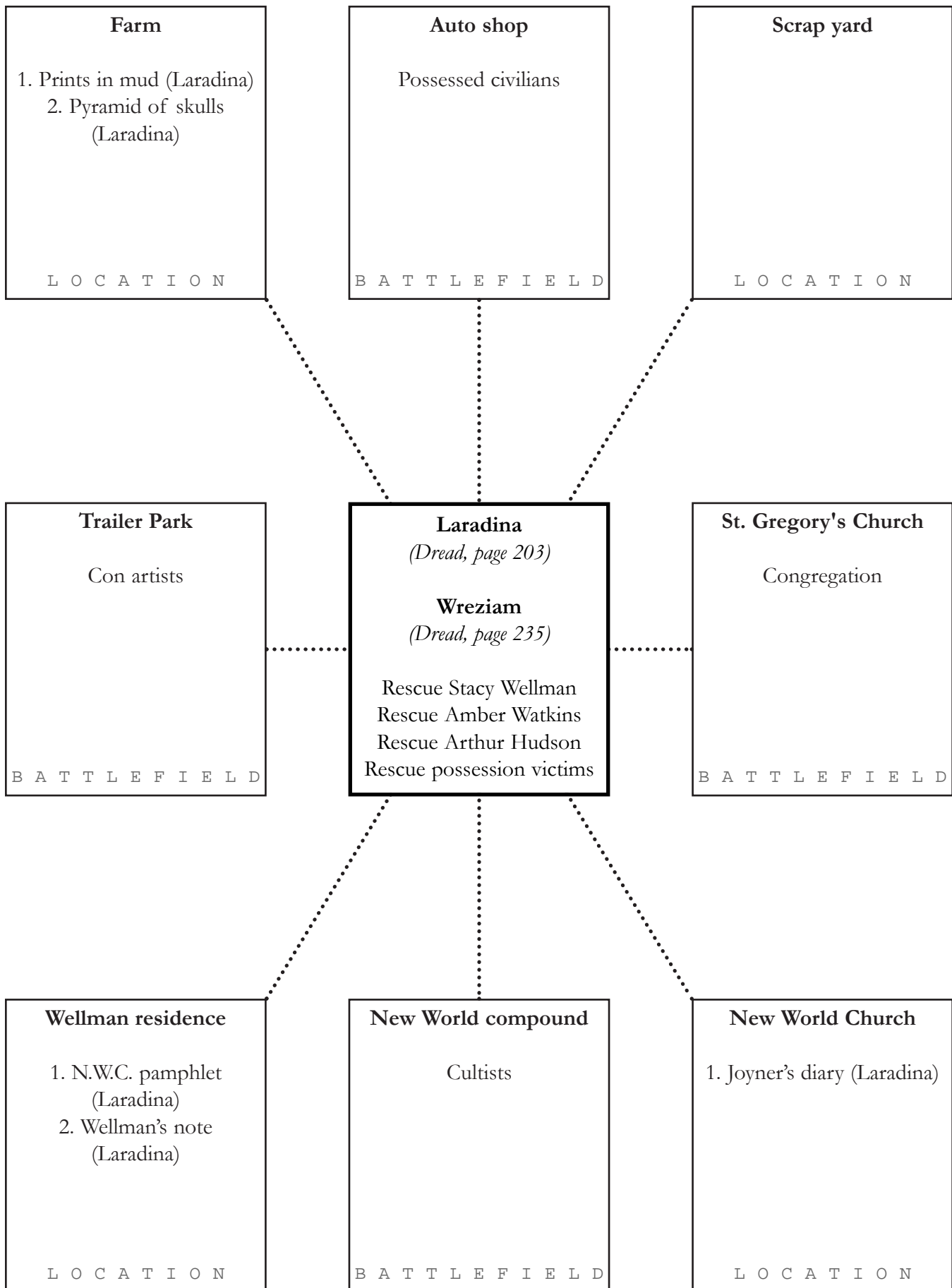


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# DEVIL MADE ME DO IT



# DEVIL MADE ME DO IT

## HOOK

There's something nasty about the New World Church, though you can't quite put your finger on it. Could be something to do with the fact that people connected to the congregation keep turning up dead. That, and the fact that every time you walk into the place, the holy water starts boiling. Word on the street is that something huge is going down, and you're the only ones who can keep it from happening. Typical.

## SITUATION

Doug Joyner, a professor of English Literature at State University, lost his job two years ago. After a few fruitless months of job-hunting, he started drinking heavily. His wife left him shortly before Christmas, and he plunged into a profound depression.

On New Year's Eve, he decided to commit suicide. However, while writing his suicide note, he glanced across his collection of rare hardcover first editions, and saw the title of *The Wrought Crutch*, a novel written in the 1930s. In his drunkenness, he mistook the title as *The Wrought Church*, and inspiration struck.

For the next few months, he spent his days scribbling in notebooks like a madman, and his nights typing up his manuscript. When he was finished, he had the *Sacred Word*. This book, which he christened "a Bible for the third Millennium", was printed up by a vanity press in the thousands. Joyner stored the books in his garage and began his ministry.

He targeted fat women. He targeted lonely men with receding hairlines. He targeted single mothers and the homeless and the people that he met in the unemployment line. Joyner's charisma and natural good looks served him

well; he converted a dozen people in the first month. The congregation of the New World Church met in his living room until he gathered so many followers that they wouldn't fit in his house anymore. With the money that he collected from believers, Joyner was able to rent space, and eventually build a church.

Joyner was discovered by a Pelogris demon in search of amusement. The New World Church was a sham, and the demon knew it; Joyner was just looking for a quick buck. This delighted the creature, which presented itself to Joyner in its true form. The man took one look at her, screamed, defecated, and passed out. When he woke up, the demon was still there. After several hours, he had calmed himself enough that he could listen to what it had to say.

The demon promised him great power, but demanded human sacrifice in its name. It provided him with the finances that he required, and directed him to build the church in the wilderness -- far from the prying eyes of the authorities. Joyner assented, and the church was built in Ardmore, a small town east of the mountains. The church's entire congregation moved into the town in small stages, to keep suspicion to a minimum.

There were two churches; one was a large, ugly modular structure in the fashion of many revival churches. The other was an underground compound in an abandoned fallout shelter, which the congregation kept secret from everyone else.

The cult grew in size. They kidnapped people and brainwashed them into joining. They love-bombed their friends and neighbors. They gathered around people in need and helped them without asking for anything in return, and many people were swept up by emotion and defected from St. Gregory's.



Father Esteban Cardoso, the priest at St. Gregory's, was appalled. His flock had deserted him in large numbers, and he seemed powerless to do anything about it. But that wasn't enough, apparently. A Wreziam, working in tandem with the Laradina, took over Cardoso and used his body to wreak havoc.

A week ago, Cardoso regained consciousness in the house of Maria Genaro, 29. Maria, a member of St. Gregory's Church, waited tables at the Daylight Diner, and lived alone. Cardoso was naked, and soaked with her blood. He was looking at her feet, which were nailed to the wall. Her hands were nailed to the wall as well, in a crucifixion pose, but the rest of her was nowhere to be found. Just hands and feet.

In a panic, Cardoso washed and scrubbed himself in her bathroom. He took her hands and feet and stuffed them into a plastic bag.

In the garage, he found her car, and was stunned to see her body (minus hands and feet) in the back seat, wrapped in plastic. A few hours before dawn, the priest dressed himself in her overcoat and drove the corpse to his home. He dismembered her, burned her body to ash, and burned the overcoat as well. He then returned to the house and scrubbed it thoroughly. For the next two days, he waited in spiritual agony for the arrival of the police. When they didn't come, he began to relax.

Two nights ago, he woke up in the house of Anita Sherman, another member of his church. Her face had been torn from her skull, leaving behind a mass of red muscle tissue. Her teeth and ears were gone. Cardoso searched the house, but didn't find them.

He disposed of the body and scrubbed the house, then got home just before dawn. He has

managed to calm himself down, but he is convinced that he murdered those women in his sleep. There's a part of him that is comfortable with the idea. The Wreziam knows this.

A group of con artists, led by a grifter named Peter Cook, pulled off a heist in Chicago. They ripped off the Chicago Syndicate for a small fortune in emeralds, a hundred thousand in small unmarked bills, and a set of printing plates for hundred-dollar bills. Though the plates are out of date, and would never make it through a bank's inspection system, the bills will definitely work on ordinary people without access to those resources.

The con artists know that they need a mark. They've opened up an account, and have found a target for their scheme. Stacy Wellman, an aging realtor, is facing serious financial difficulties. Cook has passed himself off as an investor, and has managed to take her 'investments' and redouble them. Of course, he's cashing her checks and then paying her with counterfeit bills. Stacy has been targeted by the group because they know that she doesn't believe in banks, so she isn't going to deposit the bills. It's a short-term con, but it's going to allow them to lay low until they can scrape up enough cash to set up an operation in a remote part of the country.

They have no idea that Wellman has been selected as the New World Church's next sacrificial offering. And they have no idea that the Chicago Syndicate put someone on their trail. Nathan Russell, a Syndicate clean-up man for decades, has tracked the con men to Ardmore. One of them went out for supplies, but never came back. Cook and the others are starting to wonder what happened to him. They're not worried yet, but they should be -- Russell and his men caught him and tortured him for information. Russell and the Syndicate operators are on their way to the trailer park where Cook and his team are hiding out.

This morning, Joyner sent members of his cult to the home of a local man who refused to join the church. He was dragged from his home and stuffed into a van. When they removed the blindfold, he saw the Laradina reaching for him.

An hour later, Father Cardoso walked down to the auto shop, whose employees were all on lunch break -- except for Janet Stillman. Cardoso beat her to death with a tire iron, then left. This was not done under the influence of the Wreziam that has possessed him. The priest merely thought that it would be a good idea.

The Syndicate crew is moving towards Cook's location. Father Cardoso's demon has decided to use this newfound enthusiasm to kill a few more beautiful women today. The Laradina is getting hungry, so several cultists have kidnapped Stacy Wellman.

Things are about to get hectic in the town of Ardmore.

## OBJECTIVES

### ***Rescue Stacy Wellman***

At the New World Church, the cultists are preparing to perform a ritual sacrifice on Stacy Wellman. The demon is absent, having business elsewhere. If the Disciples can rescue Wellman and defeat the members of the cult, they'll earn 3 points of Fury.

### ***Rescue Amber Watkins***

At St. Gregory's Church, Amber is being stalked by Father Cardoso. She has no idea that he is possessed, and she doesn't even suspect that he plans to do her harm. He called her earlier today and asked her to come by the church in the evening. She's alone and unarmed, and if the Disciples don't save her, she'll die at Cardoso's hand. If they save her, they'll earn 3 points of Fury.





***Rescue Arthur Hudson***

At the Upwardly Mobile Residential Park, Arthur Hudson is getting ready to angrily confront the con artists who ripped him off earlier in the week. Blinded by anger, and overconfident because of the gun in his hand, he has no idea how much danger he's in. If the Disciples can stop the con men before they kill Hudson, the Cabal will get 3 points of Fury each.

***Rescue victims of possession***

At the Fender Mender Auto Shop, the Laradina has possessed nine people and sent them to find and kill the Cabal. If they Disciples can defeat these innocent victims without killing them, everyone in the Cabal will receive 3 points of Fury.

**TRIGGERS**

The Disciples might hear strange rumors about a series of murders in a small town, or get word about Cardoso's killings from a contact (such as a journalist or law-enforcement operative). The Cabal might hear rumors about a cult that hunts for sacrificial victims in a remote community, or they might hear about strange sightings: giant insects, the Mothman, aliens. Of course, these are actually sightings of the Wreziam.

**CHARACTERS*****Doug Joyner***

Strength 1

Sense 2

Soul 1

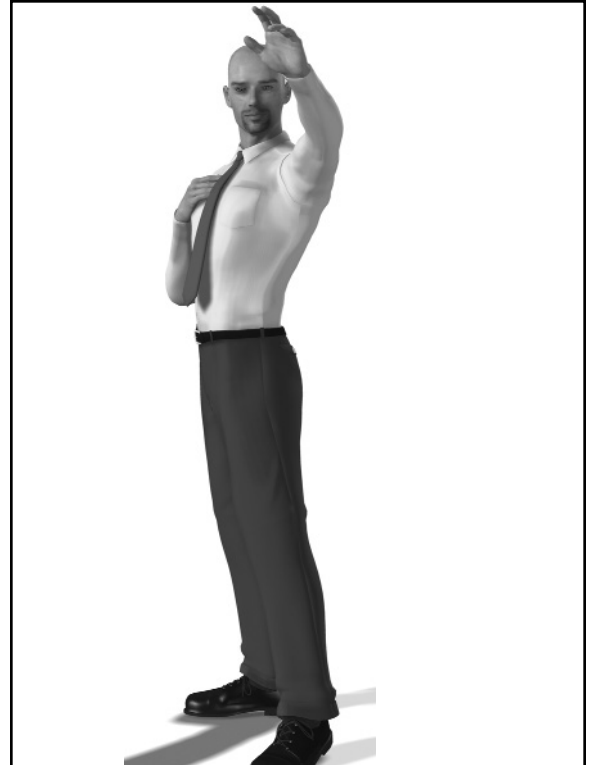
Life 4

Skills: Professional (English teacher) 4

Weapons: none

Joyner is a Caucasian male in his thirties. Tall and charming, he has a winning smile that masks his raging insecurities. He's eloquent and polished, and talks a good game. He draws on a broad education and an impressive vocabulary to impress the people of Ardmore.

His mind has been fractured by seeing the true form of the Laradina: from the waist up, a human female; from the waist down, a four-legged reptilian body, ranging in color from sickly pale green to bright red, with two foul-smelling tentacles ending in toothed maws.



Though he's managed to control himself thus far, Joyner is screaming inside. It will only take one or two more bizarre events to throw Joyner completely over the brink; if he sees a Disciple in action, he will doubtless snap, and will order his congregation to march into battle in the name of God.

He refers to himself as Deacon Joyner, and treats the cult like an actual church. However, he founded the New World Church because he craves wealth and power. The cult members constitute his private army, and they're fanatically loyal to him.

Joyner dominates conversations (or tries to) and usually asks questions in a rapid-fire technique that disorients ordinary people. He answers questions with more questions, and rarely furnishes actual information.

Worse, he's always on his way to attend to some 'church business', so he has an excuse if he appears tense or distracted. No matter what someone wants to talk about, Joyner is getting ready to collect money for hungry children, or to visit an ailing parishoner in the hospital.

The Laradina has strayed from its usual path somewhat. The demon uses its power to prove to the people of Ardmore that Deacon Ardmore is the prophet that he claims to be; while Joyner calls on God, the demon turns itself invisible and moves objects around, or raises people up into the air. It has disguised itself as Maureen Normant, the church secretary.

The demon is no fool; when the Cabal arrives, it will stay well clear of them while it tries to have them killed indirectly (by possessing groups of cultists). Should the group back the demon into a corner, it will reveal itself and attack.

### **Peter Cook**

Strength 2

Sense 1

Soul 1

Life 5

Skills: Crime (Con artist) 2

Weapons: Revolver 2/1/1



Cook is a Caucasian male in his late twenties. Balding, stubbled, and greasy, he always appears frustrated and unkempt. His clothing is ratty, his breath reeks, and he always seems to be blinking back tears.

Fast and manic, Cook sees himself as a wiseguy comedian, and spits out a steady stream of inane pattern. Though he always tries to present himself as the leader of the group of con men, he actually needs constant reassurance, and can't make a decision until he's sure that everyone agrees with it.

If things get violent, Cook panics and seeks shelter. He would actually sell out his own mother if the need arose.

He knows that there are bound to be Syndicate collectors after him, but he's convinced that he's safe if he and his crew keep a low profile in Ardmore. As far as he's concerned, he's surrounded by country bumpkins, ripe for the picking.

### ***Nathan Russell***

Strength 4

Sense 2

Soul 1

Life 6

Armor 5

Skills: Crime (Assassin) 2

Weapons: Shotgun 2/2/2, Uzi 3/3/3



Russell is a tall Caucasian male. Tall, beefy, and sweaty, Russell favors cheap suits and worn fedoras. His face is broad, and full of character, and there are dark burst veins around his nose and cheeks.

Quiet, humble, and modest, Russell believes in hard work and discipline. He's careful, precise, and patient, and believes in a day's work for a day's pay. Russell doesn't complain; he just does his job.

He has no idea how many people he's killed.

Slow and calm, he never gets flustered. He's never impressed (or if he is, he never shows it), and he never runs. He has caused a great deal of death in his lifetime, and he's been ready to die for some time now.

Russell has a deep, raspy voice. Serious and humorless, he can come across as simple and uneducated. However, he is an intelligent man, and an excellent judge of character. He won't attack unless he has to.

His men are fiercely loyal to him, and will follow his lead in any situation.

### ***Arthur Hudson***

Strength 1

Sense 2

Soul 1

Life 4

Skills: Professional (Realtor) 4

Weapons: Revolver 2/1/1

Hudson is a Caucasian male in his fifties. He's pale, thin, and almost completely bald. He has long, thin nostrils and copious amounts of grey nasal hair. His ears are also quite hairy. Hudson favors pastel-colored shirts with black suspenders, and he rarely leaves the house without his fedora.

Though usually a mild-mannered individual, Hudson is irate because he knows that he has been taken advantage of. He was approached at a bar by Cook, who was posing as an investor who had heard about a sure thing.

Over drinks, Cook conspiratorially told Hudson about a property in the area that he was going to acquire from a recently-widowed woman. The property was large, and the cost was negligible. Hudson wanted in, but Cook was reluctant.

Eventually, Hudson 'persuaded' him, so Cook proposed the following: Hudson would write a check for ten thousand, effectively purchasing a share of this property.

In return, Cook would go to the bank where Hudson worked, and deposit ten thousand in cash in a safety-deposit box. Hudson would hold on to the key.

If the deal went through, Hudson would return the cash; but if things didn't work out, Hudson could keep the ten thousand, and he wouldn't be out a penny. This agreed with the slightly-tipsy Hudson, and the arrangements were made.

A week later, a suspicious Hudson double-checked the bills with his head of security (without telling her where he'd gotten the money). She demonstrated that they were counterfeit, and Hudson flew into a rage.

He's furious, and he's carrying a pistol. He wants nothing more than to have the money returned to him, but if he can't get it, he may well try to kill Cook.

### ***Father Esteban Cardoso***

Strength 1

Sense 3

Soul 1

Life 4

Skills: Charm (Priest) 2, Empathy (Priest) 4

Weapons: Hammer 1/1/1



Father Esteban Cardoso is a Hispanic male in his forties. He believes in demons, and will try to ward them off with cross. If this has no effect, he will attack with any weapon in range, praying loudly the entire time. He's tall and full of energy and life, and he'll thank the Disciples profusely for the work that they do.

Cardoso is also sexually repressed, and full of frustrated lust. He harbors a secret hatred of beautiful women, and dreams of killing them. He channels this fury into everything he does.

He has no idea that he's possessed by a Wreziam demon, and has instead decided that he has been chosen by God to rid the world of the temptation presented by lustful women.

His voice is a strong and powerful baritone. He speaks with a very faint Spanish accent.

### **Amber Watkins**

Strength 1

Sense 2

Soul 1

Life 4

Skills: Medicine (Nurse) 4

Weapons: none

Amber Watkins is a 33-year Caucasian female. She's unusually tall (just over six feet), with long blonde hair. She's wearing a navy blue power suit, and carries a black leather purse.

Amber is timid and easily manipulated. Weak-willed and hesitant, she depends on others for advice and direction. Her husband, a motivational speaker who travels a lot of the time, is never around; one of Amber's co-workers made a pass at her, and she went along with it. She wasn't sure why, and she still isn't sure why she did it, but she now feels a tremendous sense of guilt. She's hoping that Father Cardoso can tell her what she's supposed to do.

She's meeting with the priest to make a confession and get some kind of forgiveness. Ideally, she'd like to be given some kind of religious ritual of absolution (she's kind of hazy on the details), and then she wants to get back to work.

## **FARM**

The farm feels sad, lost, empty, and dusty. A few hours ago, the Laradina came here, looking for trouble. It found a man and killed him for the hell of it.

### **Sty**

There's a dead pig in the sty with a bulging belly. Inside, the Disciples will find a great deal of corn meal and most of a human hand. The hand, savagely mangled, bears a wedding band inscribed with a date (9.3.75). This is the wedding date of Jim Durant, the farmer who owns this property. There are also drag marks in the mud, indicating a large four-legged creature with a massive tail (the Laradina).

### **Barn**

Inside, the Disciples will find rusting farm equipment, sacks of animal feed, and a small pyramid of ten skulls. Some are cattle skulls, some are pig skulls, and one is the skull of Nadine Scheller, a 19-year-old hitchhiker who disappeared two weeks ago. Nadine was killed and eaten by the Laradina, which kept her skull as a souvenir. After it killed Durant and his livestock, the demon arranged the skulls in a small pyramid against the wall of the barn, with Nadine's head on top.

### **Evidence**

1. *Prints in mud (Laradina)*
2. *Pyramid of skulls (Laradina)*

## **SCRAP YARD**

Dirty and derelict, the scrap yard squats on the edge of town. A few hours ago, an old man sat in the office, sipping coffee and reading a newspaper. He was visited by Dave Noell, a member of Cook's team. Noell was getting nervous, and knew that it would be a matter of time before the Syndicate sent someone after them.

He was hoping to buy a cheap vehicle off of the old man. During their negotiations, Russell's crew arrived. They beat the old man to death and shot his dogs. They dragged Noell, kicking and screaming, into the scrap yard. They tied him to the hood of a rusting Datsun B210. They cut off his nose and one of his ears. Then, once they felt that they had his attention, they started asking questions. Since there's no demonic activity at this location, there's no evidence.

### **Office**

The office is a trailer at the edge of the scrap yard, near the entrance. As the Disciples pass through the gate, they'll see a dead body in front of the trailer. It's the corpse of the nameless old man who owned the property. Inside, they will find a small table covered with post-it notes, numerous pin-up girls taped to the walls, and a large puddle of blood near the door.

### **Yard**

Outside, it's quiet. There are no birds singing, and it's very still. There's a Datsun B210 at the far end of the scrap yard, past the rusting hulks of pickup trucks and farm machinery. The car is covered in the blood of Dave Noell. Near the car, the Disciples will find two ears, a nose, and an empty coffee mug full of bloody fingernails and toenails.

### **Compactor**

In the compactor, the Disciples will find the mangled body of Dave Noell. In his pocket, they'll find a convenience store receipt. The convenience store in question is located across the street from the trailer park where the con artists are hiding out.

## **WELLMAN RESIDENCE**

This is the residence of Stacy Wellman. She was kidnapped by the members of the New World Church a few hours ago. During the

abduction, the cultists were driven into a frenzy by the intensity of their emotion. Wellman was beaten senseless with her own fireplace poker, and the cultists destroyed her home. Now, the place is deserted and silent, save for the crickets outside.

### **Kitchen**

There's raw chicken on a blue cutting board near the sink, and a few flies crawling on the knife next to it. The chicken is slimy and greyish-pink. There's some blood on the refrigerator. A successful crime or medicine skill against difficulty 11 will reveal that the victim was struck a glancing blow to the torso with a fireplace poker, and the sharp tip cut both fabric and skin, spraying blood against the fridge.

### **Spare room**

Here, Wellman stored boxes of old documents and knickknacks. In their zeal, the cultists tore these open. The room is scattered with bits of paper and cardboard. Among these scraps, the Disciples will find a pamphlet from the New World Church; entitled *Magna Mater*, this publication describes the Laradina (though not in detail) and professes great adoration for her.

### **Backyard**

If one of the Disciples can make a Sense check against difficulty 11, the group will discover that one of the stones in Wellman's garden is fake. Made of plastic, the stone can be split in two to reveal a letter hidden inside. Written in Wellman's handwriting, it warns that someone is going to try to kill Wellman, and begs the reader to rescue her. She also describes a hideous ritual of worship, and gives a description of the Laradina in her human form. There's an address at the bottom that leads to the New World Church.

### **Evidence**

1. *N.W.C. pamphlet (Laradina)*
2. *Wellman's note (Laradina)*

## NEW WORLD CHURCH

It looks like an ordinary church in a decent part of town. It's recent, and seems to have been built efficiently, if not with an eye towards beauty. The steeple is plain and windowless, the exterior is fairly cheap vinyl, and the interior is decorated with fake flowers and thrift-store reproductions of paintings with religious motifs. There are pamphlets, fliers, and photocopied booklets in every room, extolling the virtues of New World Faith. The church teaches that enemies of God walk among us, poisoning our minds. We all have God within us at conception, but the choice to obey or disobey was made by our souls in the womb. The chosen must expel those who chose wrong, and cast them from communities.

If the Disciples sneak in after hours, and are caught, the police will arrive fairly quickly. On the other hand, if the Disciples walk in and try to meet with Joyner, they'll find him in the meeting rooms.

### ***Worship area***

As the Disciples enter the church, they see cheap lamps, flimsy plastic tables, and stacks of poorly-printed literature on every surface. In the worship area, dim light shines through crudely-executed stained glass depictions of biblical figures; the wooden pews are dusty, and the hymnals are worn and dog-eared. There are two statues, one on the left, depicting Christ, and one on the right, depicting Mary. As the Cabal enters the worship area, both statues begin to bleed from the eyes (due to the presence of the Disciples, as described on page 161 of *Dread*). Testing will reveal that this is ordinary human blood, but no examination (up to and including smashing the statues to see if there's anything inside) will explain what has happened here. Note that this phenomenon does not constitute evidence of demonic activity (though the players won't be certain of its true nature unless

they've learned of their own origins).

### ***Meeting rooms***

In the back of the church building, there are numerous meeting rooms. These are decorated with amateurish paintings of biblical scenes. Doug Joyner, the church deacon, and his assistant, Bernice Timms, are going over church finances in one of these rooms. As the Disciples enter, one of the paintings (a depiction of Samson killing the lion) bursts into flames. Joyner and Timms are horrified. Joyner rants at the Cabal, and will have to be pacified before he will even talk to them.

### ***Offices***

Past the meeting rooms, the Disciples will find a trio of offices. One contains financial records and paperwork. Examination of these documents will produce no leads. However, the second office contains similar documents, including one that notes the address of the church headquarters: 111 Main Street (which, curiously, is the same address as the town's post office). The third office is Joyner's. There are dozens of old books on shelves behind his desk, dealing with subjects like theology, philosophy, and American history. He also has copies of the sacred texts of every major religion. If the Disciples investigate the office, they might find his safe. A successful skill check against difficulty 11 will reveal the location of a safe, hidden behind one of the bookcases (requiring the Cabal to remove all of the books on one shelf, then pry the wooden panel away from the wall). In the safe, the Disciples will find a loaded revolver and a notebook. The notebook is Joyner's diary, and contains his life story, references to his first encounter with the Laradina, and a description of the demon.

### ***Evidence***

1. Joyner's diary (*Laradina*)

## AUTO SHOP

The place has been torn apart. Father Cardoso was here earlier. He found Janet Stillman, an employee who was finishing up some paper-work. He picked up a tire iron and killed her with it, then left. The Laradina got wind of this, and found it amusing, but she also knows that if anyone finds the evidence, it could complicate her plans, so she's possessed a group of civilians and sent them in to clean the area up.

Ordinary people, armed with farm tools, the possessed victims are catatonic and bewildered-looking. They will kill the Cabal if they can, but if they're defeated, the possession will wear off. They'll have no memory of the incident.

### **Lobby**

As the Disciples pass through the glass door, they'll see spilled coffee and scattered magazines and newspapers. This is where Cardoso initially attacked Stillman, a receptionist at the auto shop.

### **Bathroom**

The toilet seat is cracked and bloody. A successful skill check will reveal that someone was rammed head-first into the commode. There's a rosary behind the toilet. During the struggle, Stillman tore it from the priest's throat.

### **Shop**

The shop area smells of grease, oil, and banana-scented air freshener. Here, the Disciples will find the corpse of Janet Stillman. Her eyes have been bashed from her skull, and the Cabal will find them on the hood of a car, arranged neatly beside her car keys and the pen that she used to try to stab Cardoso.

### **Possessed Civilians**

Strength 1

Sense 1

Soul 1

Life 4

Weapons: Tools 1/1/0

## TRAILER PARK

The Upwardly Mobile Residential Park is run-down, filthy, and reeks of cheap alcohol and urine. Empty bottles, burger wrappers, and crack vials litter the patchy yellow-green grass that grows sporadically between the trailers. Cook and his group of con artists are operating out of trailer 42.

### **Trailer office**

The office is dirty and reeks of cigarette smoke. Everything is brown, whether or not it started as a different color. The desk is cluttered with magazines, coffee mugs, and ashtrays. If the Disciples search the office, they'll find that the most recent rental is unit 42.

### **Yard**

The yard in front of unit 42 is mostly a patch of mud littered with empty beer bottles and wadded-up plastic bags. There are two mud-spattered plastic chairs, one tottering on three legs, in front of the door. Two of the trailer's windows are broken, and have been covered up with black plastic trash bags taped over the holes.

### **Trailer**

Inside, the con artists are celebrating their success with an impromptu coke party. Wired on high-grade cocaine, they're all feeling extremely intense, and they're armed to the teeth.

The trailer is littered with receipts and fake IDs, along with laptops and business cards bearing the logo of their fake company. Some of the paperwork indicates that Stacy Wellman is their is their latest victim.



**Con artists**

Strength 2

Sense 1

Soul 1

Life 5

Skills: Crime (Con artist) 2

Weapons: Shotgun 2/2/2

**Congregation**

Strength 1

Sense 1

Soul 1

Life 4

Skills: Random 2

Weapons: Tools 1/1/0

**ST. GREGORY'S CHURCH**

Possessed by the Wreziam demon, Father Cardoso has killed several blondes, each of which has been wrapped in plastic and placed in a storage shed behind the church.

**Parking lot**

In the parking lot, several members of the St. Gregory's congregation are looking for a scapegoat. They're angry and scared about the New World Church, and they'll see any outsiders (such as the Disciples) as a threat. It's likely that they'll attack the Disciples on sight, unless the Disciples are disguised as ordinary (non-weapon-carrying) citizens.

**Shed**

Here, the Disciples will find the bodies of Cardoso's victims. Wrapped in plastic and tied with twine, the victims were carefully mutilated and then sewn back up with rosaries and crumpled Bible pages stuffed inside. The shed reeks of putrefaction. Cardoso has tried to mask the scent with large plastic tubs full of cat litter and baking soda. Though they've absorbed some of the odor, it's not nearly enough.

**Priest's office**

Here, the Disciples will find Amber Watkins and possibly Father Cardoso as well (though he may also be elsewhere in the church, with Amber waiting in his office). The office is well-furnished, and features numerous religious texts bound in leather. Investigation of the area will turn up metallic scales from the Wreziam.

**NEW WORLD COMPOUND**

This is the secret headquarters of the New World Church. It's a nuclear fallout shelter from the fifties, retrofitted to serve as a compound for the cult.

**Stairwell**

As the Disciples descend, they'll encounter cultists coming up the stairs, armed with shotguns.

**Antechamber**

This area is surprisingly elegant, with thick maroon carpeting and dark walls decorated with paintings depicting Joyner surrounded by angels.

**Worship area**

Here, there is a massive stone altar. Stacy Wellman is strapped to the altar, and is about to be sacrificed. There's a large razor-tipped pendulum swinging overhead, and it descends a little with each swing. Should the Disciples interfere, the demon will manifest and attack, as will the cultists.

**Cultists**

Strength 2

Sense 1

Soul 1

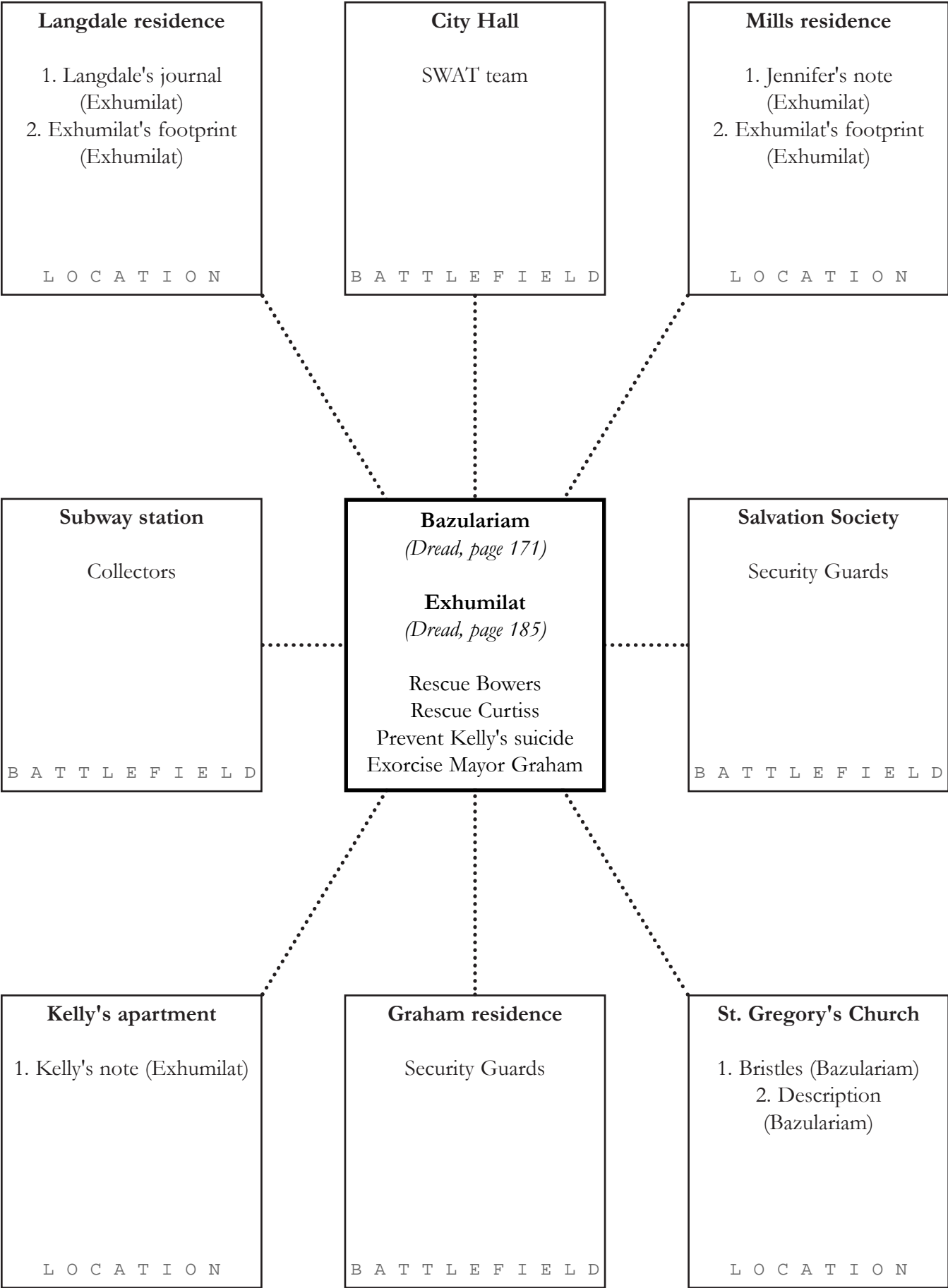
Life 5

Armor 7

Skills: Random 2

Weapons: Shotguns 2/2/2

# FIRST DEGREE MARTYR



# FIRST DEGREE MARTYR

## HOOK

The first victim was found, mutilated beyond recognition, inside a bathroom. The door was locked from the inside. The second victim was torn to pieces, and the damage was so severe that the body was initially thought to belong to two victims. The coroner's report indicated that cause of death was suicide.

As if that weren't bad enough, two members of Raleigh City Council have turned up dead in the past week. The papers won't say what was done to the bodies, but your sources tell you that it was pretty horrific. All you know is that both victims were found in a similar position: nailed to the side of a church, at least forty feet off the ground.

No one has a clue how it was done. Except you, of course. This is the work of demons, and you're the only ones who can put a stop to it. It's going to be another one of those days.

## SITUATION

There are two demons working in tandem: a Bazulariam that has taken over the body of Mayor Tyler Graham, and an Exhumilat that has targeted the children of the Reverend Charles Langdale.

Two days ago, the Exhumilat drove one of Langdale's children to suicide; another followed yesterday. The authorities are baffled by the hideous suicides, and don't know what to do next. The Exhumilat plans to kill both of Langdale's surviving children, starting with Kelly. After that, it will start over somewhere else.

In the meantime, the Mayor, under siege from the City Council, has come under scrutiny for allegations of turning a blind eye to police corruption. The Bazulariam has responded by crucifying two members of City Council by nailing them to the side of a church. Next, it plans to kill the Mayor's wife and children.

## OBJECTIVES

### *Rescue Bowers from the collectors*

Should the Disciples encounter the collectors in the subway station, they'll earn 3 points of Fury by neutralizing them (by whatever means necessary).

### *Save Curtiss from the Bazulariam*

If the Disciples can rescue Curtiss at Graham's estate, they'll earn 3 points of Fury.

### *Prevent Kelly's suicide*

By making sure that Kelly doesn't kill herself (either by throwing herself into the path of a subway train, or while being manipulated by the Exhumilat), the Cabal will earn 3 points of Fury.

### *Cast demon out of Tyler Graham*

If the Disciples can exorcise the Bazulariam from the Mayor's body before killing it, they'll earn 3 points of Fury.

## TRIGGERS

The Disciples may become involved because of strange newspaper reports, or they may hear about these cases on the news. Alternately, a contact with the police, the media, or the Mayor's office may get in touch with them.

## CHARACTERS

### *Kelly Langdale*

Strength 1

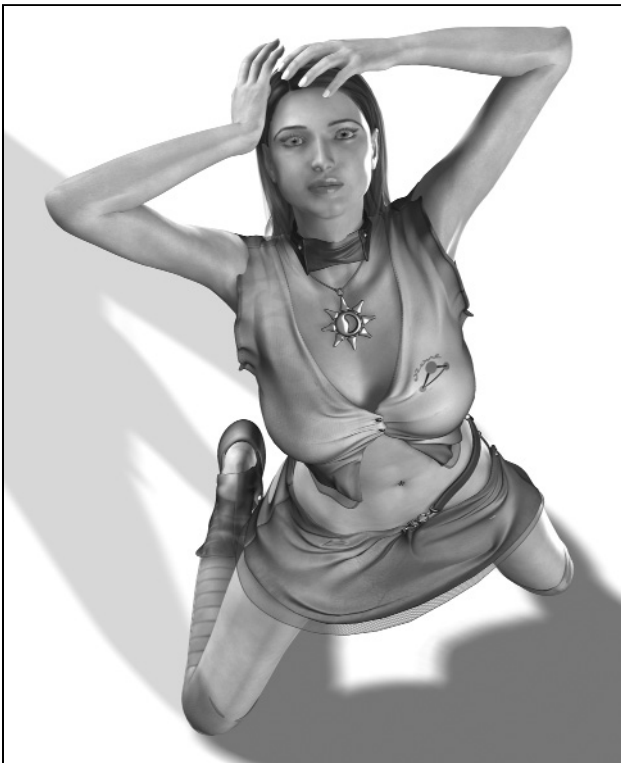
Sense 1

Soul 1

Life 3

Skills: Crime (Addict) 2

Weapon: Knife 1/1/0



Kelly is the daughter of the Reverend Charles Langdale. She's a white female in her thirties, and she's addicted to crystal meth. Though her face is pretty, her looks are fading fast. She has bad breath, pale skin, and poor hygiene. She appears anxious and twitchy, with stringy hair and bleary eyes. She's wearing second-hand clothing and trinkets, and she reeks of sweat and cigarette smoke. Kelly looks hungry.

Her voice is reedy and plaintive, and she seems paranoid and clingy. Stubborn, greedy, and self-absorbed, she's very difficult to deal with.

From time to time, she realizes just how bad her life has gotten, and she's overcome with despair. She doesn't believe in much except her brother. She's horrified by the recent events, but doesn't know what to do about them.

Kelly will panic and scream at the first sign of the supernatural. Despite her terror, she'll also use the chaos to try to swipe anything that looks valuable, figuring she can sell it later. She's utterly focused on herself, and thinks first of protection and acquisition. She's not much use in a fight, and will be all but catatonic if she sees the Disciples using magic. The first chance she gets after that, she'll try to escape. If it looks profitable, she'll try to betray the Disciples.

She has no idea that she's been targeted by the Exhumilat.

### *James Curtiss*

Strength 1

Sense 3

Soul 1

Life 4

Skills: Professional (Advisor) 6

Weapons: none



Curtiss is the Mayor's senior advisor. His job is to oversee the Mayor's schedule, manage the operations of various municipal organizations, and to advise the Mayor on community issues.

He's a black male in his late forties, with greying temples and a scar across his right forearm and wrist. When he's irritated, his eyes narrow and his jaws clench. He speaks deliberately and precisely, and sometimes seems quite condescending.

Serious, meticulous, and formal, Curtiss is easily engaged in discourse and debate. He's focused on facts and figures, and doesn't believe in an afterlife. A fierce rationalist, he clings to principles like Occam's razor. He doesn't believe in profanity, and considers it the sign of a limited vocabulary.

If the situation becomes violent, he will take cover and attempt to escape crisis. Curtiss is unlikely to enter combat, and will try to contact the authorities instead. He'll probably assume that the Disciples are criminals.

### ***Nathan Bowers***

Strength 2

Sense 1

Soul 1

Life 4

skills: Crime (Thief) 2

Weapons: Pistol 2/1/2

Bowers is Langdale's bastard son. He was conceived in a drunken night of passion almost thirty years ago, and his mother never lets him forget that he is an accident of birth.

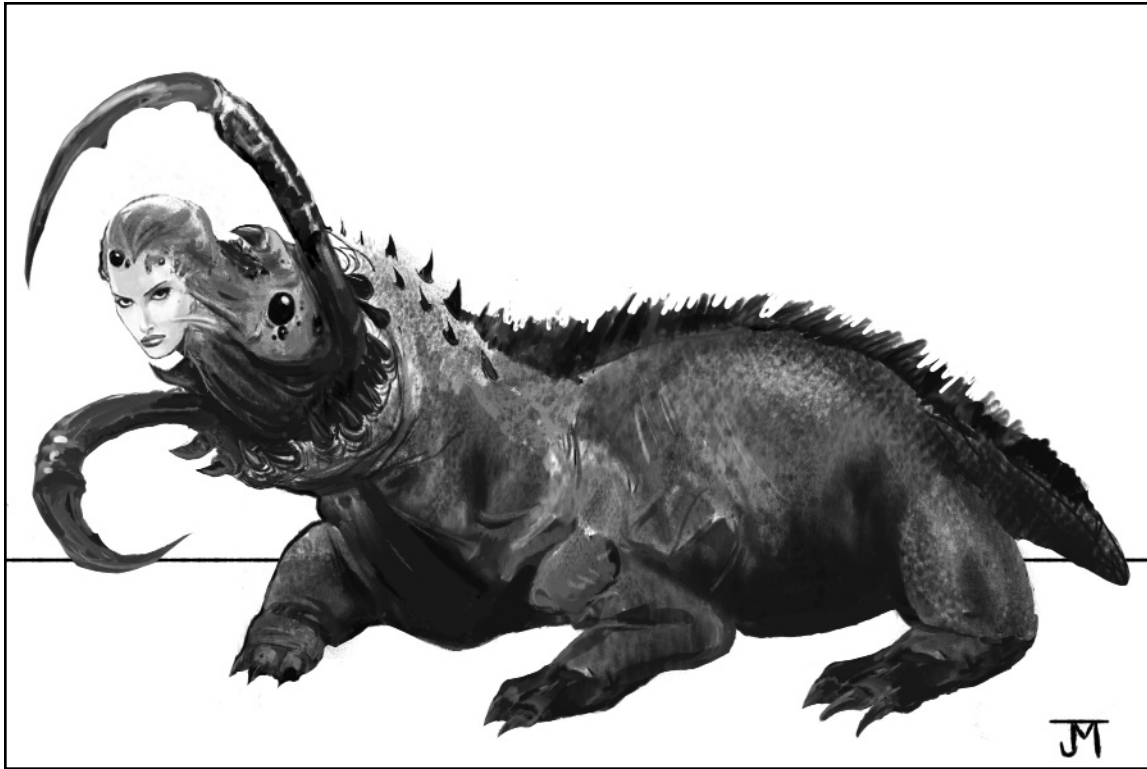
A white male in his late twenties, Bowers is a hard-faced young man with a do-rag and gang colors. Old before his time, his face is lined and his eyes are sunken. His jacket is worn and his clothing is threadbare and cheap. His facial expressions range between hostile and hateful.



A white male in his late twenties, Bowers is a hard-faced young man with a do-rag and gang colors. Old before his time, his face is lined and his eyes are sunken. His jacket is worn and his clothing is threadbare and cheap. His facial expressions range between hostile and hateful.

After burning through his monthly allowance from the Reverend Charles Langdale, Bowers usually tries to make some extra cash by stealing, gambling, and borrowing. His drug habit has become extremely expensive, and he's tried his hand at drug dealing in order to stay afloat. However, he wound up snorting most of the package, and hasn't had much luck selling the rest. As a result, a group of collectors has been sent to beat some sense into him (or kill him, if it doesn't look like he's getting the message).

Volatile and macho, Bowers is abusive to women and domineering in the face of weakness. However, he cringes in the face of danger. He'll provoke a fight, then flee. A fast talker when he has to be, he'll try to negotiate his way out of trouble if the need arises. Bowers panics if things get violent.

**Charles Langdale**

Strength 1

Sense 2

Soul 1

Life 4

Skills: Profession (Televangelist) 4

Weapons: none

The Reverend Charles Langdale, host of the wildly popular television program Salvation Society, has had four legitimate children (Willard, Timothy, Jennifer, and Kelly) and one bastard (Nathan). His oldest son, Willard, died in a car accident nine years ago. Two days ago, his daughter Jennifer committed suicide. The day after that, Timothy did the same. Langdale is beside himself with grief, and is trying to reach out to Kelly and Nathan. Neither one wants anything to do with him, and he's resorted to hiring a private investigator to help him figure out what's going on. He has no idea that his family has been targeted by an Exhumilat demon. In fact, Langdale is an atheist, and doesn't even believe that demons exist.

**Tyler Graham**

Strength 1

Sense 2

Soul 1

Life 4

Skills: Professional (Mayor) 4

Weapons: none

As the city's Mayor, Graham is responsible for millions of dollars and thousands of lives. The power went to his head years ago, and his raging ego is like a beacon to the Bazulariam that has possessed him.

A tall, handsome man in his fifties, Graham projects confidence and charisma. He has one wife, three mistresses, and a few female colleagues that he sleeps with from time to time. Keeping track of it all has never been a problem for the Mayor, given his near-photographic memory.

He is the unwilling host of a brutal Bazulariam demon that intends to use his body to commit several murders.

## LANGDALE RESIDENCE

Here, driven by the Exhumilat's guidance, Timothy Langdale committed suicide in a spectacular fashion. He turned on his video camera, sat down in front of it, and tore himself limb from limb. The video was broadcast on the web, where it was found and distributed in a matter of moments by his horrified friends and acquaintances. By sundown, the video was all over the place.

### Bedroom

Here, the Disciples will find Langdale's journal, in which he describes the sense of elation that he feels at the prospect of his coming liberation. He knows that he's going to ascend to a higher plane of existence when he's finished. Langdale writes that reason has always impeded his quest for a stronger faith, and so he must find the source of that reason and purge it from his body.

### Kitchen

This is where the authorities found Langdale's body. The room is covered in blood, which has dried to a sticky orange-black on the linoleum. There is a large reptilian footprint in the blood, in the carpeting of the kitchen. That part of the room has been blocked off by yellow tape, indicating that the police see this print as evidence.

#### Evidence

1. Langdale's journal (*Exhumilat*)
2. Exhumilat's footprint (*Exhumilat*)

## MILLS RESIDENCE

This is the home of Jennifer Langdale Mills, daughter of the Reverend Charles Langdale. Yesterday, Jennifer locked herself inside the bathroom and tore herself to shreds. While the Exhumilat watched, she ripped her skin off and dismembered herself.

### Office

On Jennifer's computer, the Disciples will find a text file where Jennifer writes about her recent miscarriage. She still grieves for the loss of her unborn child, and curses the womb that failed her so miserably.

### Bathroom

The bathroom looks like a slaughterhouse. Though Jennifer's body has been gathered and processed, the blood (which reaches as high as the top of the shower curtains) remains. The distribution suggests that the victim was writhing in uncontrollable agony towards the end (however, if the Disciples learn anything about the Exhumilat, they will realize that she was not in pain, but in ecstasy). Again, the Disciples will find a single footprint, like a signature, in the pooled blood on the bathroom floor.

#### Evidence

1. Jennifer's note (*Exhumilat*)
2. Exhumilat's footprint (*Exhumilat*)

## KELLY'S APARTMENT

Kelly knows that something is wrong, but she can't put her finger on it. However, she is convinced that the dark patches on her skin are an indicator of some kind of disease, and she's on her way to the doctor's office to see if anyone can tell her what's going on. She's left a note for her brother explaining all of this.

In the meantime, her half-brother, Nathan, is crashing on her couch to avoid the collectors that are after him. If pressured by the Disciples, he'll take them to the subway station where Kelly is waiting (but only if they promise to protect him).

#### Evidence

1. Kelly's note (*Exhumilat*)

## ST. GREGORY'S CHURCH

This is where Jeremy Tolliver and Susan Nedlemeier were found, nailed to the wall in crucifixion poses. The Bazulariam hauled them up the side of the church and left them there, forty feet off the ground.

### **Grounds**

If the Disciples investigate the area, they'll find small clusters of black bristles, which resemble two-inch needles, embedded in the brick building where the Bazulariam climbed up.

### **Parking lot**

If the Disciples search the parking lot, they'll find Tolliver's SUV and Nedlemeier's car. Searching these vehicles will produce a single lead: a document in Tolliver's briefcase, showing that both he and Nedlemeier were fighting the Mayor about an investigation into corruption in the police department.

### **Inside**

If the Cabal investigates inside the church, they'll find a near-catatonic old woman praying. Should they question her (requiring a charm or intimidation skill check against a fairly high difficulty), they'll learn that she saw something: "a devil".

The woman, who suffers from senility, will give a decent description of the Bazulariam demon, and claim that it dragged two sinners up the wall so that they would have higher to fall when their souls went down to hell. She will also tell the Disciples all kinds of horribly inane and perverse things, so it's going to be difficult for them to figure out what's real, and what's just a product of her deranged mind.

### **Evidence**

1. *Bristles (Bazulariam)*
2. *Description (Bazulariam)*

## CITY HALL

Surrounded by police officers and SWAT team members, Mayor Graham is preparing to hold a press conference outside of City Hall. This is the only public appearance that he has scheduled for the next 48 hours. He plans to address the horrific murders of the two City Council members in front of the media.

However, when the Disciples show up, the demon inside him will identify the Cabal as killers, and will order the police to apprehend the suspects. In order to make sure that everyone is paying attention, the demon will use its telekinetic abilities to snatch a gun from the holster of a police officer and put it near the hand of one of the Disciples, ensuring that violence breaks out.

During the commotion, the Bazulariam will allow security to hustle it into a bulletproof SUV and leave the area. They'll head back to Graham's home, a well-guarded mansion.

Curtiss, who has noticed a profound change in his boss, will attempt to make contact with the Disciples after the battle, assuming that the Disciples are victorious. He'll volunteer to be their inside man, should they try to move in on Graham's residence.

### **SWAT team**

Strength 4  
Sense 2  
Soul 1  
Life 7  
Armor 9  
Skills: Crime (Law Enforcement) 4  
Weapons: Submachine Guns 3/3/3





## SUBWAY STATION

Kelly has come to the conclusion that she's going to commit suicide like her siblings, and she'd rather die than suffer like that.

She's standing on a subway platform, and she's getting ready to throw herself in front of a moving subway car. When the Disciples arrive, she's going to be walking towards the edge of the platform. To make matters worse, the collectors that have been watching Bowers have followed him from Kelly's apartment to the subway station. They've been hoping to see Bowers going to his stash (they were convinced that he has one), but at this point, they're going to settle for killing him. Whether or not he's with the Disciples, the collectors are going to attack the Disciples, reasoning that they're involved with him somehow.

### **Collectors**

Strength 4  
Sense 2  
Soul 1  
Life 6  
Armor 3  
Skills: Crime (Thug) 2  
Weapons: Uzi 3/3/3, Shotgun 2/2/2

## SALVATION SOCIETY HQ

Langdale runs the Salvation Society from a massive office building downtown. The lower levels are dedicated to the maintenance of the Salvation Society organization, while higher levels maintain the various web sites and online communities. Langdale's office is on the top floor.

If the Disciples approach the Reverend Langdale, his security detail will attack, believing that the Disciples mean to do him harm.

Should the Disciples approach Langdale, and make contact with the Exhumilat, it is probably that the Bazulariam will appear and attack.

### **Security Guards**

Strength 3  
Sense 1  
Soul 1  
Life 6  
Armor 5  
Skills: Crime (Security) 2  
Weapons: Pistols 2/1/2

## GRAHAM RESIDENCE

If the Disciples haven't already locked horns with the Bazulariam, the Mayor will hole up here, waiting for the Disciples to come and find him. The estate is well-defended, and features a state-of-the-art surveillance system. There are also guard dogs and armed guards.

Should the Disciples approach Graham's residence, and make contact with the Bazulariam, it is likely that the Exhumilat will also manifest itself and attack them.

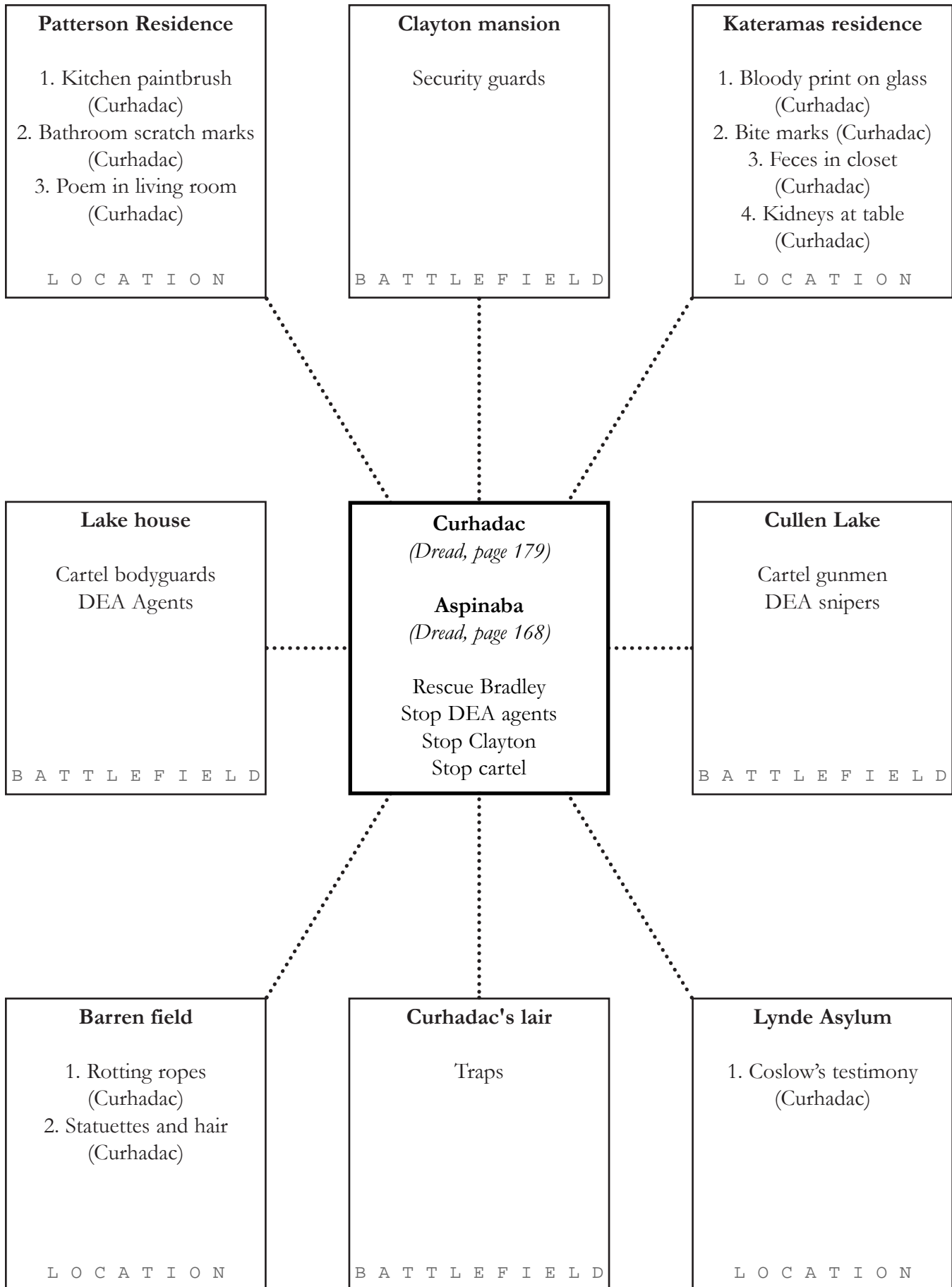
If the Disciples agree with Curtiss' plan, it's likely that the vengeful Bazulariam will attempt to kill him for helping the Cabal.

### **Security Guards**

Strength 3  
Sense 1  
Soul 1  
Life 6  
Armor 7  
Skills: Crime (Security) 2  
Weapons: Submachine guns 3/3/3



# ART IMITATES DEATH



# ART IMITATES DEATH

## HOOK

The most disturbing piece of evidence you've ever seen is a painting. Originally, it was a lawyer. When the cops found him, he was stretched across the canvas. Not pretty. The second victim was a sculpture. You have no idea what the third one will be. A flower arrangement, maybe. Who cares? You don't know much about art, but you know what you don't like. And you definitely don't like demons. Time to assemble the Cabal and get to work.

## SITUATION

David Coslow was convicted of serial murder and sent to an asylum. Warren Clayton is an amoral millionaire who collects paintings made from human bodily fluids. Dr. Randall Webb likes to torture his catatonic patients. Hector Morales is a drug lord who collects human fingers.

And they're the innocent bystanders.

A few months ago a Curhadac demon abducted seven people. They were all dragged to its lair - a remote shack (described in the Location: Barren Field section) -- and six of them were torn to pieces. The Curhadac created paintings from their bodies, then gave these to the seventh victim, David Coslow. The demon freed Coslow, then walked away.

Coslow wandered through the woods until he reached a farmhouse. He told his story, then collapsed. The stunned family called the police, who searched the area until they found the cave, the paintings, and the corpses.



At the trial, Coslow explained what he had seen. He tried to describe the demon that had held them captive, torn them apart, and painted desert landscapes with their bodily fluids. He broke down during cross-examination, and fell into a catatonic state. He has not recovered. Currently, David Coslow is a patient at Sophia Lynde State Hospital for the Insane.

Dr. Randall Webb, the hospital's director, enjoys a nice bout of electroconvulsive therapy in the evening. It helps him to unwind. He usually selects one of his catatonic (or otherwise unresponsive patients), and straps him or her in for a few rounds with "the lightning rod." Webb doesn't know if this has any positive effect on the patient, and he doesn't care. He just likes to watch their faces when they convulse.



An Aspinaba demon has taken residence in the hospital. Currently, it inhabits the body of Brenda Collins, a 67-year-old woman who has not spoken a word in forty years. Brenda killed and ate her newborn daughter in 1967.

The Aspinaba, attracted by the memories of child abuse, has decided to take over Brenda's body, in order to track down and kill her remaining children (who are now adults).

Last night, the demon carefully placed a handful of marbles in a stairwell and loosened the lightbulb. A janitor slipped, tumbled down the stone stairs, and snapped his neck at the bottom. He lived through much of the night.

Tonight, the demon will strike again. Emboldened by success, it will stalk the halls of Lynde Asylum, and it will kill anyone that it encounters.

Rather than rely on subtle methods like traps, it will employ a more direct approach, crushing its victims skulls and snapping their spines. However, it will only reveal its true form to the Disciples, and even then, only if they attack it.

The six paintings were collected by the police, bagged, and presented as evidence at Coslow's trial. Then they vanished. Millionaire Warren Clayton was able to acquire all six of the paintings, via illegal means. An art collector with unusual tastes, Clayton simply could not live without those paintings once he'd heard about them.

By bribing his way through most of the police station, he was able to arrange to have five of

the paintings delivered to his house. He kept them in a room in the house's lowest level. The sixth painting was seized by the FBI, who wanted to perform additional tests.

Before they could do so, Clayton hired a group of men to stage a robbery of the FBI evidence room. The men, members of Hector Morale's crew, were able to seize the painting and deliver it to Coslow.

While there, they also swiped large quantities of cocaine and heroin that were slated for use as evidence in ongoing trials.

Six weeks ago, one of the pieces was stolen. The thief, Ramon Salazar, was one of the men who stole the painting from the FBI evidence locker. He reasoned that the paintings must be worth a great deal in order to warrant that kind of risk.

Salazar took the painting to his apartment downtown, where he planned to fence it to a contact of his, who knew a thing or two about stolen artwork. Unfortunately, Salazar got into an altercation at a nightclub later that evening. A man who suspected Salazar of engaging in sexual intercourse with his sister stabbed him in the genitals.

Salazar bled out on the way to the hospital. Toxicology indicated high levels of cocaine in his system, so the police investigated his apartment. Though they didn't find much evidence, they did locate the painting. When they realized that this was one of the paintings attached to the Coslow case from the previous year, the police contacted the FBI.

The painting is now once again in the possession of the FBI. This time, they've taken steps to ensure that it remains in their custody.

Last night, Andrew Patterson was kidnapped from his home by the same demon. In the process of restraining Patterson, it tore his wife, Marie, limb from limb. A few hours later, shortly before dawn, it struck again at the home of Molly Kateramas. Her family (husband, two children) were dismembered and partially eaten.

The Curhadac has esconced Andrew and Molly in its lair, which is a small cave on a lake, not far from the Clayton estate. Clayton has no idea that a demon dwells so near his property. If he knew, he would be fascinated. He loves the

Curhadac's paintings more than anything else in his life.

Right now, Clayton is working closely with Morales and a few rogue DEA agents. Morales brings in the cocaine and heroin, and the boats land at Clayton's marina. The DEA keep Clayton and the Cartel free of suspicion, in exchange for a small percentage of the profits. In addition, Morales gives up information about rivals and low-level dealers. This keeps the DEA agents' numbers up.

### CLAYTON

Reclusive millionaire, multiple homes  
Has mansion near a lake  
Drugs brought in through speedboats  
Doesn't need money, independently wealthy  
Loves the thrill of making money with drugs  
Not particularly violent, just amoral  
Fascinated by art, loves the blood paintings  
Doesn't know they were done by Curhadac

### MORALES

Brutal, ambitious drug lord  
Despises weak, effeminate Clayton  
Needs man's DEA connections  
Working with DEA is necessary evil  
Sadistic, enjoys watching people die  
Studying project management  
Wants to become legitimate one day  
Doesn't know about problems at home

### COSLOW

'Blood Artist' was gas station cashier  
Abducted from home last year  
Watched as demon killed victims  
Saw paintings made from bodies  
Was given paintings as a gift  
Driven completely insane by experience  
Catatonic patient at Lynde Asylum  
Will commit suicide after encounter



Early this morning, Jerome Bradley found out about this operation. Bradley, a security guard in Clayton's employ, went to his boss to report what he'd discovered. He assumed that Clayton had no knowledge of this activity. By the time he realized his mistake, it was too late; the DEA agents and Morales took him into a boathouse and began to interrogate him.

After a few hours, the DEA agents figured out that he hadn't told anyone anything, and they recommended killing him. Morales volunteered to dispose of the body. He's been torturing Bradley ever since. He has six of Bradley's fingers, and intends to cut off the other four at some point later this evening.

The Curhadac must collect five more victims before it can begin its latest masterpiece. It will strike again tonight, unless destroyed.

## OBJECTIVES

### ***Rescue Bradley***

Bradley is in the boathouse at Clayton's marina. The DEA operatives who beat him bloody have come to the conclusion that he knows nothing. But Morales continues to torture him for the fun of it. If the Disciples rescue Bradley, they get three points of Fury.

### ***Stop DEA agents***

DEA agents and cartel gunmen are trying to escape on the lake. They're in a speedboat, pulling away from the boathouse. There's another speedboat neaby. If the Discples can capture or kill all four DEA agents, they will earn three points of Fury.

### ***Stop Clayton***

If the players apprehend or kill Clayton, they will earn three points of Fury. Later, they will learn that DNA testing on the paintings in his 'blue room' helps to identify the victims who were

killed by the demon (though authorities will blame a serial killer). This will give closure to the families of the victims.

### ***Stop cartel***

Morales' men are all over the boathouse. Fanatically loyal (and wired out of their skulls on high-quality cocaine), they will fight the Disciples to the Death. Killing all of them earns the Cabal three points of Fury each.

## TRIGGERS

There a few ways that a contact might get the Cabal involved with this case. A journalist might be working on a story about the Artist (which is what the papers called Coslow during his trial), or about the recent murders.

A crime-related contact (someone involved in law enforcement, or a private detective) might ask the Disciples for help with the investigation of the Patterson or Kateramas murders. However, the latter would be an off-the-record investigation, since the police haven't yet had cause to enter the Kateramas home.

A contact in the medical field might have heard about the medical examiner's work on the dead bodies in the Patterson and/or Kateramas cases.

The characters might also hear about the grisly killings on the news, or read about them in the paper. The Mentor might direct the Cabal to check out the Lynde Asylum for information about Coslow.





## CHARACTERS

### *Dr. Randall Webb*

Strength 1

Sense 3

Soul 1

Life 4

Skills: Medicine (Psychologist) 4, Profession (Hospital Director) 2

Weapons: Letter opener 1/1/0



Dr. Randall Webb is a white male in his fifties. He has a kind face and pale blue eyes. He's meticulous, poised, crisp, and freshly-scrubbed. He bites his nails to the quick. His hair is greying, but his build is wiry and muscular. He looks like the kind of guy who plays a little golf on the weekend. Maybe some squash, a round or two of tennis.

Pleasant, affable, and mild-mannered, Webb is good company. He's easygoing, quick to laugh, and really seems to care about his patients. He believes that he's making good progress with Coslow. He quickly downplays Coslow's demon story, though.

Webb will be happy to help if he believes that the Disciples are sincere. However, he's no fool, and will assume nothing. If the Cabal wants to talk to Coslow, Webb will have to be coerced, bullied, or charmed with magic.

He has a calm and pleasant demeanor as long as things are going well. He will panic and fly into an absolute rage at Coslow's death. He might even attack one of the Disciples.

In his spare time, Webb tortures catatonic and incoherent patients with electroconvulsive therapy equipment.

"Well, let me ask you this. how do you define mental health? Here at Lynde Asylum, we make incremental progress. It's a question of degree, measured over time, calculated on a daily basis. Over there -- that redhead? She used to boil and eat cats. She says they're insects, not mammals, so it's okay, it's not inhumane or wrong.

"Personally, I'm almost inclined to agree with her. Think about it! A man breaks into your home. You have a dog. Your dog will growl, bark, attack, protect you, and it doesn't matter if it's a pit bull or a Pekinese, it will fight for you. A cat just stares at the intruder with the blank, soulless eyes of a preying mantis. It doesn't care if you live or die. It might hiss, but it won't protect your or your family.

"So is that red-haired girl crazy? Professionally, I'd have to say yes. But as a dog person, I think she might just be on to something. Hahaha. Okay, just kidding. The point is, she's getting better. We're making progress."

**Warren Clayton**

Strength 2

Sense 3

Soul 1

Life 5

Skills: Professional (Businessman) 4, Crime (smuggler) 2

Weapons: Revolver 1/2/1



Clayton is a lean, athletic man in his fifties. With his olive skin and slight accent, his exact ethnicity and nation of origin are hard to place. He has long, shiny hair, a narrow face, dark eyes, and pinched features. He tends to squint, which makes him appear skeptical and suspicious, even if he's verbally agreeing with someone.

Condescending, smug, and abrupt, Clayton exudes wealth, control, and power. He talks in nautical terms: captain, ship, rudder, and steer. He always talks to people like they're the help.

Warren Clayton inherited most of his money, and due to his extravagant lifestyle, he's beginning to run out. He uses his wealth to crush small business owners, acquires them, and lays off their employees. Then he has his personnel department recruit these unemployed workers for jobs that don't pay quite as well, and which aren't really in their area of expertise. He is delighted to hear of their unhappiness, even though the high turnover rate actually winds up costing his businesses money.

Clayton also likes to send married employees on long-term off-site assignments with colleagues of the opposite sex. It amuses him to no end to learn of infidelities, office romances gone sour, and accusations of inappropriate behavior.

He's calm under fire, in control, and will not hesitate to shoot. In a crisis, he gives orders, takes hostages, and defends himself with any weapon he can get his hands on. He will not panic, but will act as though he's in charge. His pride will be his undoing, as he will assume that the Disciples are stupid, weak, or easily bribed.

**Jerome Bradley**

Strength 2

Sense 1

Soul 1

Life 3

Skills: Crime (ex-cop) 2

Weapons: none

Jerome Bradley is a security guard for Warren Clayton. He's a tired-looking Caucasian male in his forties. He's tired and hangdog-looking, with a cheap windbreaker and a lined face. He's been beaten and tortured, and he looks bloody and exhausted. His missing fingers and cowering demeanor make him look rumpled and defeated.

Bradley is fairly pessimistic and snarky. This recent turn of events just confirms what he's always known about life. Wily, sarcastic, and prone to grumpiness, Bradley's cantankerous demeanor is actually fairly engaging, particularly when he seems more annoyed than distraught over his torture and abuse. For him, every minor inconvenience is the end of the world, and the mutilation of his hands is an annoyance.

Bradley doesn't subscribe to the notion of an afterlife. He lives day to day, and hopes for the best. A former police officer, he is prone to telling stories about his days on the force.

Too badly injured to help, Bradley will nonetheless try to contribute something to the effort. If he believes that the Disciples have good intentions, he'll tell them where he's hidden a nearby firearm (whether it's a revolver or an automatic rifle is the Director's discretion).

If rescued, he'll try to call for help unless dissuaded. Though he'll be grateful to the Disciples for rescuing him, if they don't offer some kind of explanation for their presence and behavior, he might conclude that they're members of a rival cartel.

"Ain't this a bitch? How the fuck do I give the finger to some jagoff talking on his cell phone while he's driving? I need a prosthetic middle finger. Hey, you got any cigarettes? Man, I could use a smoke. Doctor says I should quit, or at least try smoking cigarettes with filters. Fuck that action, compadre. Smoking with a filter is like suckin on a tittie through a negligee. No thanks, take it off, you know?"

### **David Coslow**

Strength 2

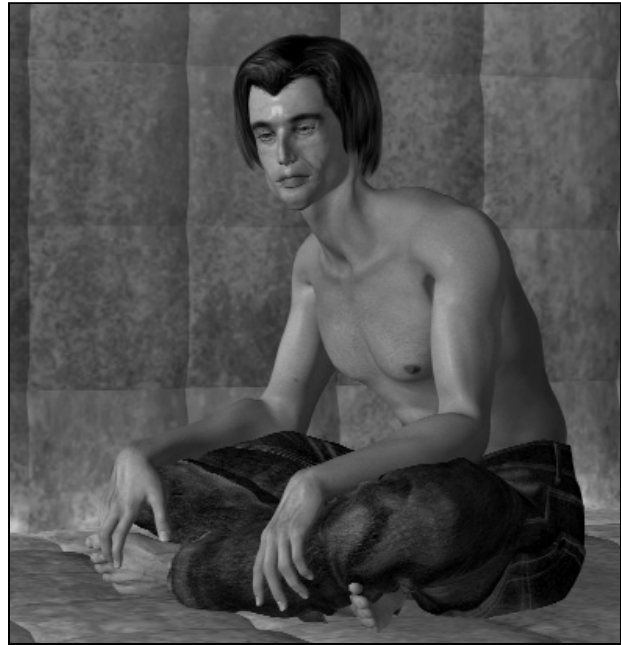
Sense 1

Soul 1

Life 3

Skills: Profession (Cashier) 2

Weapons: Nails (special)



David Coslow is a Caucasian male in his early forties. He's thin, gaunt, haunted, and hollow-eyed. His teeth are long, and his hair is lank and greasy. He's nervous and reeks of sweat. Exhausted and worn down, Coslow plays with his hair and bites his nails.

He has a reedy voice, thin and whispery. During conversation, he's erratic, nervous, and prone to tics and stuttering. If intimidated, he appears confused and he blinks a lot.

During his conversation with the Disciples, he will gradually become more relaxed. He'll appear very calm as he relates his story to them. Once they reach the subject of the

demon, he will seem incongruously happy.

If asked, he'll explain that for the first time, he feels like someone believes him. He'll answer any question to the best of his ability. Savvy players will be able to accumulate a great deal of information about the demon's appearance and behavior at this point.

After talking to the Disciples, Coslow will pull a handful of nails from his pocket and pop them into his mouth. Smiling, he'll bite down, forcing the nails through his chin and throat. No matter what, he'll be dead by the time anyone gets to him. No one will ever know where the nails came from.

Should the Disciples somehow manage to keep him from killing himself with the nails, he'll find another way at some point. Worst-case scenario, he'll keel over from a heart attack or stroke. The man is dead, end of story.

### **Hector Morales**

Strength 3

Sense 2

Soul 1

Life 5

Armor 3

Skills: Crime (Drug lord) 4

Weapons: Shotgun 2/2/2

Hector Morales is a tanned and muscular Hispanic male in his late thirties. Lean, well-dressed, and polished, Morales is nonetheless an utterly inhuman psychotic who collects the fingers of his victims.

Dark-eyed, tanned, stylish, and confident, Morales wears brightly-colored Hawaiian shirts. He is elegant, with good posture and alpha-male poise. His voice is a rich tenor, slightly accented.



Morales will freak out at the sight of the demon, but will eventually reassert himself and open fire. If attacked by the Disciples, he will retaliate, but the use of magic may drive him into a state of panic, at which point he will retreat.

The Vaqueta Cartel, based out of Cordino, Colombia, is responsible for countless crimes throughout Central and South America. Led by Ernesto Rodriguez, 67, the cartels has killed cops and judges, murdered witnesses, and enslaved entire villages. They are one of the largest exporters of drugs into North America and Europe. Recently, Rodriguez was taken over by an Issoc demon. The demon has already destroyed much of Cordino, and is now on its way to seek out and recruit Morales for the second stage of its war on authority. Should Morales survive this scenario, he may crop up later, in league with the possessed Rodriguez.

## PATTERSON RESIDENCE

This is the home of Andrew and Marie Patterson. Andrew, 39, is an associate manager for a telemarketing company. Marie, 42, was a substitute teacher. Andrew was abducted by the Curhadac during dinner last night. Marie was partially eaten, and mangled beyond recognition. The house is a complete disaster.

The body of Marie Patterson has been moved to the office of the Medical Examiner, and much of the evidence has been bagged and removed. The forensic analysts are currently en route to the police station. They're scheduled to return shortly, to complete the task of documenting and bagging all physical evidence. The police have sealed the area off with yellow crime scene tape, and there are two officers sitting in a squad car in the driveway.

The Disciples might figure out what happened here through a series of skill checks (difficulty ranges between 9 and 12). In brief, the Curhadac attacked Marie first, while Andrew was upstairs. It struck while she was coming out of the bathroom, chased her through the living room, and cornered her in the kitchen, where it devoured most of her torso. During her struggles, several wine bottles were knocked over in the process.

By the time Andrew got down the stairs, she was dead. The demon knocked Andrew unconscious, then ransacked the house for a paintbrush, which it used to paint a small portrait of Andrew on Marie's leg (which was collected by police, though droplets around the kitchen floor indicate what transpired here).

### Upstairs

In the bedroom, a successful Crime check against difficulty 11 will reveal a revolver hidden in the closet (range 2, damage 2, ammo 1).

There's blood on the linoleum, and it's still a little slippery. It looks like someone was dragged in through the living room. There's broken glass on the floor from a half-dozen wine bottles. A paintbrush soaked in Marie's blood is lying on the kitchen counter, and there's burned food in a pot on the stove. The kitchen reeks of burned food, the coppery stink of blood, and potpourri; after the violence, the Curhadac heated potpourri and water in a pan in order to mask the smell somewhat.

### Bathroom

This is where the demon first struck at Marie Patterson. After smashing her face into the mirror, it pursued her into the kitchen, where she was killed. There are scratches on the door frame, caused by the demon's spikes. The Disciples can figure out what happened, and also learn something about the demon's size and shape (due to the scratches on the frame), by making a successful skill check at difficulty 11.

### Living room

The Pattersons' dog is nailed to the wall with a fireplace poker. The demon has scribbled something on the wall in the dog's blood. A successful Linguistics check (difficulty 10) will reveal that this is a short poem written in Lemnian; it's a paean to dogs, celebrating their loyalty and courage. The carpet in this room is covered in dried blood from the dog and from Marie; footsteps through this area will crunch quietly in the silent house. The room reeks of dog urine; it voided its bladder in terror before being killed.

### Garage

The Pattersons' SUV is still parked in the garage (body 28, swerve 1, recover 2, ram 3).

### Evidence

1. Kitchen paintbrush (Curhadac)
2. Bathroom scratch marks (Curhadac)
3. Poem in living room (Curhadac)

## KATERAMAS RESIDENCE

The Curhadac struck again, abducting Molly Kateramas from her home in the hours before sunrise. After smashing through their back door, the beast thudded upstairs, where it devoured most of George Kataramas in a single gulp before knocking Molly senseless against the post of her brass bed. It then attacked and killed their children, William and Regina.

After the frenzy of its initial attack, the demon carried the three corpses downstairs and broiled their kidneys, which it ate at their dining room table. The Disciples might determine what transpired here through a series of skill checks (difficulty ranges between 9 and 12).

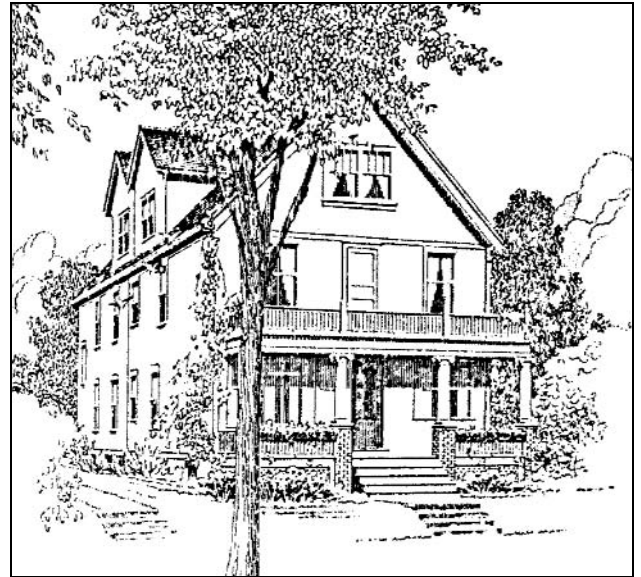
When the Disciples arrive, the area is still undisturbed. Because the Kateramas house is surrounded by a sizable yard and a high fence, no one heard or saw anything, and the police haven't yet been called. However, after a day or two, a classmate or co-worker might come by the house to see what's going on.

Outside, the mood is somber and dark. The sky is dark and overcast, and it's been drizzling for a few hours now. In the distance, sirens can be heard. These eventually fade out without getting any closer.

### **Kitchen**

The glass door that leads to the backyard has been smashed in. Pieces of broken glass are littered all over the kitchen floor. Droplets of thick green blood (from where the Curhadac's spines pierce its skin) are scattered through this area. The mangled bodies of George, William, and Regina are stacked under the kitchen table.

A successful skill check (medicine) against difficulty 10 will reveal that their kidneys were torn out through their backs prior to being mauled. The kitchen smells mouth-wateringly good.



In the oven, the Disciples will find two uneaten kidneys (George's). They've been seasoned with cayenne pepper and grated lemon peel.

### **Dining room**

There's a plate at the table. This is where the demon stood and finished its meal. When finished, it drank a glass of water, which is still on the table, next to its neatly-folded napkin.

### **Bedroom**

There's blood on the sheets, and the room is in a state of complete disarray. The sheets and linens are torn, and the carpet is still damp with blood. In the closet, there's a pile of feces. After it defecated, the demon tried to cover its droppings with Molly's shoes.

### **Garage**

Parked in the garage, the Disciples will find a minivan (body 31, swerve 1, recover 2, ram 3).

### **Evidence**

1. Bloody print on glass (Curhadac)
2. Bite marks on bodies (Curhadac)
3. Feces in closet (Curhadac)
4. Kidneys at table (Curhadac)

## BARREN FIELD

This small property was annexed by the city during a period of expansion. Though it was never formally developed, a group of squatters constructed a makeshift shack from an aluminum shed and several pieces of tarpaper. They abandoned it a few years back in favor of more comfortable accommodations in the downtown area.

The Curhadac brought its victims to this shack last year. It tied their arms and feet with rope, and broke their legs to ensure that they would not flee. One by one, it selected its bound and struggling victims and tore them apart, using their bodies to create soothing landscape paintings, which it then presented to David Coslow, whom the demon set free.

Later, the police combed the area for evidence, but they didn't know about the coffee can in the gully. Before it set Coslow free, it led him to a gully, and it showed him a few trinkets, which it was placing in a coffee can. It smiled at him. Coslow soiled himself in the extremity of his terror. The demon placed the paintings, wrapped in fabric, in Coslow's arms, and then it let him go. He never told anyone about the coffee can. It was something that he wanted to tell the police about, because he believed that it would somehow exonerate him, but he was afraid that the demon would be angry with him, so he never said anything.

### Field

The area around the shack is covered in hard clay. No dirt, and no grass. Erosion has taken its toll, and the rains have washed small gullies into the earth. These are relatively shallow, but deepen as they approach the west.

### Gullies

In one of the deepest gullies, roughly a quarter-mile west of the shack, there's a sealed coffee can hidden under a pile of rags and pieces of a

broken vacuum cleaner. Inside the can, the Disciples will find a statuette of a nude human female, carved from bone; a lock of dark hair tied with a red ribbon; and a piece of scrimshaw depicting ships at sea and stars in the sky. All three objects came from the body of Jessica Laverdier, who was one of the Curhadac's victims.

### Shack

Derelect and dusty, this structure reeks of rot and urine. Light comes through cracks in the walls, and illuminates the dust-motes hanging in the air. There are a few rotting lengths of rope on the ground.

### Evidence

1. Rotting ropes (Curhadac)
2. Statuettes and hair (Curhadac)

## LYNDE ASYLUM

The Sophia Lynde State Hospital for the Insane is sophisticated, clean, and state-of-the-art. It features wide hallways, quiet common areas, and small conference rooms. These are all bright white, and the whole building smells of industrial-strength disinfectant.

### Lobby

If the Disciples arrive here under pretense, or if they just walk in, they will be asked to wait for the psychiatrist in charge of Coslow's case, one Dr. Randall Webb. The lobby is furnished with comfortable chairs and numerous magazines. While waiting, the Cabal may observe that the facility is run like a prison; there are metal bars, surveillance cameras, and armed security guards. Leashed attack dogs patrol the grounds. A tired-looking brunette in her fifties (Jessica Sarnes) is being pushed through the lobby in a wheelchair; the attendant with her leaves her 'parked' near a magazine rack while he signs in at the admin's desk.



The Disciples can see that the brunette is hollow-eyed and slack-jawed; she's completely catatonic. Though they won't know it unless they use magic (such as Discern), this woman is possessed by a Aspinaba demon.

If they did any research before coming here, they'll learn that Lynde only houses criminally insane prisoners. Richard Noelle, for example, killed 12 pregnant women. Arthur Hong strangled dozens of hitchhikers and dumped their bodies along the highway.

If they decide to do some snooping while waiting, it won't be too hard (difficulty 9) to learn that Warren Clayton has been here several times. It looks as though he's been using the alias "Arthur Mowkan". A Sense check against difficulty 10 will reveal that this is an anagram of 'human artwork'. Arthur has visited Coslow several times over the last few months, but the last time he visited, he signed out as Warren Clayton by mistake. Investigation will reveal that the employee who signed him in was fired for accepting bribes.

#### **Webb's office**

Sparsely decorated, this office smells of old books and aftershave. There are three-dimensional models of the human brain on shelves, next to plaques and awards and dozens of textbooks. Webb is here, waiting for the Disciples. He greets them warmly and asks how he can help them. At this point, the use of magic or skills will get them a tour of the facility, ending at Coslow's cell. Anything else will get security into the room in a matter of seconds.

#### **Coslow's cell**

He sits, shirtless and crosslegged, on the floor. Quiet and serene in his padded cell, Coslow sits

and stares into space. The wall that divides the players from Coslow is three-inch plexiglass with small ventilation holes at the top of the cell. There's no door here -- in order to reach the door, the Cabal must approach the cell from another room. Breaking through the plexiglass will require a strength check against difficulty 11.

#### **ECT treatment room**

If the Disciples cast Bete Noir or Confession on Webb, they'll learn that he likes to torture his patients with electroconvulsive therapy (see his character description for more info). Should they proceed to the ECT treatment room, they won't find any evidence of wrongdoing, but they will find Brenda Collins, the woman who's possessed by the Aspinaba demon. She's receiving electroshock treatment, but investigation will reveal that this is part of regular procedure. The room smells of bleach and urine. The members of the hospital staff may panic if confronted by the Disciples.

#### **Evidence**

1. Coslow's testimony (Curhadac)

## **CLAYTON MANSION**

The local residence of Warren Clayton is an opulent and gated mansion that borders Cullen Lake. This isn't Clayton's actual residence -- it's just where he stays when he's in the area. He flies in from time to time. Though he doesn't have a private airstrip in this area yet, he's thinking about having one built.

Outside, the mansion is well-defended by Clayton's private security detail. There are high fences, guard dogs, and video surveillance. Inside, the mansion is decorated in a garish gold-and-maroon color scheme. The foyer is vast, with high staircases, and many of the rooms in this house have clearly never been used.

Breaking into the mansion will require the use of magic, or skill checks against difficulty 12.

### **Bedroom**

Of the mansion's six bedrooms, this is the largest. It's also the only one in use. The bed is adorned with solid gold bedposts. The toilet handle is made of gold. The toothbrush is made of ivory. And gold. In the largest of his three closets, hidden behind a large stack of illegal pornography, the Disciples will find a cardboard box full of cash in small, unmarked bills. If the Disciples take this money, then at the beginning of their next mission, the Cash score for every member of the team will be at 3. This one-time bonus will not be transferable, and after that, their cash score will go back down to normal. If their cash score is already at 3 or higher, it will be improved by 1 point for the next mission).

### **Security room**

The security room, which is locked (difficulty 10) and guarded (twice as many security personnel as there are Disciples), is located in the far southwest corner of the house, far from the residential area. This room is quite large, and is equipped with dozens of monitors, sensors, and several weapons (2 assault rifles, 6 shotguns, and 6 pistols). By observing the monitors, the Disciples may be able to watch Clayton, or a member of his staff, enter and exit the Blue Room (thereby learning the location of the room, and the combination to the number pad: 100202).

### **Garage**

In the garage, which is the size of a small department store, the Disciples will find several high-end sports cars (body 18, swerve 3, recover 2, ram 1).

### **Blue room**

The Blue Room is located on the lowest level of the house, which is underground. To reach the room, the Cabal must descend down a flight of stairs lined with paintings by famous modern

artists. When they reach the bottom, they'll find a number pad. Above it, there's a security camera. If the Disciples haven't already reached the security room, their presence in this area will result in an attack from Clayton's security team. If they've already entered the security room, they can enter the code -- 051407 -- or enter the door another way. Bashing the door down requires a strength check against difficulty 11.

Inside, the Blue Room is lit by pale lights in the corners. The room is actually painted black, but the bulbs emit a pale blue glow. There are five of the Curhadac's paintings on the wall, and six black leather sofas in the center of the room, each of which faces one of the paintings. The sixth sofa faces an empty spot on the wall; the painting that Salazar stole used to hang here. The paintings are well-executed landscapes and still lifes.

### **Security Guards**

Strength 3

Sense 1

Soul 1

Life 6

Armor 3

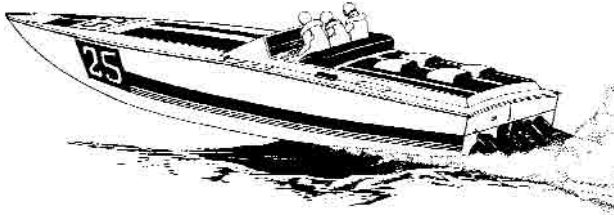
Skills: Crime (Security Guard) 2

Weapons: Pistol 2/1/2

## **LAKE HOUSE**

This is where Morales' speedboats bring drugs in. Clayton's security team and the DEA agents bring the drugs into the lakehouse, where they're then loaded into vehicles and transported throughout the city.

Right now, Bradley is in the storage shed, being tortured by Morales' thugs. The DEA agents are in the lake house, talking to Morales. A group of Clayton's security guards is heading towards the docks to make sure there's nothing left in the speedboats.



### Docks

There are three speedboats here (body 25, swerve 4, recover 1, ram 1). The keys are in the possession of Morales' men, who are currently torturing Bradley in the storage shed. Hotwiring the boats will require a skill check against difficulty 11.

The water around the docks is murky, but if the Disciples poke around long enough, they may find the dead body of Andrew Peele. He was one of Clayton's employees, but after he discovered the drug operation, he was dismissed. Then, Morales cut off all of his fingers, tied cinderblocks to his feet, and dumped him into the lake. He left enough slack in the rope to guarantee that Peele could keep part of his face above water if he paddled long enough. Peele lasted for several minutes.

### House

Inside the lake house, Morales is in the process of giving up a low-level dealer who works for a rival. The DEA agents will arrest the dealer, who will give them information about his boss (Morales' rival). It's a win-win situation, as far as everyone's concerned, and they'll decide to celebrate with a drink.

### Storage shed

Occasionally, Morales' men will store a few kilos of cocaine here if there's too much to fit comfortably in the lake house. There's still some residue here, but other than these traces, the shelves are bare. Bradley is tied to a chair, and

Morales' thugs are beating him senseless. There's no real reason to do so, but Morales knows that his men need to blow off a little steam now and again, and this is a good way for them to unwind. The men have keys to the speedboats outside.

### **Cartel Bodyguards**

Strength 4

Sense 1

Soul 1

Life 5

Armor 3

Skills: Crime (cartel gunman) 2

Weapons: Pistol 2/1/2

### **DEA Agents**

Strength 3

Sense 1

Soul 1

Life 6

Armor 5

Skills: Crime (federal agent) 2

Weapons: Submachine gun 3/3/3

## **CULLEN LAKE**

Once combat begins, some of the cartel gunmen and at least two DEA operatives will scramble from the nearby area (where they've been patrolling the wooded areas around the estate) and make for the docks. They'll hotwire the boats, if necessary, and try to get out as quickly as possible. Of the three boats, the cartel gunmen will take one, the DEA ops will take the other, and the third will be left sitting there. As noted before, hotwiring it will require a skill check against difficulty 11.

Should the Disciples give chase in the third boat, or use other methods to attack, the hostiles will head west across the lake. It will take them thirty seconds to reach the other side, where they've hidden a couple of SUVs for just



such a contingency (body 30, swerve 2, recover 1, ram 3). If the Aspinaba hasn't struck yet, this might be a good place for the body of Jessica Sarnes out of the water and try to drag a few Disciples in with her.

If the hostiles are still in once piece when they reach the far side of the lake, they'll hit a sand bar, effectively ending the chase. Once they get out of the boats and start running towards the SUVs (probably exchanging gunfire with the Cabal as they do so), you might want to introduce another party into the mix.

For example, this might be the time for the Curhadac to strike. Or, you might have a DEA sniper or two (or three!), back at the docks, firing at the Disciples. Since the shooter(s) will be at range 3, and firing an automatic rifle, this could be extremely bad for the Cabal.

If you'd rather save these elements for another part of the scenario, you might want to throw a wild animal into the equation (see sidebar).

If the hostiles survive all of this chaos, they'll jump into the SUVs and head north, crashing their car(s), or parking and getting out, near the caves.

### **Cartel Gunmen**

Strength 3

Sense 1

Soul 1

Life 6

Skills: Crime (cartel gunman) 2

Weapons: Uzi 3/3/3

### **DEA Snipers**

Strength 4

Sense 1

Soul 1

Life 6

Armor 7

Skills: Crime (federal agent) 2

Weapons: Rifle 4/3/4

### **Alligator**

The alligator is found in various parts of the US (FL, LA, GA, AL, MS, SC, NC, TX, OK, AR) and China (along the Yangtze River Valley). The largest alligator on record was over 19 feet long (about 6 meters). Strength 4, Sense 1, Soul 1, Life 8, Weapons: bite 1/1/0.

### **Crocodile**

The crocodile is found in Africa, Asia, Australia, and the Americas. The largest ever recorded was 28 feet (nearly 9 meters). This one should be bigger, of course. Strength 5, Sense 1, Soul 1, Life 9, Weapons: bite 2/1/0.

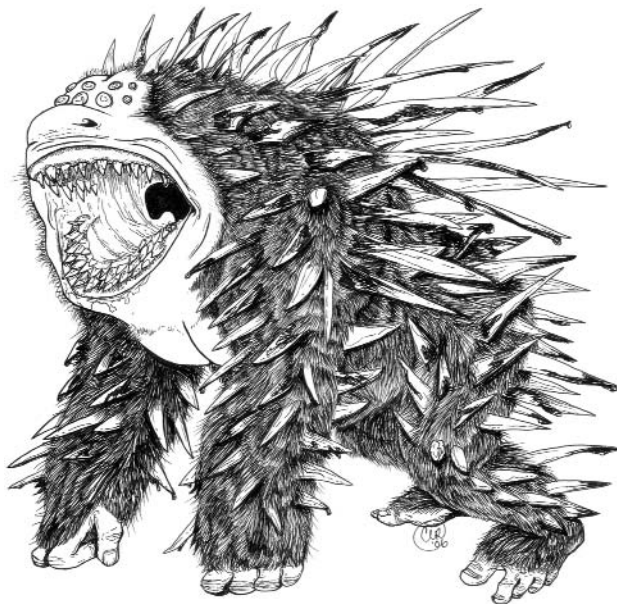
### **Brown Bear**

Brown bears are found in Africa, Asia, Europe, and the Americas. They stand over 10 feet (3m) tall, and can weigh up to 2500lb (1100kg). Brown bears can run at speeds of 35mph (56kph). Does this mean that the brown bear should attack once the Disciples have reached the SUVs. Could be. Might make for one hell of a car chase. Strength 4, Sense 1, Soul 1, Life 11, Weapons: bite or claw 1/1/0.

## CURHADAC'S LAIR

Along the western end of the lake is a series of rock caves that head down a good sixty or seventy feet. The cave walls are dark brown, moist, and cool to the touch. While the cartel ops and DEA agents know of these caves, none of them knows about the demon or its prey. The hostiles might enter these caves, hoping to find a defensible position against the Disciples (who have probably used magic by now, terrifying their enemies).

If the enemies are all defeated, the Disciples will find more of the demon's droppings in the area. It found the SUVs a few hours ago, and defecated on one of them to mark its territory (and show its displeasure). Should the Disciples use Nimrod (or the Tracking skill) to follow the Curhadac, its trail will lead them to the caves.

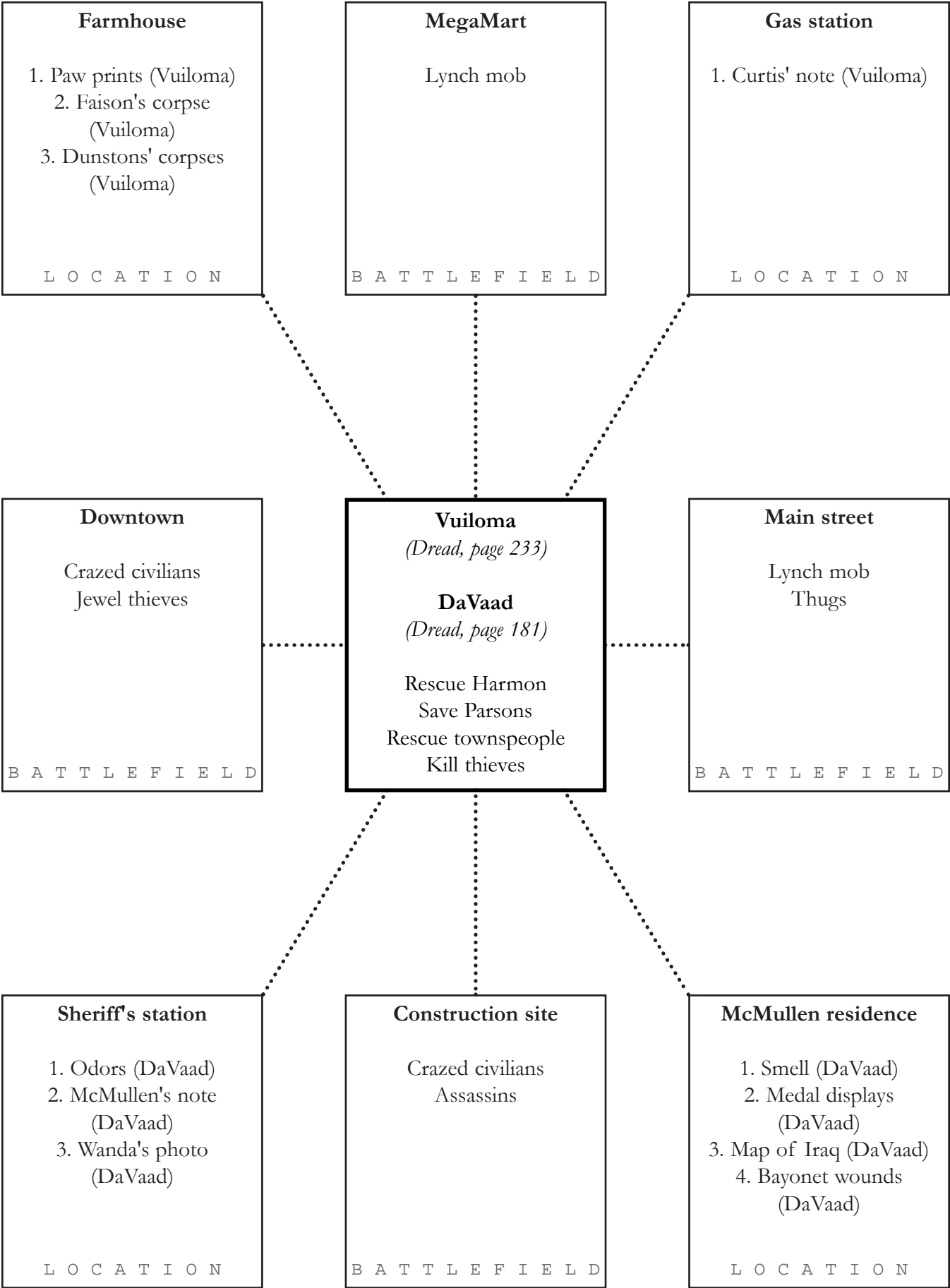


The moment someone enters the cave system, the screams of the Curhadac's victims can be heard. Anticipating some kind of interference, the demon has booby-trapped portions of its lair. Spikes, needles, drop-away floors, and swinging blades can inflict serious damage on the Disciples. If a trap is triggered, the Disciple must roll a defend check against difficulty 11 or take damage +2. An attempt to look for traps will require a sense check against difficulty 12 (difficulty 9 for investigators).

If the Disciples are still pursuing the gunmen, at least one of the hostiles should die a gruesome death early on, due to triggering a trap.

Molly Kateramas and Andrew Patterson are shackled to the wall, nearly hysterical with terror. They're both dehydrated and exhausted, but otherwise in decent shape. Should the Disciples clear the area of all hostiles and rescue the victims, they'll answer any of the Cabal's questions about the demon (though they won't have much to tell, other than eyewitness accounts).

# LOSE-LOSE SITUATION



# LOSE-LOSE SITUATION

## HOOK

The small town of Anderson just tore itself apart. Fourteen murders in as many minutes, with dozens of people in the hospital and several homes burned to the ground. No one is talking, but you can spot the work of a demon from a mile away. There's something sinister at work, and lucky you: you pulled the search-and-destroy duty on this one. Only thing is, it's starting to look like somebody's got you in the crosshairs. But who's got the nerve to take on a locked-and-loaded Cabal?

## SITUATION

Anderson is a small town in the country, about eighty miles northeast of the capital. Yesterday, a group of seven jewel thieves arrived. This morning, a Vuiloma crawled into town. It's now nearly dawn, and the town is in a state of absolute chaos.

The demon has possessed the body of Kent Harmon, Sheriff of Anderson County. He served in the Gulf War, but returned home with post-traumatic stress disorder after sustaining serious injuries. Harmon was wounded by a grenade blast, and while lying on the ground waiting for medical evacuation, he saw wild dogs gnawing on the body of one of his squadmates. As one dog lifted up its head to reveal a long loop of small intestine in its jaws, Harmon's mind snapped.

He recovered physically, but became obsessed with feral dogs, wolves, and eventually werewolves. After a great deal of therapy, he returned to civilian life, and joined the Sheriff's department.

Plant shut down. Hundreds of people lost their jobs, and the area's primary source of income was gone. Without its economic backbone, the town began to disintegrate.

A few weeks ago, a chemical plant opened up, offering new jobs. Slowly, Anderson is starting to come back.

Three days ago, a group of jewel thieves led by Jeremy Imbriale pulled off a major heist. They double-crossed and murdered the man who'd put the group together; a member of the Syndicate, he was supposed to give the thieves half of the take, and keep the rest for himself. They balked at the price tag and shot him in the back after the job was done.

They hid out in Anderson, figuring a small town in the middle of nowhere would be a good place to lay low. Right now, they're trying to set up a deal with some buyers in the big cities, but no one wants to touch them. The Syndicate's put the word out.

The jewel thieves are trigger-happy amateurs, and they think that they've hit the big time. They have no idea that the Syndicate has picked up the trail. After setting up in a downtown apartment, they began to take it easy. No guards, no perimeter, no security of any kind.

Anderson has other problems. Last night, just after midnight, the horror began. The Vuiloma demon inside Sheriff Harmon began its reign of terror. True to form, it sabotaged all means of communication, destroyed all vehicles, and then started banging on doors. It started fires, shot people at random, and created horrific illusions to terrorize the people of Anderson.

From Harmon's mind, the demon dragged up the image of a bloody werewolf (creating a Vuiloac by spending 18 points of Wrath on the creation, leaving 7 points). In the body of leadership figure Harmon, the Vuiloma has convinced several people that this is God's punishment, and that in order to save the town, they're going to have to kill all non-Christians. Some think that Harmon's insane, and they're hiding in their homes, but a large number of people believe him, and the lynchings have begun.

To make matters worse, Deputy Richard McMullen is being stalked by a DaVaad demon. It has pushed him to the brink of insanity, and he's now convinced that he's in enemy territory, surrounded by hostiles. He's getting ready to open fire.

It's four in the morning, and this small town is now a war zone. A Vuiloma, a Vuiloac, and a DaVaad are wandering through the city, which is currently besieged by its own people. Even if the Cabal takes out the Vuiloma and saves Harmon, the Vuiloac (in the shape of a werewolf) is still out there, along with the DaVaad. The scenario won't be over until all three are dead.

## OBJECTIVES

### ***Rescue Harmon***

He's possessed by a Vuiloma demon, and he's no longer in control of his own body. If the Disciples act like they've figured this out, the demon will attack them. If they Disciples can kill the demon without killing Harmon, they'll get 3 points of Fury.

### ***Save Parsons***

He's in back of the MegaMart, about to be lynched. If the Disciples can save him from certain death, they get 2 points of Fury. If they do it without killing any civilians, they get 4 points.



### ***Rescue townspeople***

Currently, a number of townspeople are being controlled by the DaVaad demon. They'll attack the Cabal in the MegaMart parking lot. If the Disciples can stop them without killing any of them, the Cabal will receive 3 points of Fury.

### ***Kill thieves***

The jewel thieves are downtown, firing indiscriminately at everyone that they see. The Disciples can take them down for 2 points of Fury.



## TRIGGERS

The Disciples might get a call from a panicked contact who managed to get out of town on foot. Or they could get word from the authorities about a strange 911 call that was suddenly cut off. The Mentor could also issue them direct orders to head to Anderson and investigate strange goings-on.

## CHARACTERS

### *Jeremy Imbriale*

Strength 2

Sense 1

Soul 1

Life 5

Skills: Crime 2

Weapons: Submachine gun 3/3/3



A Caucasian male in his twenties. Imbriale has a narrow face, close-cropped hair, and numerous tattoos. He tends to go shirtless.

After a jewel heist that went wrong, Imbriale was arrested and convicted. However, his attorney was able to get many of the charges dropped, due to circumstantial evidence. Imbriale was elated at the short sentence, until he arrived in prison and discovered that his cellmates suspected him of being a snitch. The next two years were a living hell for Imbriale, who barely survived.

Violent, impulsive, and nervous, he hides his deep-rooted insecurities behind a veneer of machismo.

He chose Anderson because he was hoping to lay low until his group could get out of the country. He has no idea that assassins are after him. Right now, he and the other thieves are hiding

out in a chemical plant. They're horrified by the events transpiring around them. Imbriale is close to killing someone. He just hasn't figure out who.

### *Warren Parsons*

Strength 1

Sense 1

Soul 1

Life 4

Skills: Professional (Clerk) 2

Weapons: none

Parsons is a Caucasian male in his late twenties. He's thin, nervous, and smells of sweat and tobacco. He's wearing a stained white shirt, jeans, and a green apron with the Market Fresh logo on it. Parsons has short red hair and freckles. He looks absolutely shell-shocked.

This morning, he was an ordinary grocery store clerk. Right now, he believes he's witnessing Armageddon. Horrified and confused, he'll do whatever he's told. He's young, inexperienced, inept, and easily dominated.

Parsons is one step away from catatonia. If combat breaks out, he runs and hides immediately. If left unattended, he'll try to contact the police or the National Guard.

Just before the carnage and bloodshed started, Parsons was out in the parking lot, collecting shopping carts from the corrals. He saw Sheriff Harmon staggering down the street. Parsons was going to wave, but then he saw the sheriff's body ripple, and caught a glimpse of a werewolf (the Vuiloma demon) for just a second. The image is still etched in his mind, but he hasn't told anyone yet. If Parsons sees Harmon, he'll scream uncontrollably before fainting.

### ***Kent Harmon***

Strength 2

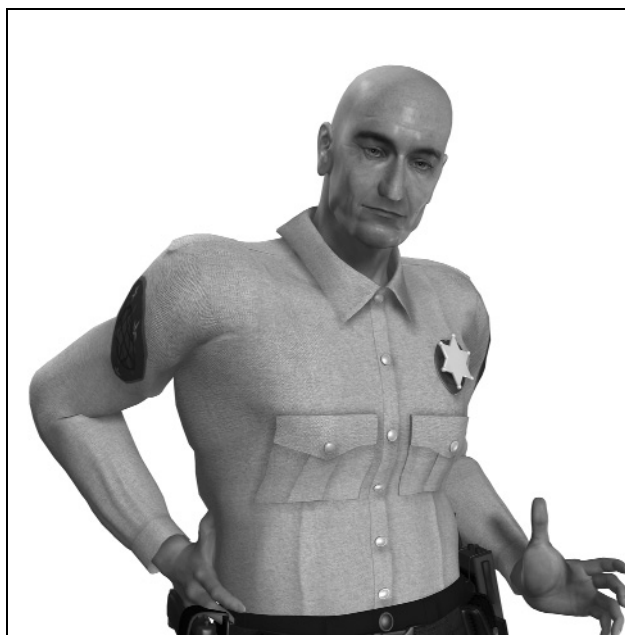
Sense 1

Soul 1

Life 6

Skills: Crime (Sheriff) 2

Weapons: Shotgun 2/2/2



A Caucasian male in his late forties. Sheriff Harmon is bald, with watery eyes and an angular face. He's lean, pale, and stubbled.

After being mauled by dogs as a boy, he developed a pathological fear of canines. Werewolves, in particular, terrify him to the point of near-catatonia. He can't read about them or see them on television without breaking into a cold sweat.

He is possessed by a Vuiloma, which has brought Harmon's worst fear to life in the form of a werewolf (the Vuiloac). Trapped inside his own body, Harmon is forced to watch as the demon uses him to commit atrocities.

When the demon encounters the Cabal, it will pose as Harmon, and will volunteer to help. However, the demon will use Wrath to attack the Disciples -- a point here, a point there -- with its telekinetic abilities.

If the Disciples exorcise him, Harmon won't be very useful. Tentative and fearful, Harmon has lost control of the situation in his town. Desperate for leadership, he'll follow anyone who makes a decision. Harmon speaks slowly and carefully. He freezes up whenever confronted by the werewolf (or mention of it). He may be dangerous to the Cabal if he believes that Disciples have been bitten by the werewolf. Magic may also trigger his suspicions.

### ***Richard McMullen***

Strength 2

Sense 1

Soul 1

Life 6

Skills: Crime (Sheriff) 2

Weapons: Rifle 3/4/4,  
Submachine gun 3/3/3



A Caucasian male in his early forties. Deputy McMullen is short, chubby, and prone to excessive perspiration. Fleshy and jowly, he is no longer the fit, trim warrior that he was when he fought in the first Gulf War.

The war had a lingering effect on McMullen. After his honorable discharge from the Army, he endured a lengthy bout of Gulf War syndrome, which made it difficult for him to move on with his life. For the next few years, he was plagued by memory problems, muscle pain, and chronic fatigue.

However, these symptoms were far preferable to the posttraumatic stress disorder that he experienced. The shock of seeing men killed right before his eyes -- sometimes by his own hand -- was too much for McMullen, who later suffered from anxiety, sleep deprivation, and nightmarish flashbacks to the war.

He is being stalked by a DaVaad, which has pushed him to the brink of insanity. McMullen is now camped atop a church, firing at civilians with a sniper rifle. He's wearing his battle dress uniform, which features the Desert Night Camouflage pattern, and he's also equipped with armor and explosives.

## **FARMHOUSE**

Earlier, a group of people trying to escape the insanity took refuge in this farmhouse. The Vuiloac arrived, and it slaughtered everyone, leaving dead bodies everywhere.

The farmhouse belonged to Ernest Chapman, who committed suicide after his wife passed away. The property belongs to Chapman's son, who lives a few hours away. The son hasn't figured out what to do with his father's farm yet. Consequently, the house is derelict, and hasn't seen much use over the past few years. It's run-down, creepy, and feels haunted.

### ***Living Room***

There's a circular ceiling fan above, hanging by a few wires; its blades are covered with dust. On a series of shelves near the door, there's a coll-

ection of ornamental pigs (porcelain, ceramic, glass, and wood). They're kind of cute and kind of pathetic. There's a working shotgun over the fireplace, and a box of ammo on the bookshelf. One of the windows has been smashed, and there's glass all over the carpet. This is where the Vuiloac entered the house. The Disciples will find prints in the mud outside the house; a successful skill check will reveal that these prints are neither wolf nor dog.

### **Bedroom**

There's a dead body on the floor, near the closet. Adrienne Faison, 43, worked at a fabric store in downtown Anderson. She ran into this room when the Vuiloac attacked, but it caught up to her and tore her in half. A skill check (crime or medicine) against difficulty 10 will reveal that she was torn limb from limb, and that no weapons were used. The wounds were caused by claws. The bed is covered in blood spray.

### **Bathroom**

There's a large pile of glistening matter in the toilet. Inspection will reveal that it's human entrails, which were torn from the body of Jessica Hong, 27, a realtor. The rest of Jessica's body is in the bathtub, hidden by the shower curtain. A skill check (hunting) against difficulty 9 will reveal that the demon came here after killing Faison, and that it then went to the office, where the Dunstons were hiding (see below).

### **Office**

Here, the Cabal will find the mangled bodies of James and Eileen Dunston. They were middle-aged farmers who lived nearby, and fled to the Chapman farm when their house was set on fire. The bodies were both decapitated, and the Vuiloac gnawed on Eileen's arms. This office, a small room near the kitchen, is where Chapman took care of his finances. His system was byzantine and confusing, consisting of thousands of post-it notes arranged on the three walls of this small room (and now, since many of

them are no longer sticky, scattered all over the floor). Sorting through them would take hours, but a sense check against difficulty 11 will reveal that one of these notes is marked with today's date. Before the Vuiloac attacked, Jessica Hong was able to reach her sister, who works as a receptionist at the dental offices of Dr. Ronald Gerhardt. Jessica and the other survivors decided to head downtown, because there's a fallout shelter not far from the dentist's office. Jessica wrote down directions to the office, and had planned to post the note on the door as a message to any other survivors who came along. However, she was attacked, and in her panic, she dropped the note on the floor.

### **Evidence**

1. Paw prints outside living room
2. Faison's corpse
3. Dunstons' corpses

## **KWIK-MART GAS STATION**

Tom Curtis runs the Kwik-Mart gas station and convenience store out. The station, at the junction of Anderson Road and Route 15, is close to the center of town. When the chaos erupted, and the killing began, Curtis realized that he probably wouldn't make it very far. He switched off the pumps, locked all the doors, sat down at his desk, and stuck a revolver in his mouth.

### **Convenience Store**

In order to get in, the Disciples will have to pick the lock, break it, or smash through one of the glass windows. Inside, the store is fairly dusty - not from lack of use, but because Curtis doesn't clean it very often. The store is quiet; though the TV is on, the volume has been turned all the way down. If they try to go in through the back door, they'll find that the door has been forced open with a crowbar.

**Office**

In the back room, there's a cluster of surveillance monitors and a dead man in a chair. Curtis was a tall man with greying hair. His suicide note indicates that he saw three full-grown men tear a little girl apart and eat her alive. He's signed his name at the bottom. The shot that killed him also took off the top of his skull and splattered his brains all over a pin-up calendar.

**Bathroom**

The bathroom is filthy, and the air is thick with the reek of filth. There's a wad of tissue in the sink. Inspection will reveal that the tissue is wrapped around ten bloodied fingernails, which appear to have been ripped out recently.

**Field**

Outside the station, there's a large grass field separating the parking lot from a laundromat (which is abandoned and empty). If the Disciples search the field, they'll find a used condom, covered in blood, and a box of shotgun shells (good for one firefight) near a set of tire tracks. The tire tracks pass from the Kwik-Mart, through the field, and towards the MegaMart. If the Disciples comb the field, or use flashlights, they'll find the body of a little girl, partially eaten. Since she was eaten by people, this doesn't qualify as evidence.

**Parking lot**

In the parking lot, the Disciples will find an old truck sitting under a streetlight. The keys are in the ignition.

**Evidence**

1. Curtis' note

**SHERIFF'S STATION**

The station has been ransacked. Desks, chairs, and tables have been tossed around. Someone has broken into the supply room, and all of the

guns are gone. There's a bloody hand print on the wall, and it looks like it was smeared from the center of the room to the doorway. Early this morning, Deputy Richard McMullen was finally driven insane by the DaVaad demon that's been stalking him. He killed the receptionist and two officers, then dragged their bodies into the jail. He then removed a few items from the supply room and left the station. A few hours ago, a mob of panicked townspeople entered the station. Though initially reticent because of the blood on the walls, they broke into the supply station and took all the guns.

**Office**

Computer equipment, phones, and furniture have been smashed and hurled about the room. There's a yellow legal pad near the receptionist's desk. Several pages have been ripped out, so it's impossible to use the "pencil rubbing" method to see what was written last. However, use of Amanuensis will produce a scrawled note about the factory. Amazingly, the phone at the sheriff's desk is still plugged in, and if the players investigate the last number dialed, they'll learn it was the Town Hall office downtown. The room smells of rotting flesh and oiled leather. In the garbage, there's a crumpled note that reads I AM STILL ON THE FRONT LINE. The handwriting, if compared to other documents, matches that of McMullen.

**Supply Room**

This room has been tossed, and everything of value appears to have been taken. However, if the Disciples push a few boxes around and dig through the debris, they'll find two combat knives, a set of SWAT armor, and a concealed vest. They'll also find a picture of an attractive blonde woman. Someone has written COLLABORATOR in black ink across the bottom of the picture.

The photo is of Wanda McMullen. If the Disciples have already encountered her dead body, they will recognize her. If they find her

body later, they'll be able to put two and two together. Until that time, the photo won't count as evidence.

### ***Jail***

There are three people in the jail cell: the receptionist (a young woman) and two officers (a woman in her forties and a man in his mid-thirties). They've all been shot; a crime check against difficulty 10 will reveal that it was at point-blank range, and that two of them (the receptionist and the male officer) were taken completely by surprise, making it likely that they knew the killer. The female officer was turning away when shot, so it's probable that she was last to die.

### ***Evidence***

1. *Smell of meat and leather*
2. *McMullen's note*
3. *Wanda's photo*

## **McMULLEN RESIDENCE**

After leaving the Sheriff's station, McMullen went home and murdered his family. He then took a shower and changed into his military uniform. The house is in a state of disarray; the dead bodies of his family are scattered around the home, and he has trashed the place in his haste to uncover all of his hidden weapons and gear (which, ironically, he had hidden around the house in the event of an intruder).

### ***Living Room***

This room is decorated with a Native American motif, but it's obvious that McMullen doesn't actually know anything about the culture. Much of the statuary is fake and generic memorabilia made overseas, and the remaining items (arrowhead displays, headdresses, statuary) are all from different tribes and cultures. There was a rifle above the fireplace, but it's gone. The outline of dust shows that it was taken recently.

### ***Study***

There are several empty medal displays in McMullen's study, as well as an empty garment bag on the floor. The displays and garment back smell of rotting flesh and oiled leather.

### ***Kitchen***

There are sandwiches on plates on the kitchen table. Under the sink, the Disciples will find a revolver in a plastic bag, taped to the back of the cabinet. There's also a large pot of soup simmering on the stove. It looks like chicken noodle.

### ***Upstairs bathroom***

In the bathtub, the Cabal will find the body of Sharon McMullen, 14, who was beaten to death with an aluminum baseball bat. McMullen chased her down the hall and into the bathroom, where he killed her. There's blood all over the tub, and on the linoleum floor. Someone has drawn a shape in the blood with his finger. A sense check against difficulty 9 will reveal that this is a map of Iraq. The air in this room is thick with the aforementioned smell of dead meat and leather.

### ***Upstairs Bedroom***

Here, the Disciples will find the corpse of Wanda McMullen, 39. McMullen stabbed her to death while she was trying to call for help. There are cuts and stab wounds all over her body, and she was eviscerated. If a Disciple makes a Medicine check against difficulty 10, it will be apparent that the killer used a bayonet. There's a revolver in the nightstand next to the bed, and several empty ammo boxes on the floor of the closet.

### ***Evidence***

1. *Smell*
2. *Medal displays*
3. *Map of Iraq*
4. *Bayonet wounds*

## MEGAMART

The MegaMart looks like a war zone on TV. Just an hour ago, the parking lot was the site of rioting, carnage, and looting. There are dead bodies among the crashed cars and overturned shopping carts.

### *Parking lot*

There are still a few people wandering around, mostly catatonic and bewildered. A few are still crazy and violent, and will attack the Cabal on sight. The place smells of smoke and tear gas. The ground is covered in ash and broken glass, and the area is illuminated by the flickering light from the burning church across the street.

### *Storefront*

Just inside the MegaMart, the lights are flickering, and there's a strong smell of urine. The Disciples can hear raised voices coming from the back of the store.

### *Produce section*

There's a mangled body in the store's produce section. A man in a business suit is sprawled atop a display of oranges and lemons. His arms have been hacked off, and the man's torso has been ripped open. His bowels are looped around the fruit. A trail of blood leads to the back of the store.

### *Loading dock*

The trail of blood ends here. Six men and women, torn apart and covered in bite marks, are wedged into the baling machine. The machine is about ten feet high, and features a large opening into which flattened cardboard boxes are fed; a button is pressed, and the boxes are flattened and wrapped with a length of plastic, at which point the bale of cardboard can be hauled out back to be recycled. After mangling its six victims, the werewolf tossed them in the baling machine, but it hasn't pressed the button, so the corpses are simply piled atop a short stack of flat cardboard.

### *Back lot*

In the parking lot behind the store, a group of seven civilians has captured Parsons. They believe that he's responsible for this situation somehow, and they mean to hang him. They're scouring the parking lot, looking for something that they can use as a rope.

### *Lynch mob*

Strength 1

Sense 1

Soul 1

Life 4

Skills: Professional (Random jobs) 2

Weapons: Pipe 1/1/0, Chain 1/1/0







## DOWNTOWN

The jewel thieves, led by Imbriale, are now taking refuge inside the Anderson County Courthouse. Outside, the downtown area is chaotic. McMullen has completely lost his grip on reality, and is sniping at looters and panicking civilians from the roof of the county records office. The DaVaad is lurking nearby, and will probably intervene if the Disciples attack McMullen. This has the opportunity for major chaos, since the thieves and McMullen will be shooting while the DaVaad attacks with its sword (and by forcing a group of up to seven people to attack the Cabal).

### **Courthouse**

The thieves are trapped inside the courthouse, pinned down by sniper fire from the nearby records office. They've also been attacked by roving crazies and lynch mobs. Armed with pistols and revolvers, they have started shooting everyone that they see, figuring that in all of the carnage, there's no point in showing restraint. Outside of the courthouse, a pickup truck has smashed into the steps and burst into flames. A nearby fire hydrant is spewing water up into the air. There are a few panicked civilians trying to take refuge from all of the gunfire.

### **Records office**

All around the building, there are murdered victims on the ground. Their brains have been blown out by McMullen's high-powered rifle. He's atop the building, decked out in camo and face paint, and he's ready for a war. The DaVaad is lurking nearby, invisible, keeping an eye on things.

### **Library**

In front of the library, a legless woman has been crucified on a makeshift cross. She's been legless for some time, from the look of things; perhaps she lost her legs in a car accident. Whatever the case, she was bludgeoned to death and tied to a pair of 2x4s. Her face is a

mask of blood. If the Disciples approach her, McMullen will open fire. Out in the library's parking lot, a large bonfire fed with books is raging. Large stacks of books surround the bonfire, but whoever was supposed to toss the books into the flames is no longer around.

### **Crazed civilians**

Strength 1

Sense 1

Soul 1

Life 4

Skills: Professional (Random jobs) 2

Weapons: Pipe 1/1/0, Club 1/1/0, Chain 1/1/0

### **Jewel thieves**

Strength 2

Sense 1

Soul 1

Life 5

Skills: Crime (Thieves)

Weapons: Revolver 2/1/1, Pistol 2/1/2

## MAIN STREET

Main street is in a state of absolute chaos. The people of Anderson have turned on each other, and they're in the process of shooting or lynching anyone they encounter. The horrific visions have taken their toll, and anyone who sees the Cabal will scream for help, resulting in an attack from the raging mob.

### **Main Street**

Sirens wail in the distance, and smoke from nearby fires has combined with the flashing red lights of a police cruiser and the orange glow of a burning building to create a hellish scenario through which the Disciples can see shadowy figures moving back and forth, screaming. These silhouettes are the raging mob that used to be Anderson.



In this infernal scene, they appear to be demons, but they're simply ordinary people who have been driven insane by terror and paranoia.

### ***Parking lot***

The town's downtown parking lot is the scene of a riot. Cars are ablaze, and young men armed with clubs and bats are attacking everyone they see.

There's a parked police cruiser on the curb, where the Disciples will find a tactical vest and a shotgun.

### ***Plaza***

An angry mob with weapons and flashlights is in the process of lynching Rebecca Moser, a 24-year-old Wiccan woman. She's trying to outrun them, but they've got her surrounded. The mob is armed with pitchforks and hammers, and they've got a rope strung up from a nearby traffic light. A few other people have already been captured and hung. A preacher atop a parked school bus is screaming quotes from the Bible at the top of his lungs. A few men inside the bus are armed with shotguns, keeping an eye out for trouble.

### ***Lynch mob***

Strength 1

Sense 1

Soul 1

Life 4

Skills: Professional (Random jobs) 2

Weapons: Pitchfork 1/1/0, Hammer 1/1/0

### ***Thugs***

Strength 2

Sense 1

Soul 1

Life 6

Skills: Professional (Random jobs) 2

Weapons: Club 1/1/0, Bat 1/1/0

### ***Rebecca Moser***

Strength 1

Sense 1

Soul 3

Life 4

Skills: Driving (Courier) 2

Weapons: none

## CONSTRUCTION SITE

This construction site is the future location of a new residential subdivision. Currently, these partially-built homes are under fire and under attack. Lynch mobs have surrounded the house where Imbriale and the jewel thieves have taken refuge. All around, gunfights have erupted between armed civilians. There are no sides, merely small groups of armed lunatics.

### **Field**

In the large muddy field near the construction site, the Disciples will find construction equipment, orange cones, and the corpse of a trampled woman in her fifties. All around her, the footprints of the panicked herd of people who stomped her face-first into the mud. The prints lead to the construction site. The air is thick with the smell of smoke.

### **Street**

On the paved road that cuts through the site, a chain-link fence has been toppled. A young man's corpse is lying spread-eagled atop the fence, and his eyes have been gouged out. There are prints on the ground all around him. Investigation will reveal that these are definitely not human. A successful skill check might reveal that they're canine, but that they don't correspond to any wolf or dog known to man. A few feet away, a small car has crashed into a tree, and a puddle of gas has formed beneath it.

### **Site**

Several houses are on fire. Citizens are running wild, firing indiscriminately. A bulldozer has been rammed into a burning house. It's started to drizzle, and the rain is turning to steam where it hits the hot metal of the bulldozer. The bulldozer is operational.

### **Burning house**

Inside the house, the Syndicate assassins (who were sent to kill Imbriale and his crew) tried to find a place to hide out, but they've come under fire from the people of Anderson. If the Disciples appear, it's likely that the assassins will open fire with shotguns and rifles. If any of the three demons has yet to appear, then this is where they'll attack.

### **Crazed civilians**

Strength 1

Sense 1

Soul 1

Life 4

Skills: Professional (Random jobs) 2

Weapons: Pipe 1/1/0, Club 1/1/0, Chain 1/1/0

### **Assassins**

Strength 4

Sense 2

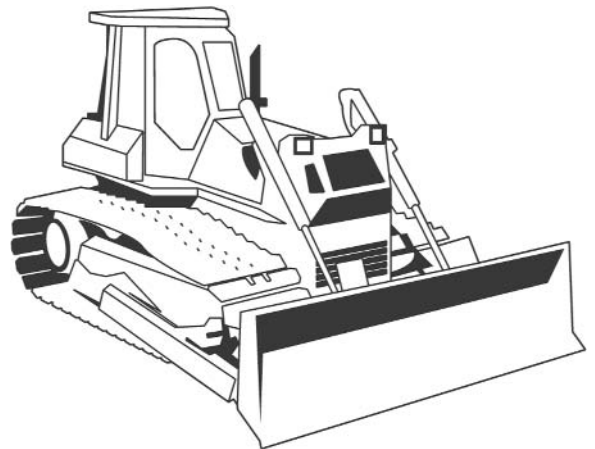
Soul 1

Life 7

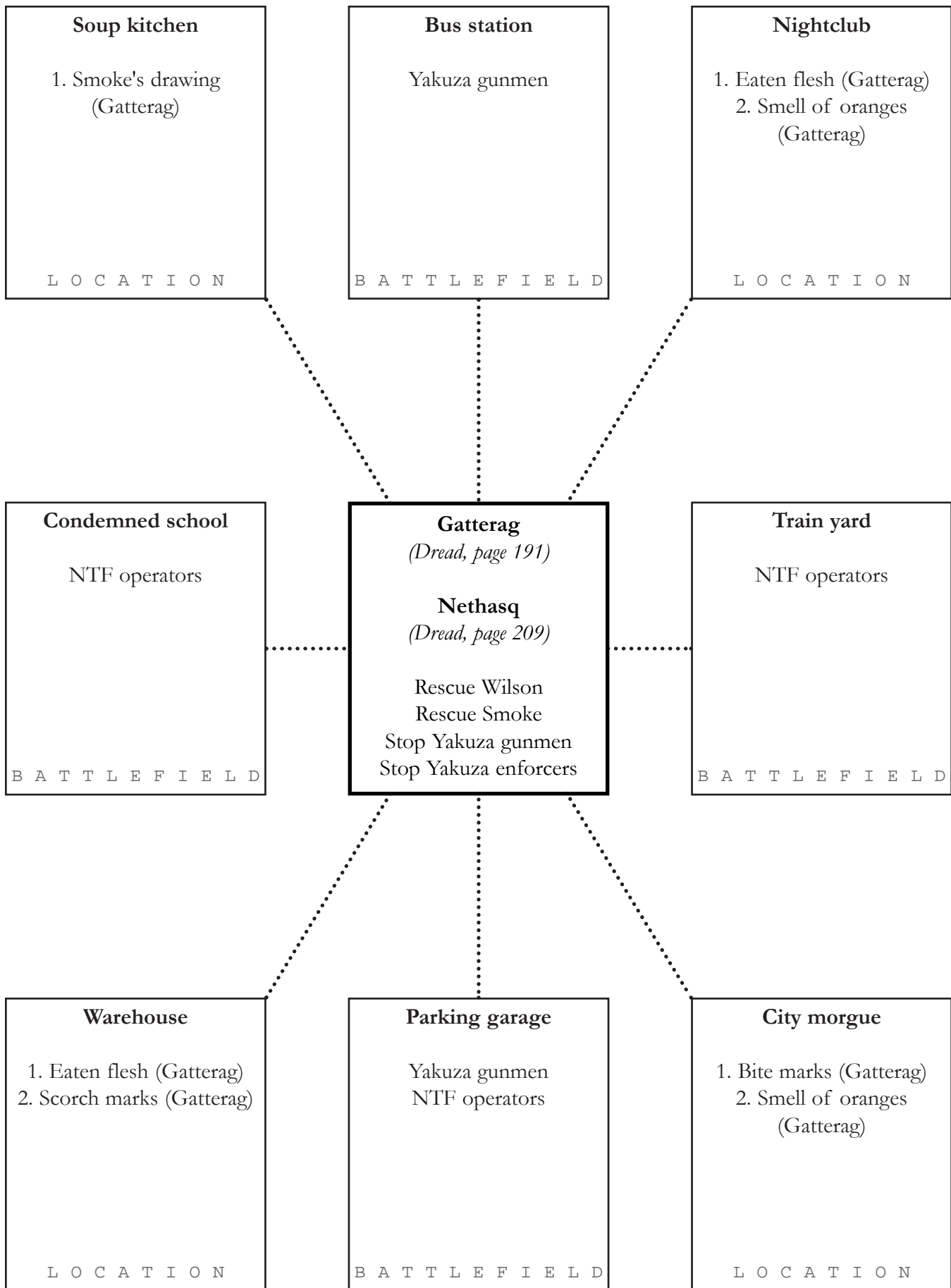
Armor 5

Skills: Crime (Assassin) 4

Weapons: Rifle 3/4/4, Shotgun 2/2/2



# FIGHT FIRE WITH FIREPOWER



# FIGHT FIRE WITH FIREPOWER

## HOOK

It's hotter than hell out. Sweat beads on your skin, slides off, sizzles on the pavement. Dogs collapse on the shady part of the sidewalk, ribs heaving. Everything stinks. The garbage guys are on strike, and the trash is piling up on the streets. You're starting to get used to the smell. It's hard to act civilized in weather like this. The city feels like a prison just before a bloody riot, the kind where old grudges get worked out and snitches get beaten to death in the laundry room, the kind of shitstorm where guards just start sniping from the watchtowers for the hell of it. It's hotter than hell, but somebody's getting ready to turn up the heat. Time to gear up and go to work.

## SITUATION

The city is close to its boiling point. A brutal heat-wave has claimed over a dozen lives in the past week, and shows no signs of relenting. The Solid Waste Services Commission has gone on strike, and garbage has been piling up around the city. The Fire Fighters Association union leader has been indicted on charges of corruption after bribing other union officials to vote him a retroactive pension increase. And the chief of police has launched an investigation into his own force, spurred by allegations of corruption in the department.

As if the city weren't already a powderkeg of tension and frayed nerves, a series of horrible deaths has claimed the lion's share of today's newspaper headlines. Late last night, after a brawl at a popular nightclub downtown, a fire broke out, and two people died from smoke inhalation. When their bodies were pulled from the wreckage, it was found that the burned flesh

had been consumed (though any meat that wasn't cooked had been left alone).

On the other side of town, just an hour later, a fire broke out in a warehouse near the train yards, and when the fire fighters arrived, they found the body of one of their own. As before, the body had been partially eaten.

The press have been kept at arm's length, but it's now common knowledge that two fires have claimed three lives, one of which was a fire fighter. Given the merciless heatwave, the corruption charges, and the union ties, this is one news story that isn't going to go away anytime soon, much to the city's chagrin.

What the news outlets don't know is that the eight members of the city's Narcotics Task Force (NTF) have been working with the Kyotetsu-kai Yakuza gang. The gang, based out of Hiroshima, has begun to branch out into international drug trafficking. They've been transporting large quantities of methamphetamines and heroin into the city.

The NTF allows the gang to smuggle and distribute the heroin, and in exchange, the cartel provides information about rival distributor and dealer activity. The resulting drug busts enhance the NTF's prestige, and are accompanied by a small percentage of the gang's profits.

Senior Lead Officer Richard Ballenger, head of the NTF, brokered the initial agreement with the Yakuza. However, when the DEA seized a massive shipment of black tar heroin, the gang cut the NTF's take by 50%, reasoning that they should have alerted the Yakuza about the DEA's ongoing investigation. Ballenger insisted that the NTF had been kept in the dark, and had no way of knowing that the DEA was going to be executing a bust. Of course, he'd actually

known all along, and had merely kept his mouth shut. The Yakuza bribed someone to access police department records, and learned that the NTF had been in the loop the entire time.

At an abandoned warehouse downtown, the gang's representatives met with the NTF, presumably to renegotiate the terms of their agreement. However, the Yakuza presented the evidence they'd found, and said that the NTF's take would now be cut by an additional 10%, because the NTF had lied to them. Hard words were exchanged, and the NTF officers opened fire. The gang's negotiators were outnumbered, and the NTF killed them all. Unbeknownst to them, a local vagrant nicknamed Smoke was squatting in the warehouse, and he witnessed the slaughter.

Ballenger knew that if the Yakuza found out what had happened, they would come for the NTF in force. He had his men dispose of the bodies while he returned to the station to make a few calls. The NTF agents pulled out the victims' teeth and cut off all the fingertips. They then soaked them in gasoline and set them on fire. Within seconds, a Gatterag demon materialized and attacked. At this point, Smoke got the fuck out of there. The demon killed all of the NTF agents, then turned the fire into a raging hurricane that destroyed the entire warehouse. When finished, the Gatterag feasted on the burned flesh.

A surveillance camera attached to an adjacent building caught the NTF agents and the Yakuza going in. The tape then shows the Gatterag demon appearing in a sphere of black fire. After the demon enters the building, Smoke runs out. Seconds later, the building explodes. Ballenger, who was the first on the scene, immediately disabled the camera, broke into the building, and seized the video tape.

Without even bothering to watch it, he had his



second-in-command, Officer Alonzo Martin, drive to the City Line bus station and deposit the tape in a locker.

Panicking, Smoke went to the only place that he felt safe: the Mission Cross Kitchen, a soup kitchen downtown. There, he tried to tell the staff what he'd seen. He even sketched an image of the demon, which provoked some skepticism. When he found out that the police were looking for him, Smoke took refuge in an abandoned apartment building.

Ballenger contacted his connection with the Yakuza, explaining that something had gone wrong. He arranged a meeting with them at the train yards, where the other Yakuza were operating from a freight car.

Ballenger sent Martin and another officer, Darren Micheski, to the train yard. There, they were ambushed by the Yakuza. Micheski was killed immediately, but Martin was captured. The Yakuza decided to leave the area, since the gunfight had probably attracted police attention, so they drove Martin to an empty parking garage, where they tortured him for information.

Now, Ballenger knows that the Yakuza don't believe that the fire was accidental. He knows that they're going to come after him, and he's ready.

The NTF agents are combing the city for Smoke, hoping to find and kill him before he can tell anyone what he saw. Ballenger is in a state of raw panic because he forgot to retrieve the key from Officer Martin before sending him to the train yard. Ballenger has no idea where the key is now, and he doesn't even know which locker the tape is in.

The Yakuza are looking for Ballenger, and they've called in some outside talent: a group of professional assassins.

## OBJECTIVES

### Rescue Wilson

The reporter is in the train yard, hiding in a freight car. If the Disciples can keep the NTF officers from killing her, they'll earn 3 points of Fury.

### Rescue Smoke

Several NTF officers are torturing Smoke in the cafeteria of a condemned school. If the Disciples can rescue him, they'll earn 3 points of Fury.

### Neutralize Yakuza Gunmen

When the Disciples open the locker at the bus station, a group of Yakuza gunmen will open fire. If the Disciples can neutralize them without civilian casualties, the Cabal will earn 3 points of Fury.

### Neutralize Yakuza enforcers

There are numerous Yakuza enforcers torturing an NTF agent in a parking garage. If the Disciples can neutralize the Yakuza gunmen, the group will earn 3 points of Fury.

## TRIGGERS

The Disciples may simply read about the deaths in the newspaper and choose to get involved at that point. Or their Mentor may point them towards the case and direct them to get involved, without giving them much to work on (since little is known at this point).

However, it's most likely that a Contact will draw the team into the case. A medical contact may contact one of the Disciples about the bite marks (which don't match any known animals' teeth), or a police contact may get in touch with the Cabal and ask for help with the investigation.



## CHARACTERS

### *Dr. Alexander Cuttle*

Strength 2

Sense 1

Soul 1

Life 3

Skills: Crime (ex-cop) 2

Weapons: none

Dr. Cuttle is the county's Medical Examiner. A white male in his mid-forties, Cuttle has thin grey hair and a face that's line and worn-looking. He's got thin fingers and a lean frame, but he's obviously in shape -- his build is wiry but muscular. His eyes are a cold blue-grey, and even when he smiles, it never reaches his eyes.

Precise, abrasive, and condescending, Cuttle enjoys aggravating and belittling people who don't treat him deferentially. He hates declarative sentences, and often repeats them in the form of a question ("You think that's how he died? You do? That's very interesting.").



His voice is nasal, and his speech is rapid and clipped. Sometimes, when he's explaining something complicated, his speech slows down, and he enunciates painstakingly, as if speaking to a child.

He's always happy to impart bad news, and dwells on the grisly details of the deaths that come across his table. Even when he's in a good mood, he still seems irritated and impatient.

Cuttle is prone to nervous tics; he taps his fingers, his feet, pens and pencils. However, in a crisis situation, he always remains absolutely calm. If things get crazy, he'll try to gather as much information as possible.

### *Rich Ballenger*

Strength 1

Sense 1

Soul 1

Life 5

Armor 2

Skills: Crime (NTF Director) 2

Weapons: Shotgun 2/2/2

Ballenger is the Director of the city's Narcotics Task Force. A skinny man in a cheap windbreaker, Ballenger has limp brown hair and a narrow face. With his stooping posture and stained neckties, he looks perpetually haggard and disheveled.

Ballenger is an anxious little man. His kiss-up-kick-down personality has provided him with some upward mobility, but he's gone as far as he can go in his profession, and he knows it. He fawns up to his superiors, hanging on their every word, and he belittles and humiliates his subordinates at every possible turn.

Life has not delivered on its promises, and Ballenger is starting to panic. He knows that the task force is a political solution to pacify the constituents, and he knows that the mayor and police chief will pull the plug on it when it's achieved its goal. Since he has yet to retain any real traction with either one, he knows that his job is on the line.



The countless enemies he's made over the past few years are now coming back to haunt him, and Ballenger knows that nobody wants him transferred into his department.

Though he'll panic at the first sign of trouble or threat, Ballenger will quickly decide that demons and magic, however unbelievable they seem, might just be his meal ticket. He'll do anything in his power to capture the Disciples, up to and including calling in SWAT teams to bring them down.

His voice is nasal, reedy, and strident.

### **Ren Yoshida**

Strength 3

Sense 1

Soul 2

Life 6

Armor 7

Skills: Crime (Assassin) 2

Weapons: Automatic Rifle 4/3/4

Yoshida is a hit man for the Kyotetsu-kai Yakuza gang. Quiet and professional, Yoshida is focused on getting the job done. He's not worried about his appearance; usually, he looks like he just rolled out of bed. A stocky man in his late forties, Yoshida's hairline is receding, and he's always got a day's worth of salt-and-pepper stubble. There's a long scar from his left temple to the edge of his jaw.

A stoic and impassive observer, he tends to wait several seconds before replying to direct questions. His voice is deep and raspy, and he speaks with a thick Japanese accent.

He is completely focused on his goal of taking out Ballenger and the NTF. He has no quarrel with the Disciples, and will negotiate with them if it's possible.

### **Ramon Fuentes**

Strength 3

Sense 2

Soul 1

Life 6

Skills: Crime (Federal Agent) 4

Weapons: Pistol 2/1/2



Special Agent Ramon Fuentes is a Hispanic male in his mid-thirties, with olive skin and dark hair. Fuentes has a lean, athletic build, with numerous scars on his face and arms.

Bold, commanding, and confident, Fuentes is a total Alpha male. He's friendly, conversational, and easy to approach; however, behind his pleasant demeanor, he's a shrewd and observant manipulator of people.

Fuentes will not panic if things get hinky, but he will pray aloud (without being aware that he's doing it). Quick to respond to a crisis, he will not leave innocent people behind or allow them to come to harm. If he can, he'll assist the Disciples.

His voice is strong, confident, and commanding. He has a slight accent.

**Christine Wilson**

Strength 1

Sense 3

Soul 1

Life 4

Skills: Journalism (Reporter) 6

Weapons: Switchblade 1/1/0



Wilson is a reporter with WRAX. An attractive young woman in her mid-twenties, she has long red hair and clear blue eyes. There are ugly burn scars on her right calf and forearm, from where she was splashed with acid while investigating a trailer park meth lab two years ago.

Wilson is brave, resourceful, and calm under fire. She tends to project a certain sense of smugness and entitlement, believing that her membership in the 'fourth estate' grants her privileges and elevated status. She will ignore restrictions and directives, and will do whatever she thinks she must, in order to secure her story. She'll freak out if confronted with the supernatural, however.

If she sees enough, she may decide that the Disciples are newsworthy, which could cause problems for them later on.

Her voice is a clear alto, and she speaks with a slight southern accent.

**Gordon "Smoke" Washington**

Strength 1

Sense 1

Soul 1

Life 3

Skills: Profession (Vagrant)

Weapons: none

Washington has been living on the streets since the mid-1980s. He has carved out a life for himself in the alleys and abandoned buildings downtown, and he knows where to go for free food, shelter, clothing, and medicine.

In addition, Smoke is something of a politician among the disenfranchised, serving as their spokesperson and intermediary when dealing with police or paramedics. Since he is lucid, drug-free, and solution-oriented, the police tend to approach him first when investigating crimes in the area. There's little that doesn't cross his radar at some point.

He's penniless, but not filthy. He wears a ragged Army surplus coat and faded corduroys, and the soles of his boots are held on with duct tape. Smoke has never been seen without a cigarette in his mouth.

A white male in his late fifties, Smoke is wiry and tall. He's got a short beard shot through with grey hair, and a wool cap holds down his salt-and-pepper curls..

Smoke is direct, honest, and resolute; as far as he's concerned, the world has turned its back on him and his people -- those who live on the street. He does what he has to in order to secure the safety of the city's homeless, and everyone else can take care of themselves.

If confronted with demons or magic, Smoke will immediately beat a hasty retreat, utilizing avenues that the Disciples may not even have seen: manholes, loose boards covering broken windows, gaps in chain-link fences. Smoke has been forced to outrun assailants on numerous occasions, and he knows how it's done.

## SOUP KITCHEN

The Mission Cross Soup Kitchen is located downtown. Smoke is a regular at the Cross, and was there only a few hours ago. He talked to a few of the volunteer staff members, and told them about what he'd seen, but then he made them swear not to contact the police. Knowing a thing or two about how the police in this city operate, the staff members were as good as their word.

Smoke drew a picture of what he'd seen. It's a crude illustration of a woman covered in flame, and it was so disturbing that one of the volunteers put it in an envelope and hid it in the back room, in the locked desk drawer with all the receipts and tax records.

Ballenger came by about an hour ago and tried to bully the staff into giving up Smoke's location, but none of them knew anything, so he left. Currently, the volunteers are serving food to the

needy. If the Cabal can get on their good side, the staff members will tell them everything they know, and will show them Smoke's picture. They'll also warn the Disciples about Ballenger.

### **Street**

Outside, the street reeks of urine. A few homeless are headed for the Cross. Kids on bikes weave in and out of traffic. The sidewalks are lined with fast-food wrappers, syringes, used condoms, crack vials, and cigarette butts smoked down to the filter.

### **Dining Area**

Inside, tired-looking and ragged people sit at large tables, waiting for food. About them, the staff bustle around, carrying pots and trays and paper plates and plastic utensils. The air is thick with the smell of tangy pasta, cigarette smoke, and sweat.

### **Kitchen**

Staff members are stirring industrial-sized quantities of pasta in simmering steel pots. Garlic bread is toasting in a large oven. If the Disciples don't have a good cover story, grey-haired women with nicotine-stained teeth will chase them back into the dining area.

### **Office**

The Cross' office is small and cramped, full of manila folders and tall stacks of documents and files. There's a cork-board nailed to one wall, on which someone has written IN MEMORIAM in permanent black marker. Tacked to the board are polaroids pictures of gaunt men with dirty faces. The door to the office is locked (difficulty 8).

### **Evidence**

1. Smoke's drawing (Gatterag)

## NIGHTCLUB

The Foxxxy Girlz Nightclub is now a smoking ruin. Earlier tonight, a drunken brawl turned bloody and someone pulled a gun. Then a Gatterag struck, and the building burned to the ground. Police, firefighters, and paramedics are combing the wreckage, hoping to find survivors.

### Outside

A misty rain is coming down. It's chilly, overcast, and gloomy. Police in clear plastic ponchos and exhausted-looking paramedics are carrying bodybagged corpses out of the wreckage. A few haggard-looking reporters are trying to get quotes, but no one feels like talking. A reporter distracts a paramedic, and he loses his grip on a stretcher; a body covered with a thin blanket (they ran out of bodybags) tumbles out, face contorted in a grimace of agony. The parking lot is full of cars and SUVs, many of which won't be missed because their owners are deceased.

### Inside

The front of the nightclub is taken up by a large wooden bar. The bottles behind the bar are shattered and blackened. It will be apparent that the alcohol contributed to the rapid spread of the flames, at least in this area. A charred, smoking corpse is being moved out from behind the bar. Much of the body's skin is missing. Anyone with the Medical skill will be able to make a check against difficulty 11 to recognize that only the burned skin is gone, and that it was bitten away.

The floorboards and walls are still hot to the touch, and steam is rising as the rain comes down. The ceiling has collapsed in several places, making it hard to navigate into the other areas. There's a dead body near the bathrooms, under a pile of rubble. A successful strength check against difficulty 10 will result in unearthing the corpse, whose hands were burned (and then eaten).

As before, a Medical check against difficulty 11 will show that the cooked flesh was consumed. The body smells of faintly orange rind (which will only be apparent if the rubble is removed).

### Dance floor

The floorboards here are blackened and blistered. It looks as though the foam noiseproofing material was a catalyst for the spread of the flame. All around the dance floor, it can be seen that the walls themselves were scorched, but didn't really catch fire; it was the noiseproofing material that ignited and spread the flames in this part of the building. A man has been nailed to the wall by several lengths of wood rammed through his arms and legs. His face and throat are badly burned. The paramedics are standing around him, arguing over whether they should try to cover him first, or move the body, or leave it for the police detectives, who are on their way. It seems that they have already moved a few bodies to the morgue, but this one is so firmly attached to the wall that they're not sure if they can move it. As before, a Medical check will reveal what happened.

### Evidence

1. *Eaten flesh (Gatterag)*
2. *Smell of oranges (Gatterag)*

## WAREHOUSE

This is the abandoned warehouse where the NTF met with the Yakuza. After an argument, the NTF officers killed the Yakuza negotiators. After the NTF officers mutilated the corpses and set them on fire, a Gatterag attacked them. It killed all three agents and ate the burned meat of all five corpses. Ballenger discovered the scene, but knew that tampering with it any further could implicate him if he were caught. He left the bodies where they were and called in an anonymous tip. The police are on their way.



The warehouse is located in a dangerous part of town. No matter what time of day it is, this area always feels foreboding and threatening. There's little traffic, and pieces of torn newspaper are dragged across the street by the wind.

### ***Sidewalk***

The warehouse doorway smells of urine and cigarette smoke. There's a bicycle in the gutter, its front wheel crushed, and a small chalk outline next to it. Someone has posted a flyer for the new Ominuss album against the walls of the warehouse. Sirens wail in the distance, growing steadily louder as police and paramedics close in on the crime scene.

### ***Inside***

The warehouse is dusty and slightly cold. Water drips from pipes overhead. The place smells of rotting paper, mold, and garbage. There are numerous cardboard boxes in towering stacks which prevent the Disciples from seeing all the way to the end of the warehouse. If the Disciples search the boxes, they'll find (amidst a great deal of garbage, packing material, useless junk, and phone books) a revolver, a flashlight, and a switchblade.

The revolver was used in a convenience store robbery last year. When the gun went off by accident, a customer was killed. The robbers fled, and hid the gun here, in a panic. They wiped it clean and stashed it in a box full of t-shirts. They had every intention of coming back to find the weapon and dispose of it, but were picked up on an unrelated charge and remain in prison. If the Disciples use this weapon, it may come back to haunt them when the authorities perform ballistic tests. The walls along one side of the warehouse are scorched black from where the demon unleashed a hurricane of fire against the NTF officers.

### ***Loading area***

Here, the Disciples will find five mangled corpses. The three NTF officers (Andrew Faison, Jeremy Langham, and Saul Northropp) were dispatched here to meet with the Yakuza negotiators. Their bodies are mangled, burned, and partially devoured. The same is true for the two Yakuza members, though their bodies are beyond recognition and they have no identification on their persons (whereas the NTF officers at least have badges). Bullet holes all over this area indicate that the NTF fired shots in all directions, but it doesn't look like they hit anything.

### ***Evidence***

1. *Eaten flesh (Gatterag)*
2. *Scorch marks (Gatterag)*

## **CITY MORGUE**

The morgue is lit by harsh white lights. Everything is bright, silvery, and clean, and the place reeks of strong disinfectant.

### ***Operating area***

This is where Dr. Cuttle is examining the bodies of the victims found at the nightclub. The area is brightly illuminated, and the area is eerily quiet.

The silence is sporadically interrupted by the rasp of metal tools on bone, the crack of body cavities pried open, the plop of soft tissues in the measuring pan, and the occasional barb from Cuttle.

The bodies have been mangled horribly. Their skins are charred and black, and along this damaged tissue, there are huge bite marks.

After careful consideration, Cuttle will conclude that these marks were not made by any human or animal. The bodies' rib cages have been cracked open, and the blackened ribs have been plucked out one by one and bitten; pieces of crushed marrow are found inside the body cavities.

In addition, Cuttle has found another substance mixed in with the debris: coal dust. It's only present in minute quantities, but he's found it in all of the bodies pulled in from the nightclub.

A sense check against difficulty 10 will indicate that the most likely source of this coal would be the train yard across town. The bodies all reek of orange rind, which will perplex Cuttle immensely.

If the Disciples express any interest in the process, Cuttle will explain that one victim's legs were horribly burned by a piece of burning noiseproofing foam that fell from the ceiling, attached itself to his legs like napalm, and burned them to the bone.

Still alive, and in horrific agony, the victim was probably conscious while his legs were devoured by something inhuman. Bite marks, bruises on the victim's thighs, and defensive wounds on his hands and forearms indicate that he did not lose consciousness until his legs were eaten to the knee.

### **Office**

The morgue's office assistant, Kelly Watson, is a plump young woman in her early thirties. If the Disciples need any assistance, Cuttle will direct them to Kelly for more information, printouts, or files.

### **Evidence**

1. *Bite marks (Gatterag)*
2. *Smell of orange rind (Gatterag)*

## **BUS STATION**

After the slaughter at the warehouse, Ballenger seized the video tape from a surveillance camera. He directed Officer Alonzo Martin to drive to the City Line bus station and deposit the tape in a locker. Martin stashed a few other items in the locker, then pocketed the key and left.

A Yakuza informant saw this, and made a phone call. A group of hit men has staked out the bus station from across the street. They're waiting for someone to approach Martin's locker. If the Cabal tries to open it, the Yakuza will attack.

### **Outside**

On the street, panhandlers beg for change with a quiet desperation. A lone beat cop sips coffee and eyeballs the vagrant, then moves on. He'll be long gone by the time the Yakuza attack. It looks like it's going to rain soon.

### **Waiting area**

Inside the bus station, exhausted-looking people sit on uncomfortable benches, waiting. The air is thick with the smell of exhaust, and the benches rumble with the vibrations of the buses outside. Every so often, an unintelligible announcement is delivered through rattling speakers.

**Lockers**

Officer Martin stashed the video in locker 134. As the Disciples approach, they'll see that the locker is covered with a sticky residue of some kind. It's clear and vaguely sweet-smelling. Investigation will reveal that someone set a fountain drink on top of the locker, and after a day, the liquid seeped through the waxy paper of the cup, dribbling down the front of the locker, where it dried. Inside, the Disciples will find video footage of the Gatterag, a bulletproof vest, a stockless shotgun, and a fake FBI badge.

**Video**

The tape shows three NTF officers (in civilian clothing) and Yakuza negotiators (in black suits) entering the warehouse. The Gatterag demon then appears in a sphere of black fire; its skin shimmers like mother-of-pearl, and it is covered in liquid fire that clings to its body.

The video ripples and blisters, and it's hard to see what happens exactly after that. It appears that the demon enters the warehouse at that point, and Smoke runs outside a few seconds later. A large fireball blows out several of the warehouse's windows, and debris flies towards the camera. The video goes to static.

**Yakuza gunmen**

Strength 4

Sense 1

Soul 1

Life 6

Armor 5

Skills: Crime (thugs) 2

Weapons: Shotguns 2/2/2

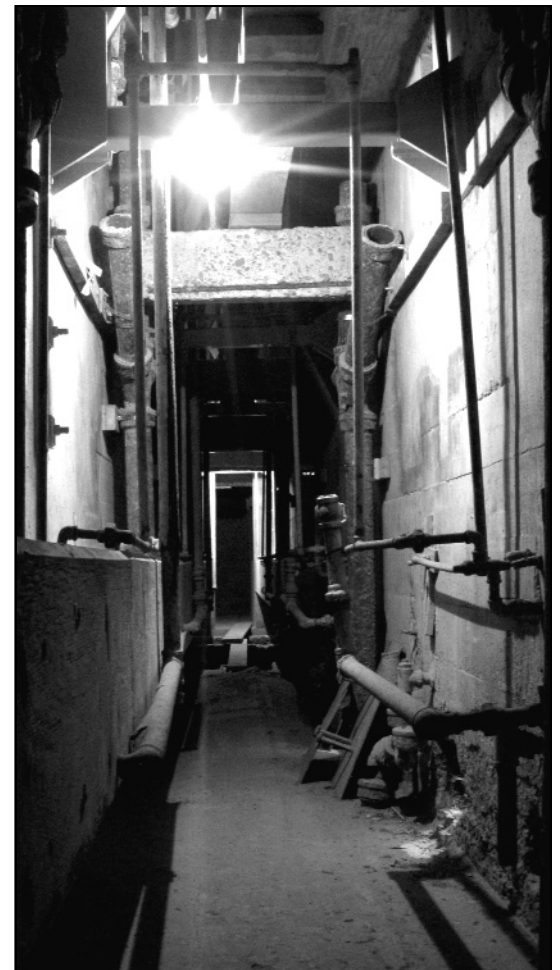
**Evidence**

1. Video footage (Gatterag)

**CONDEMNED SCHOOL**

After the construction of a new school a half-mile away, Millard Fillmore Elementary was condemned. Due to accusations of embezzlement and cronyism, the City Council has launched an investigation into the School Board's handling of the demolition bid.

As a consequence, the school remains boarded up and vacant, and is a popular shelter for the city's homeless. Once a week, the police sweep the school and round up all the vagrants, but the next sweep isn't scheduled for another three days.



### Outside

There's garbage strewn about the outside of the school, and it smells of vomit and urine. In a clump of bushes near the main entrance, the Disciples might find Smoke's bag.

If they're using magic like Nimrod, or a skill like Tracking, they've got a pretty good chance of spotting it (assuming that they go in through the main door, or perform some kind of perimeter sweep before entering the building). Smoke's duffel bag is held together with safety pins and duct tape. Inside, they'll find another sketch of the demon and a fairly incoherent account of what he saw at the warehouse. As the Cabal approaches the school, a large number of dark birds will erupt from the bushes, then fly away.

### Inside

In the cafeteria, three NTF operators have tied Smoke to a table, and they're extinguishing cigarettes on his face and arms. They're trying to get him to talk about what he's seen, but he's convinced of two things.

First, what he saw was an angel from Heaven, sent to punish wickedness. Second, if he tells the NTF what they want to know, they'll kill him. He's wrong about the former, but dead right about the latter.

### NTF Operators

Strength 3

Sense 1

Soul 1

Life 6

Armor 5

Skills: Crime (Police) 2

Weapons: Shotguns 2/2/2

## TRAIN YARD

The train yard has been derelict for the better part of a decade. The tracks are still caked with coal dust, and the rusting freight cars are thick with dust. Since there hasn't been a train on these tracks in years, there's a chain-link fence around the yard, and it's topped with razor wire. Any Disciple climbing over it will have to make a defend check against 11 or take damage.

Two years ago, this yard was taken over by an enterprising pimp who installed mattresses in the abandoned train cars. A violent and sadistic man, he brutalized the prostitutes in his employ if he felt they weren't earning enough. Eventually, he killed one of them, and another testified against him. He remains in prison.

The area has been taken over by a Nethasq. True to form, the demon has preyed upon any man luckless enough to enter its hunting ground. The local vagrants know better than to enter the train yard after dark, but no one pays them much attention, so the Nethasq has been enjoying itself lately.

A few hours ago, Martin and Andrews arrived here to meet with the Yakuza. They were attacked, and Andrews was killed the struggle. The Yakuza decided that there had been too much noise, so they shoved Andrews into the trunk and left. A few of the Yakuza were left behind in case Ballenger showed up. The Nethasq realized that its hunting ground had been invaded by men; it arrived on the scene, attacked them, and killed them all.

When Martin and Andrews failed to report, Ballenger sent a group of NTF officers to the train yard to see what had happened. They're wandering around, trying to make sense of the carnage. As far as they're concerned, this all the work of the Yakuza, but they can't figure out why the gang would kill its own members.



One of the NTF officers is convinced this has something to do with bushido, but he's having a hard time explaining the concept to the others.

Currently, the demon is across town, scuttling up the side of a church, but it feels the presence of men in its territory, and it is about to head back to the train yard. By the Disciples reach the area, it will arrive.

### **Office**

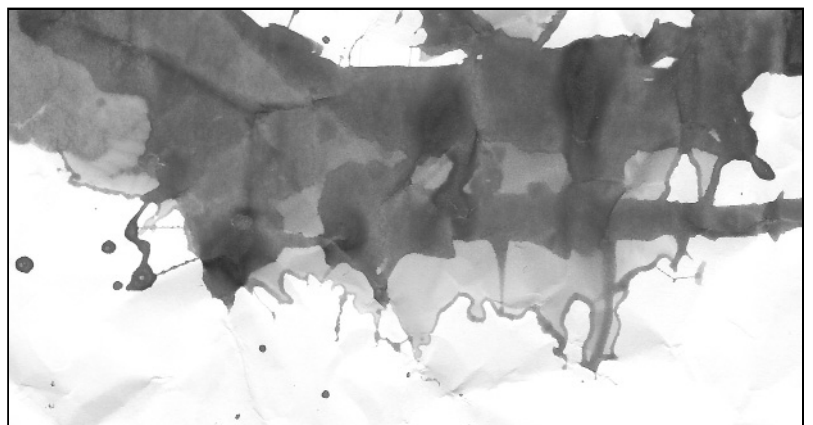
The office is located next to the chain-link fence that surrounds the yard. Though there's a light on, the office is empty. The windows are broken, and the walls are dripping with blood. Inside, there's blood splattered all over the bare room. The blood is only a few hours old, and belongs to one of the Yakuza.

### **Train tracks**

Here, the Disciples will find several broken teeth. One of the Yakuza was curb-stomped by the Nethasq, and lost most of his teeth in the process.

### **Yard**

In the train yard, Wilson is hiding in a freight car. She followed the NTF, but found herself boxed in as they searched the area. She's convinced that they'll kill her if they find her, and she's right. Just as the Disciples arrive, one of the NTF officers will find Wilson and try to kill her. The NTF officers have found two of the Yakuza so far. Both are bleeding from their genitals, and both had their throats ripped out.



There are two other bodies stashed in one of the cars. One has been disembowelled, and the Nethasq has entertained itself by arranging the man's large intestine in a six-foot-wide spiral inside the empty car.

After (or during) the battle with the NTF, the Nethasq will arrive. Any male Disciples will begin to seep blood from the urethra. Female Disciples will remain unharmed, but the Nethasq will attack all men ferociously.

When it's over, if the Disciples search the area, they'll find the bus station key on Andrews' corpse in a freight car. On the body of a Yakuza gunman, they'll find a note with the address to the parking garage, with the phrase "NTF agent" scribbled on it.

### **NTF Operators**

Strength 3  
Sense 1  
Soul 1  
Life 6  
Armor 5  
Skills: Crime (Police) 2  
Weapons: Shotguns 2/2/2

## **PARKING GARAGE**

A group of Yakuza thugs has chained the captured NTF operator to the table. They're currently torturing him with a powerdrill, a hammer, and a few dozen strategically-placed thumbtacks. In the parking garage, under a vacant office building, they've set up their own little torture chamber, and they're not going to stop until they get the info they want.

Upstairs, there are a few Yakuza gunmen patrolling the area. They're stationed near the gate where a machine dispenses tickets, just before the concrete ramp down into the garage. If the players make a frontal assault on the garage, coming in through the main entrance, they gunmen will engage them. If the players attempt to come in another way (such as through the back windows), then the Yak gunmen will enter guns blazing. Before attacking, one of them will call the other group of Yakuza (the ones who were headed to the train yards) for backup.

There's another SUV parked in this garage. In the back, the Disciples will find two shotguns and a tactical vest.

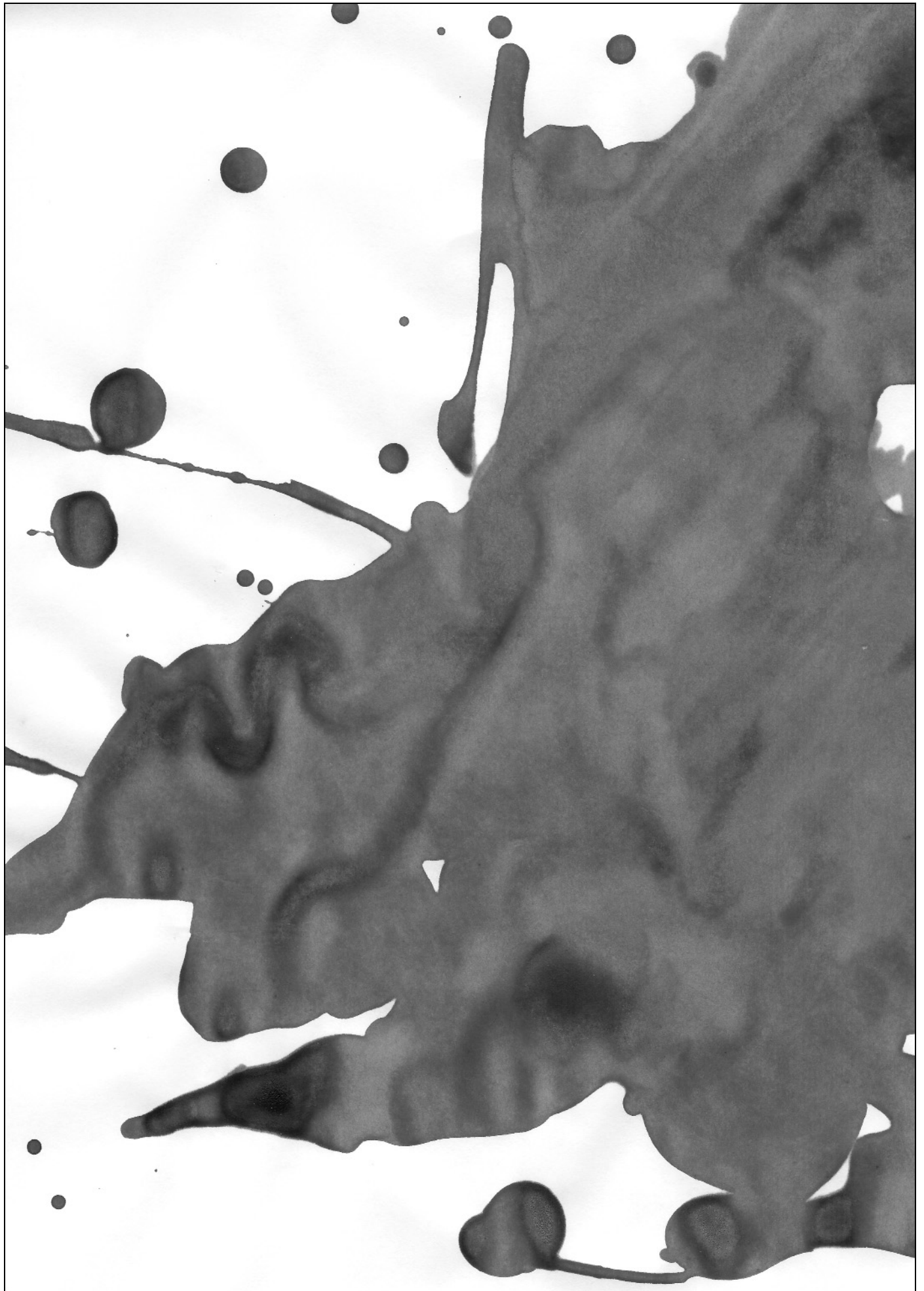
If the other three battlefields have been explored, then the demon(s) will attack.

### **Yakuza gunmen**

Strength 4  
Sense 1  
Soul 1  
Life 6  
Armor 7  
Skills: Crime (thugs) 2  
Weapons: Rifles 4/3/4

### **NTF Operator**

Strength 1  
Sense 1  
Soul 1  
Life 2  
Skills: Crime (Police) 2  
Weapons: none



# THREAT LEVEL RED

No one knows whether to panic or laugh derisively. Eyewitnesses claim that a blob of pale blue tissue has devoured at least six victims in the past 24 hours. It strikes at night, in parks and alleys, and it moves very quickly, given its size. Authorities have found traces of a foul-smelling goo near the places where the alleged victims went missing. No one knows whether to take this story seriously. No one knows that the blob is a Merstett demon, and that the real problems are about to begin.

A group of terrorists has arrived in the city with a single goal: assassinate Presidential hopeful Michael Hensley. They have taken position in a hotel room with a balcony overlooking the convention center. As the senator passes the convention center's long windows, en route the conference hall, one of them will use a sniper rifle to put a bullet through the man's skull. Or so they hope. If that doesn't work, they'll just don explosive vests and execute a suicide bombing.

The Merstett has dragged itself to the bottom of Lake Sherman, where it metamorphosed into an egg sac after devouring its victims. The demon has finished incubating, and is about to hatch. It will emerge, twenty feet high at the shoulder, from the lake, and it will head right for the city on a mission of destruction.

The Disciples have been contacted, or have inserted themselves into the situation, because of the bizarre murders and the reports of an amorphous flesh-eating creature. However, they'll also be keenly aware of Senator Hensley's presence, and may decide that it's more than a coincidence.

This could put the Cabal in the line of fire in ways that they never expected, especially since the area is crawling with terrorists and NSA operatives.

## **Park**

If the Cabal investigates the area, they'll find a dead body covered in goo. It's been partially digested, but was left behind because the creature detected high levels of toxins (heroin) in the victim's blood. After dumping the corpse in a trash bin, the demon dragged itself through the sleeping city, towards the alley. A trail of foul-smelling ichor will help the Disciples figure out where it went.

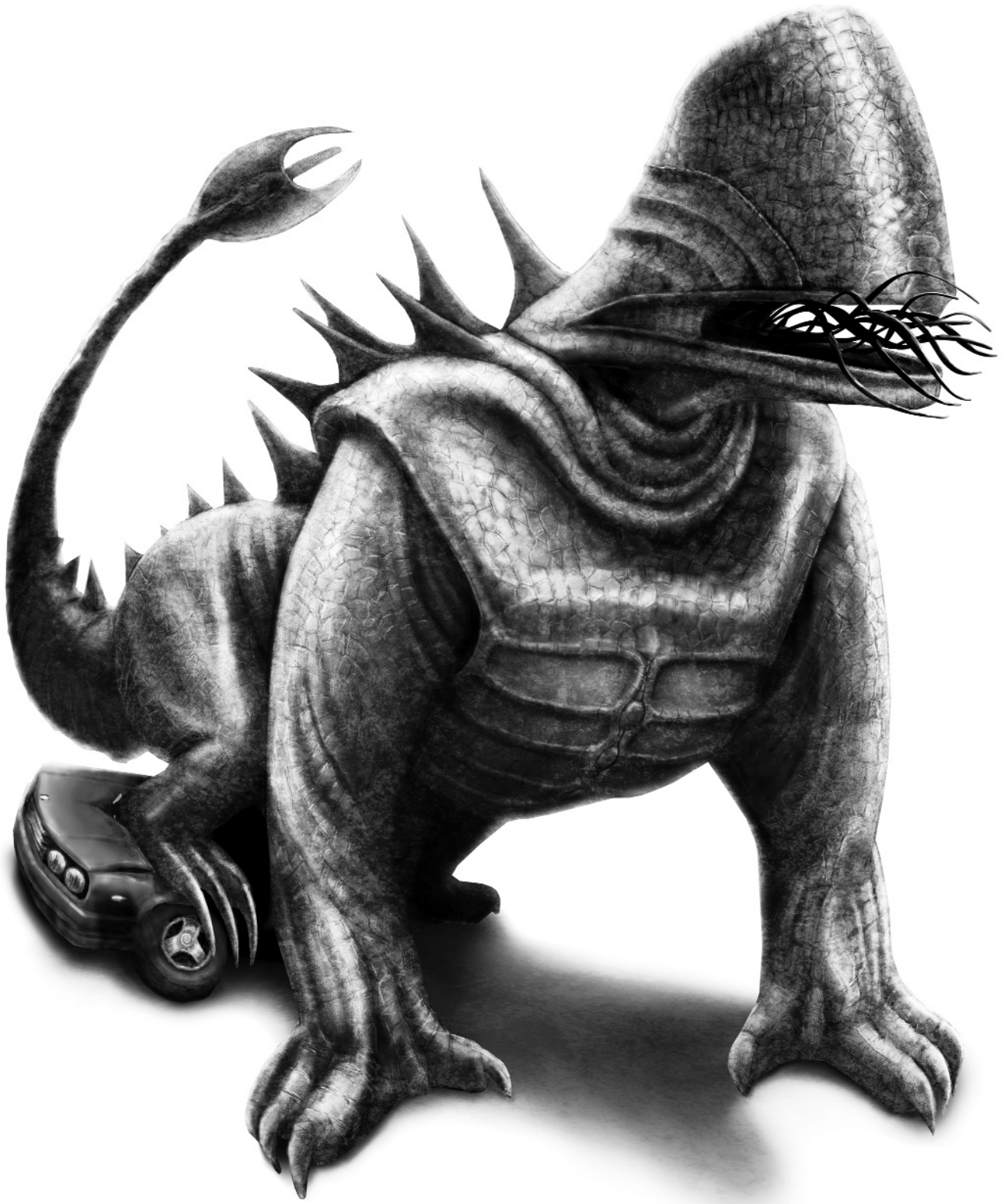
## **Alley**

Here, the demon seized a pair of victims and squeezed them until they burst. The area is a crime scene, roped off with yellow police tape and crawling with cops and reporters. The walls are dripping with blood and bluish ooze, and there's a hysterical eyewitness who saw the Merstett wrap itself around two screaming victims and crush the life from their bodies.

If the Disciples investigate, and take samples of the goo, they'll find bits of gravel coated with traces of algae. Analysis will lead them to Sherman Lake, where the demon has its lair. If they arrive before it hatches, they may get to see it rise from the water and blunder towards the city.

## **Hotel plaza**

The National Security Agency has deployed operatives to this area because they've intercepted a great deal of chatter about a possible terrorist attack in the city. Though the material is flimsy at best, they've got to act on it, especially in light of a Presidential candidate's presence in the city.



However, despite numerous requests, Senator Hensley refuses to cancel his speech, putting the NSA in a difficult position. At this point, they're in the lobby, planning their sweep of the city, oblivious to the fact that their targets are in the building, standing on a balcony overlooking the convention center.

The NSA operatives will be plainclothed, and will be all over the Disciples if anything goes down. However, there are a few terrorists, in civilian garb, positioned in the lobby. They're aware of the NSA presence, and keeping an eye on things.

If they see the Disciples, they may well mistake them for government operatives, police, mercenaries, or rival terrorists (depending on how the Disciples look and behave). This has the potential to turn into a three-way firefight very quickly. Unfortunately, the lobby is full of civilians.

### **Convention center**

The convention center is swarming with police officers, federal agents, and secret service agents. They're all on high alert because of a suspected terrorist threat of some kind. Getting past them is going to require some serious trickery or magic use on the part of the Cabal.

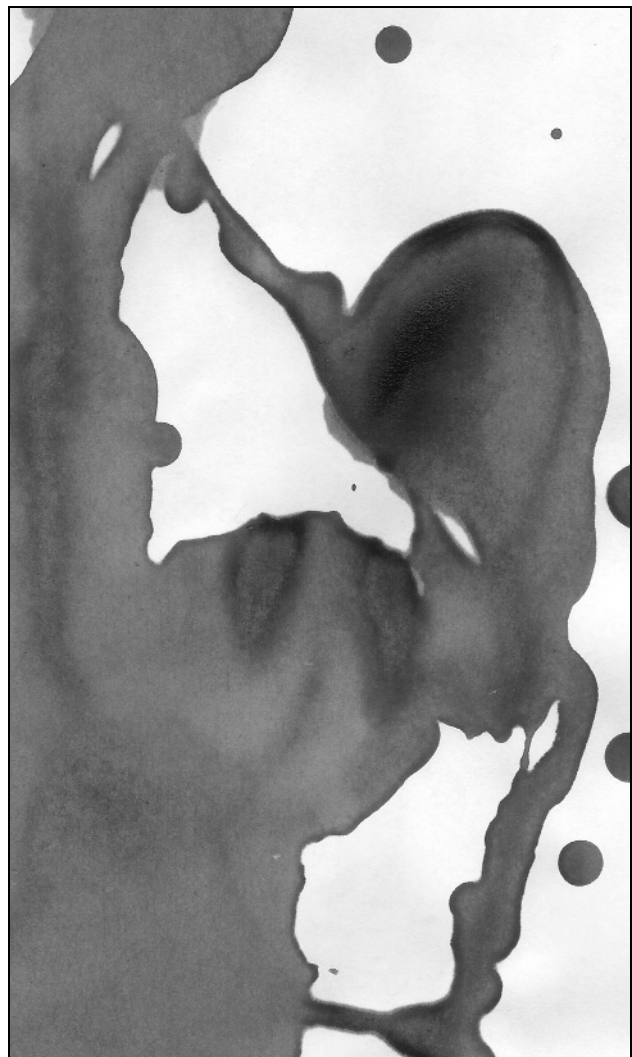
Should any violence break out, all of the aforementioned will come down hard on the Disciples, shooting first and asking questions later. The convention center itself is packed with campaign supporters and enthusiastic constituents, as well as Senator Hensley and his staff.

When the speechmaking begins at the conference hall, the Disciples will have a hard time getting through the crowd without resorting to the use of magic or firepower.

### **Downtown**

Once the demon rises from the lake, it will rage through the city like the monster in a kaiju film. Knocking over small buildings, crushing cars, and devouring civilians, it will smash through everything in its path until the Disciples bring it down.

*The takedown should be a thing of beauty. The Merstett may require an armor rating (something like 8 or 9) in order to ensure that the Disciples don't just nuke it right out of the gate. This depends on what kind of a Cabal you've got, of course.*



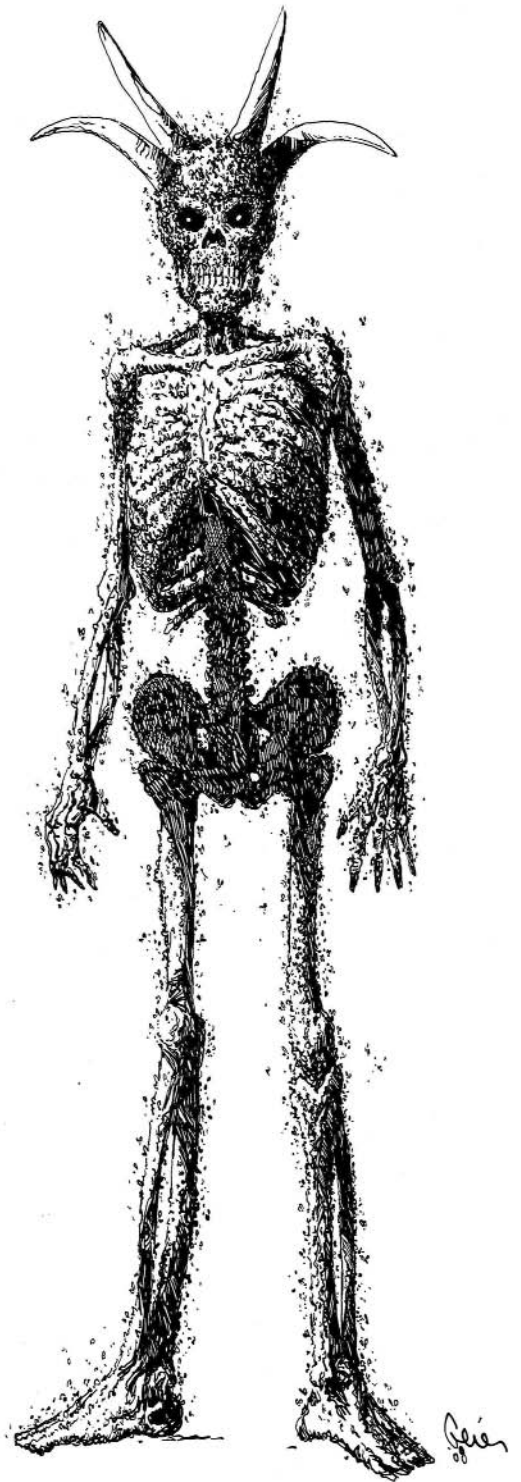
## RED MEAT

The city is in a state of panic over a series of horrific suicide attempts, some successful and others less so. A few weeks ago, Tony Degrosso, an athlete in training for the Olympics, hurled himself in front of a moving train, and lost both of his legs in the ensuing accident. Miraculously, he survived. After doctors saved his life, he somehow managed to get his wheelchair to the roof of the hospital and flung himself off, plunging ten stories to his death. How he was able to get past security remains a mystery.

Local legend Amber Waters, folk guitarist and indie rock star, walked into a hardware store, picked up an axe, and chopped off her right hand without hesitation. As horrified sales clerks tried to offer medical attention, she held them at bay with wild swings of the axe; in between, she hacked her severed hand into pieces, ensuring that it would never be re-attached. Then she lost consciousness. A few weeks later, she walked up to a gas station, sprayed gasoline all over herself, a few cars, and several pumps. Then she produced a cigarette lighter from her pocket. The explosion killed eight people and wounded several others.

This is the work of a Suliegos demon, and it's just getting started. The one thing that all of the victims have in common is membership at Resistance, a health and fitness center. The one thing that all of the death scenes have in common is the presence of blue insects; at both the hospital and the gas station, bright blue wasps, beetles, and flies were found buzzing around.

The latest victim of the demon is Cliff Miller, the blues singer-guitarist. He's trying to score heroin downtown, just across the street from where a drug deal is going sour. The seller, Andrew Wheeler, is higher than a kite on cocaine, but the buyer, Luis Morello, is convinced that Wheeler's acting funny because he's a narc. The situation is about to turn violent, and just as things get crazy, Miller's going to suddenly get the urge to rip out his own vocal cords...





# FOOL'S GOLD

A group of soldiers, scheduled for deployment to Iran, have decided to go AWOL. As they escape the base, however, they are spotted, and a confrontation ensues with a guard. One of the soldiers panics and kills the guard, and the soldiers flee for their lives.

They're now making their way through the woods on foot, hoping to locate a vehicle that they can use to get out of the country. In the meantime, a group of murderous bank robbers has encountered a Dengiorre. Posing as the restless spirit of a wealthy woman long dead, it has persuaded the criminals that there's a massive stash of gold bullion buried in the woods.

However, the conversation was interrupted by a group of college students on a hiking excursion. The bank robbers captured the students, and have decided to put them to work digging for the buried treasure (after which they'll be killed and buried in the woods).

One of the students, however, was separated from the rest of the group, and she witnessed the whole thing. Terrified by the criminals, and even more so by the 'ghost', she called the only people she could trust: the Cabal.

Paranoid and hopped-up on drugs, the bank robbers will shoot anything that moves. They're convinced that there's someone trailing them (which is true -- the college student who contacted the Disciples is trying to follow them through the woods so that she can tell someone where her friends are), and they're convinced that the authorities have tracked them down after their latest heist.

The AWOL soldiers are in a state of panic, convinced that they'll be caught, tried, and executed for desertion and murder. If they encounter the Disciples, it's likely that they'll assume they're dealing with US Marshals or bounty hunters, and they'll respond with lethal force.

Since they're equipped with body armor, assault rifles, and hand grenades, they pose a serious threat to the Cabal.

The Disciples need to locate the Dengiorre and send it back to Hell. But if they are conscientious, they'll also want to save the college students from certain death.

## **Woods**

Here, the Dengiorre has set numerous traps for the bank robbers, but many of them look like natural phenomena, so as not to arouse suspicion. For example, the demon has placed several antlers at the bottom of a gulch, which has been covered with a thin layer of twigs and leaves.

Should one of the bank robbers (or hostages, or soldiers, or Disciples) tumble into pit, it's likely that he'll be injured very badly. Other examples include a rusting bear trap and a wire snare that could well sever someone's foot.

If the Disciples are trailing the bank robbers, they may have to make numerous skill and attribute checks to avoid taking damage. They may also encounter the corpse of one of the bank robbers (or even someone who's too injured to be carried along).



**Cave**

This is the promised location of the nonexistent gold. Here, the demon has set several traps, so elaborate (and so recently constructed) that even the drug-addled hostage takers will recognize that they've been duped.

However, the entrance to the cave will seal itself behind them, and none of them has thought to bring climbing gear, so they have no choice but to continue, using their hostages to trigger traps as they go.

There's a large opening at the top of the hill, several feet wide, but the bank robbers have no way to reach it. The Disciples will be able to use this to enter the cave, at which point they'll have to deal with the bank robbers, the hostage crisis, and the Dengiorre, which resents the intrusion of the Cabal.

**River**

Here, the soldiers have paused for rest and water. They've set up a defensive perimeter, and are scanning the area for trouble with their nightvision goggles. They know that they're not alone, but they haven't encountered the bank robbers yet. Any contact with the Disciples will probably result in combat.



# KILL THE MESSENGER

Six weeks ago, bike messenger Alonzo Morales witnessed a gangland execution. Tommy "Gamble" Gambino executed Salvatore Rinaldo in cold blood.

The murder, which took place in an alley behind Big Sal's (a downtown gentlemen's club), was perpetrated by Gambino because of the gravity of Rinaldo's offense; ordinarily, the mob boss would have had one of his men carry it out. Morales' testimony will be enough to put Gambino away for several years. Naturally, Gambino has a problem with this.

Currently, Morales is under FBI protection. In order to keep him safe, the FBI agents have rented a cabin in the woods, far from the city.

However, Agent William Keller, one of the agents assigned to protect Morales, has been working for Gambino for several years. He's given up the location of the cabin to Gambino, and the mob boss has sent several men into the woods to locate and kill Morales. Keller has enlisted Dwayne Turner, another crooked FBI agent, to help him contain the situation if the other FBI agents figure out what's going on.

The cabin is one of several in the area. Hetter Schoeger, a terminal cancer patient, is spending her last days in another cabin, trying to find peace by spending time surrounded by trees and rivers, instead of concrete and steel. Raymond Vanderlay, her live-in nurse, is taking care of her, and trying to make her comfortable during her last days.

A Cielao demon, maddened by the smell of Schoeger's cancerous flesh, is in the area. The demon struck a residence in the city last night, killing a man with HIV and drinking his blood. It then tracked Schoeger into the woods, and it's closing in on her position.

If it reaches Schoeger, it will tear her apart and devour the cancerous tissues, then chase the terrified Vanderlay into the woods, where it will kill him as well. Eventually, it will reach the cabin where Morales is hiding out. Agent Keller's recently-acquired case of chlamydia will drive the Cielao into a rage, and it will attack.

Of course, the Disciples have been sent to prevent all of this.

## ***Schoeger Cabin***

The cabin is small, cozy, and full of souvenirs of Hetter Schoeger's long and well-lived life. Her numerous travel experiences are documented with postcards, photographs, and trinkets: a walking-stick from Mount Fuji, seashells from Hanauma Bay, and brightly-colored pysanky (hand-painted wooden Easter eggs from the Ukraine). Though they don't know it, Schoeger and Vanderlay are being stalked by the demon. They've seen "a strange animal" in the woods, and there are numerous mysterious prints around the cabin. When the sun goes down, the Cielao will attack.

## ***FBI Cabin***

Agent Keller and Agent Turner are waiting for the Gambino assassins to arrive, at which point they'll turn on the other four FBI agents and kill them with stolen revolvers (which they'll then hand to the assassins). The assassins are then supposed to shoot Keller and Turner in the arm or leg, inflicting flesh wounds that will deflect suspicion. However, Gambino has directed his men to shoot Keller and Turner dead, to tie up all loose ends. The cabin is cramped and smells of sweat. There are six FBI agents and a nervous witness inside, and the sink is full of unwashed dishes and bottles of soda. The trash can is already overflowing with crumpled burger wrappers and empty cartons of Chinese food, but no one wants to take it out.

***Deserted Cabin***

This is where the Gambino assassins are setting up. They're waiting for dark before they come after Morales. The cabin is in need of major repairs, so it's not for rent. They've broken in and stashed all of their equipment inside (bulletproof vests, submachine guns, a few grenades just in case). There's an SUV parked in front of the cabin. There are two more SUVs full of assassins on their way, just in case the FBI agents put up too much of a defense.

***Lake***

The Cielago paused here to sleep after gorging itself in the city. The area is covered with footprints, blood, and feces. While sleeping, the demon was discovered by a man walking his dog. It attacked both of them, killing and dismembering them before the dog had the time to bark. However, it was still full, so it merely hid the bodies under a pile of leaves.

# BLOOD MONEY

After Matt O'Neill lost his job, his house, and then his car, he moved his family into a small apartment downtown. He's had trouble finding work, and the recession is making it hard for his family to make ends meet. They do the best they can, but it's not good enough.

Then someone rings the doorbell. Her name, she says is Christine Marie Cranston, heir to the Cranston fortune. She's come to help, having heard of the O'Neill family's plight through a distant relative who used to work in the same office as Matt. She's happy to help them financially, no strings attached.

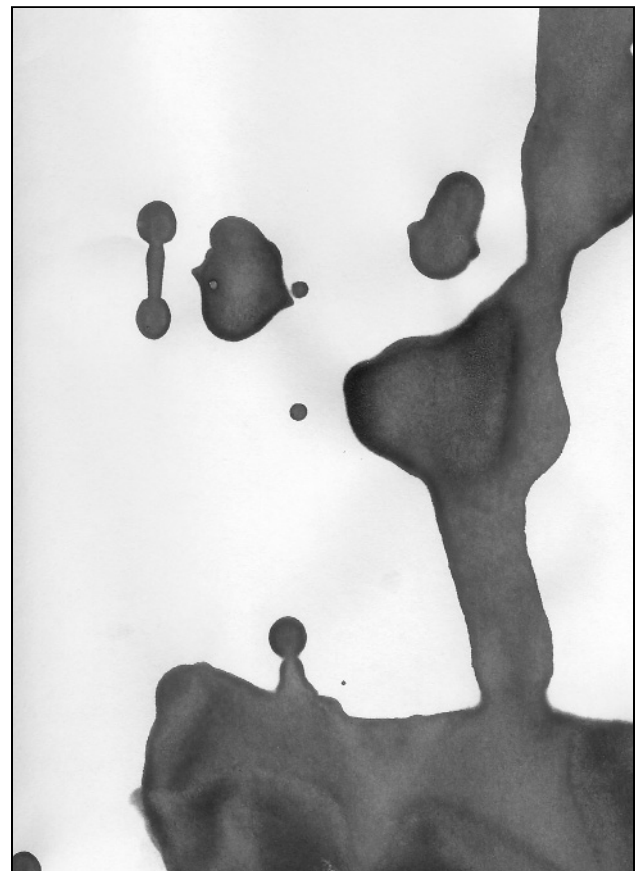
Overjoyed, the O'Neills try to stay optimistic as days go by, but finally she returns, one week later, with a briefcase full of cash. She says that for tax purposes, she has to do it this way. They're too stunned and grateful to disagree, so she leaves the money with them and wishes them all the best.

A few days later, though, she returns. She asks Matt for help. Her only child, a bitter and twisted young man, has been making strange comments about his inheritance. Worse, he broke into her home last night, and threatened to kill her if she didn't hand over the money in a matter of days. The police are investigating, but she says that they don't take her seriously.

She begs O'Neill to help. Reluctantly, he does so, but the address that she gives him leads O'Neill to the warehouse where a violent drug gang does business. Worse, the demon got the briefcase full of money by stalking and killing several members of the gang. O'Neill fled, but the gang is after him.

Other members of the gang have bribed crooked police officers into helping, and the cops are looking for the stolen money. A hit just came up, because O'Neill's wife just spent some of the money at the grocery store. At this point, the drug gang, the dirty cops, and the demon are all converging on the apartment, but the O'Neill's are gone, having fled to a trailer park on the other side of town until O'Neill can figure out what to do.

Somewhere along the line, someone saw the demon killing one of the drug dealers, and the Cabal was brought into the equation. The question is, can they get to the demon in time?





# GLORIA IN EXCELSIS DEO

Natalie Owens has been married for seven years. Her husband, David, has been cheating on her for three. A few months ago, Natalie found out, and she asked for a divorce. Instead of apologizing, David became physically abusive and threatened to kill her. Since then, she's been living in terror, and she's become aware of a dark side of David that she never suspected. In addition to being unfaithful and abusive, David is also addicted to various narcotics, gambles compulsively, and owes a great deal of money to various loan sharks.

Two nights ago, Natalie was visited in her bed (where she was sleeping alone, with no idea where David was) by what appeared to be an angel. A beautiful woman with vast white wings, glowing with a soft light, told Natalie that everything was going to be okay. The angel (actually a Shurull demon) told Natalie that she would have to be strong, like Judith. Natalie, a devout Christian, was familiar with the Biblical story of the woman who murdered Holofernes by seducing him, getting him drunk, and decapitating him. She told the angel that she understood, and that she would do God's will.

The angel vanished in a flash of light, and Natalie started making plans. The following day, she blurted a few of these to her sister, and told her about the visitation from the angel. Disturbed, her sister called the police.

When David returned home that afternoon, Natalie poured him a drink and served him his dinner. His drink and food were laced with crushed sleeping pills, and he was incapacitated almost immediately. Natalie drove him to the woods, where he regained consciousness and found himself strapped to a fallen tree trunk. He was able to get a decent idea of his location, based on the sounds of the freeway and the city skyline in the distance. David sent a text mess-

age to Lydia, but as he sent it, the phone beeped, and Natalie (just coming back from the car with a duffel bag full of woodworking tools) heard it. She destroyed the phone with a hammer. Currently, she is torturing David under the direction of the 'angel'.

David is in a great deal of debt, and his life is in danger if he can't pay up. So he and his girlfriend, Lydia Manzof, have devised an extremely dangerous scheme. Lydia comes from an extremely wealthy family, but doesn't have access to the money. Her parents have allotted her a strictly-controlled stipend, because she spends the money on drugs and parties, and frequently goes on benders that end with her waking up in prison.

Chafing under their control, Lydia has convinced David to stage a kidnapping, and they can then split the ransom. He agreed, and yesterday, he 'abducted' her. The two of them trashed her apartment and left a cryptic ransom note. However, on their way out, they were accosted by Lucas Horne, one of David's loan sharks. Horne and his men were about to break David's legs when Lydia told them about the plan. Lucas immediately agreed to hold off on physical violence in exchange for a large cut of the ransom money. To ensure David's cooperation, Lucas and his men took Lydia with them.

Since David is in the woods, being tortured by Natalie, he hasn't been answering his phone. Lucas is convinced that David's gone the police. He and his men are searching for David, and they plan to kill him when they find him.

A group of FBI agents was contacted by local authorities when the ransom note was found. Based on eyewitness testimony, the agents are on the trail of David and Lucas.

**Owens residence**

If the Disciples search the home, they'll find several kilos of cocaine in a shoebox in the closet. In the bathroom, they'll find an empty bottle of sleeping pills, and a spoon in the sink is coated with residue from crushed pills. At the kitchen table, the half-eaten meal and toppled chair will no doubt fill in the missing pieces of the puzzle for the Cabal. Searching David's computer will turn up the address to Lucas' nightclub.

**Lucas' nightclub**

Currently closed; dark and empty. In the back room, Lydia is tied to a chair, and her mouth is taped shut. Several of Lucas' men are guarding her. Her phone rang when David texted her, but she wasn't able to answer it. Lucas and several of his men are out looking for David. One of them knows a thing or two about computers, and is trying to access the GPS in the Owens' SUV, which will lead them to the forest. If the Disciples check Lydia's phone, they'll see David's location.

**Lydia's apartment**

Here, the Disciples will find more of Lucas' men, ransacking the place for clues to David's location. Lucas will call one of his men with the information about David's current position (based on the GPS in the SUV).

**Forest**

Lucas and his men will arrive at David and Natalie's location a few minutes after the Disciples do. It's likely that the Shurull will reveal itself and attack the Disciples, figuring them to be the most immediate threat.



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# GANG WARFARE

For the past year, the police have been cracking down on Los Guerreros, a street gang with peripheral ties to narcotics distribution in the city. However, over the past month, violent crime has dropped to almost zero in neighborhoods with high concentrations of gang activity. The mayor and the chief of police have attributed this to an increase in police patrols in the area, but rumors say that in reality, the cause is something else altogether. Word has it that other gangs, like the 919 Squad, the Playboys, and the Ukrainian mob are all working together.

A Ravaqat demon, disguised as a member of Los Guerreros, has organized the gangs of the city into a single army. It has trained them in the use of tactics, and it has divided them into units: snipers, grenadiers, gunners, and officers. Under the leadership of the demon, they're ready to wage war on the city. All dissenters have been tortured and murdered ritualistically, and only those who are loyal to the Ravaqat are left. During a few of these torture sessions, the demon inadvertently allowed itself to be seen in its real form -- a skeletal soldier with bronze armor, carrying a massive sword. Eyewitnesses tried to report this to the police, but were rebuffed.

A few innocent bystanders have also been killed for being in the wrong place at the wrong time, but the Los Gs (or so they're known to the local law-enforcement) have thus far been able to disguise these as crimes of passion, averting suspicion.

Last night, in a daring raid, the Ravaqat led several men in an attack on a downtown police station. After killing everyone in the station, the demon cracked open the weapons locker and distributed body armor and weaponry to its troops. They proceeded to the houses of several high-ranking police officers, who were

dragged from their beds and shot dead in the street. The same was inflicted on various community leaders, including a local pastor and the head of a drug rehabilitation program.

Today, tensions are unbelievably high. The police have sworn to find and arrest (read: kill) the perpetrators of these heinous crimes, and the demon is ready for the killing to begin. When the sun goes down, the mayhem will erupt. If the Disciples can figure out where the war will begin, they can stop it before it starts.

## ***Abandoned warehouse***

Here, the Ravaqat has ordered its men to carry out numerous executions. An eyewitness filed a police report in which she claimed that a "zombie wearing a suit of armor" decapitated a known drug dealer and mounted his head on a sharpened stick. The police never bothered following up on the report. In the warehouse, the Disciples will find several bodies stacked on a sheet of plastic. The corpses belong to various members of the 919 Squad, Los Gs, and the Playboys. A huge tub full of acid has been prepared, and several members of the Ravaqat's army are dissolving a corpse in the tub.

## ***Crack house***

Here, the Disciples will encounter two of the eyewitnesses who tried to tell police about what they saw. Dismissed as junkies on a bad trip, the two are nonetheless able to consistently describe what they saw: a man who looked like a tattooed member of the Guerreros suddenly transformed into a skeletal demon for a second -- then changed back. His men, who recoiled in horror, were nonetheless too afraid to do anything else, and they followed his orders without question.

## ***Church***

This is the church where a local pastor was



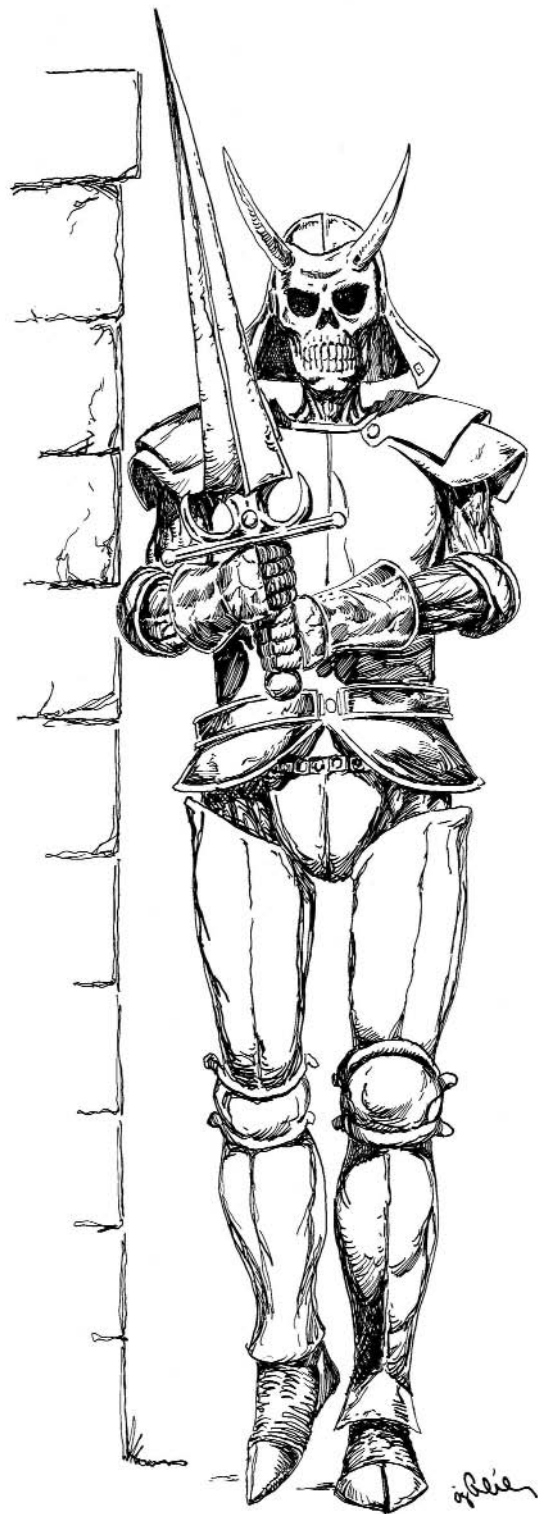
beaten mercilessly, dragged into the street, and shot dead before a horrified crowd. Upon leaving, the gang was trailed by a brave young man, who followed them to a downtown tenement building.

### ***Police station***

The scene of the carnage earlier in the day. There are chalk outlines and yellow tape everywhere. It appears that at least a dozen police officers were killed in the attack. Surveillance footage shows that the leader of the gang is a tall male of indeterminate ethnic origin. His head is shaved bald, and he wears sunglasses and facial hair which obscure his features. His arms are large and muscular, and covered with intricate tattoos. As the gang leader walks across the room, firing his shotgun at the police, his body ripples, and his skin briefly glints like metal.

### ***Tenement building***

Several dozen members of the demon's army are scattered throughout this building, which was taken over years ago. The few people who live in the tenement are little more than hostages, living in constant fear of robbery or murder at the hands of drug dealers and addicts. Now, the building has been turned into a command post. The Ravaqat has an office on the top floor, where it has nailed a map of the city to the wall and indicated locations with a series of multicolored thumbtacks. The red locations indicate the positions that the army will take when the sun goes down tonight.



# REND HER UNTO CAESAR

A cult of fanatical demon worshipers has been discovered by a Remarec demon. It prefers the flesh of pregnant women, so they have taken to abducting local pregnant women and bringing them to the demon for rituals of human sacrifice. Though these rituals have absolutely no meaning or purpose, the cultists take them extremely seriously, which amuses the demon to no end. Every so often, it will pounce on one of the cultists and tear him or her apart; the rest of the time, it promises them wealth and power, and occasionally makes bizarre demands in order to keep them nervous. Eventually, it will grow weary of this, and will slaughter the entire cult before continuing with its standard hunting pattern (bereaved parents).

The rash of mysterious disappearances is headline news, and federal authorities have become involved. Rumors of a satanic cult have been bandied about, and this may well be how the Disciples get involved (probably through a Contact with ties to law-enforcement or journalism).

The latest abductee, Jennifer Laramie, is the wife of Edward Laramie, international arms smugglers. She believes that her husband works as a subcontractor with ties to the military, and has no idea that he actually sells weapons directly to insurgents, smugglers, drug cartels, and terrorist groups.

She's been missing for 24 hours, and Laramie is convinced that she was kidnapped by his business rivals. Rather than wait for help from the authorities, he has already mobilized his own private army. Equipped with state-of-the-art weapons and gear, these mercenaries have been given all of the available information and turned loose on Jennifer's trail.

The cultists operate out of an abandoned toy factory (the Lucky Panda manufacturing plant). A school has opened up near the factory, and should the situation degenerate into violence, the firefight might well spill over into the streets near the school, forcing the Cabal to come up with some creative ways to protect the students from harm.

## ***Halloway residence***

This is the home of Ellen Halloway, who was abducted from her home cultists. She put up a fight, and the apartment is a complete mess. The abductors scrawled incomprehensible graffiti on the walls, including crude scrawls of the Remarec.

## ***Laramie residence***

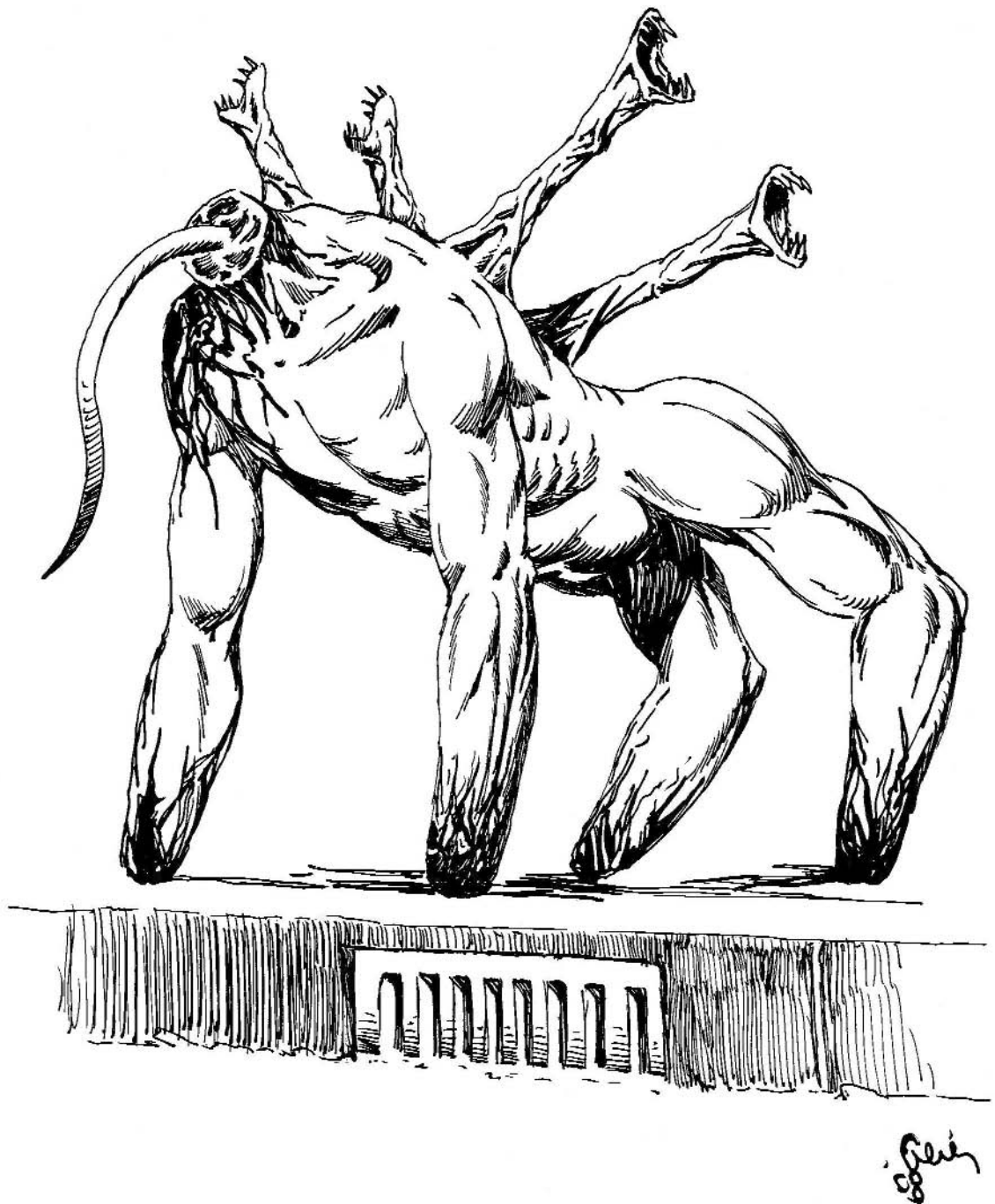
Edward is out with his men, leading the search for Jennifer. Their home is spacious and well-furnished. Investigation will turn up notes on Laramie's computer, pointing to the address of a police suspect with ties to the occult.

## ***Carliss' Apartment***

The residence of Tom Carliss, unemployed college professor. After being kidnapped, love-bombed, and brainwashed, Carliss became a ferocious and committed member of the cult. His apartment has been ransacked by Laramie's men, but investigation and analysis will reveal traces of asbestos and pink plastic fibers, pointing to the toy factory.

## ***Lucky Panda toy factory***

See Dread, page 256, for full description.



# SCENARIO HOOKS

## BEST SERVED COLD

A few weeks ago, a group of computer hackers has been hired by a mercenary group to carry out cyber-attacks against a government agency. After the mission is completed, the mercs take the hackers out to celebrate. In a seedy brothel, a drug-fueled argument breaks out between one of the mercs and one of the hackers. The merc pulls a knife and stabs the man dead. The mercs do their best to keep the situation quiet, paying the hackers a large quantity of hush money, and they then drive the corpse out into the wilderness and bury it in the woods.

However, the body was possessed by a Daemuil demon, which is now on a mission of revenge. The hackers and mercenaries have both been hired by a group of eco-terrorists to perform a similar operation, and they're all working from a series of warehouses and cheap one-room apartments downtown. The demon is on the hunt, and the Disciples must find it and stop it before the ensuing violence claims the lives of innocent bystanders.

## COLLATERAL DAMAGE

A group of violent neo-Nazis looking for trouble has had several conflicts with a local drug gang. During a firefight, two police officers are critically injured in the crossfire. The police have since targeted both groups, and will stop at nothing to bring them down. The neo-Nazis have been organized into an army by the Issoac, and they're currently training in a compound in the woods. The demon's goal is to push the skinheads into a war with the drug gang. The neo-Nazis capture, torture, and kill several of the gang's leaders.

A few innocent families are caught in the cross-fire, so the Disciples get involved. Word on the street is that there's a female skinhead in charge of the neo-Nazis, and that she's sadistic, insane, and seems to be bulletproof...

## FATHER, FORGIVE ME

Father Daniel Potrafka has been using St. Andrews' Church to launder money for the Syndicate. The police are currently investigating the church, and there have been allegations of embezzlement and misappropriated funds. The Syndicate has made it clear to Father Daniel that if any of this gets back to them, he is a dead man. This situation is complicated by the presence of a Lunamic demon, which reveals itself to Father Daniel.

During a meeting with a pair of Syndicate enforcers, the demon manifests itself and then kills both of them, then informs the terrified priest that he must never mention a word of this to anyone.

Now, Father Daniel is on the run, believing that he is being punished for his sins. The police are after him, as he's their number-one suspect in the murder of the two enforcers. The Syndicate believes that Father Daniel is in police or FBI custody, and there's a massive contract out on him.

Meanwhile, the demon is posing as a helpful member of the St. Andrews congregation, and is driving the priest as far away from the city as possible. It's only a matter of time before the bodies start to pile up.

## NO CHILD LEFT UNARMED

In the past week, six people have been found dead under mysterious circumstances. In each case, a childless couple took in a child who showed up on their doorstep. Subsequent investigation determined that each of the three couples had lost a child at some point in the previous five years. After a stray child with no identification showed up on their door, claiming to be an orphan.

However, they didn't call the authorities right away; instead, they took her in, fed and sheltered her, and treated her like their own child. Then they called the authorities. This proved fatal. In each of the three cases, the couples both died within a few minutes of each other in some very unusual circumstances. One man tripped on a rollerskate and tumbled down the stairs, breaking his neck; neither he nor his wife rollerskated, and the other skate in the pair was never found. His wife committed suicide by dropping a plugged-in hairdryer into the tub where she was bathing. Another woman accidentally tore her own throat open with a pair of garden shears while trimming shrubs on her back porch; she had slipped on a handful of marbles.

The Disciples have just gotten word of a wealthy family who lost their first two children in childbirth. They recently attempted to bribe social workers and adoption agencies into letting them adopt an orphan (matching the description of the same girl in the previous three cases). A social worker contacted the authorities, but before anything could be done, a group of armed men entered the mansion and took the family hostage. They're holding the family for ransom, and the police have the estate surrounded. However, numerous police officers have reported seeing some kind of horrific creature prowling around inside. Though they've only caught a glimpse of it through the windows, they're sure that it's not human.

## WASTE MANAGEMENT

A Grusce demon has infiltrated a waste management facility. Moving through the pipes and drains, it has managed to find an isolated target in the ladies' room. Having possessed her, it's now using her body to kill her colleagues. Believing that the facility is under terrorist attack, authorities have sealed off the building, and have deployed SWAT teams to secure the area.

The Disciples must infiltrate the facility, get through the perimeter without killing anyone, and take out the demon before too many bodies hit the floor. The only problem: a terrorist group is in the building, having infiltrated the plant earlier in the day. Their goal is to strike a blow against the government by dumping several million tons of raw sewage into local lakes and rivers. They have no idea that there's a demon in the building, but they know that the SWAT team has been deployed, and they're ready to start shooting hostages.

## EVOLUTIONARY WAR

An anti-science religious group, calling themselves The One True Way, has carried out several low-level terrorist attacks against local schools and museums. However, with the death of Marlen Weatherbee, the cult's leader, the movement has floundered. Recently, a Khorepta demon has taken control of the organization. Calling herself Sister Karen, she has reorganized The One True Way, and has led them on a new campaign of terror. Instead of phoned-in bomb threats and vandalism, she has trained the cultists in the use of improvised explosives and firearms. They have begun to target school officials and museum directors, and are planning a massive attack at a science fair that will soon be held at a local high school.

# APPENDIX: HOSTILES

## **Civilian**

Strength 1  
Sense 1  
Soul 1  
Life 4  
Skills: Random 2  
Weapons: none

## **Academic**

Strength 1  
Sense 2  
Soul 1  
Life 4  
Skills: Random 4  
Weapons: none

## **Clergy**

Strength 1  
Sense 1  
Soul 2  
Life 4  
Skills: Random 2  
Weapons: none

## **Athlete**

Strength 2  
Sense 1  
Soul 1  
Life 4  
Skills: Random 2  
Weapons: none

## **Politician**

Strength 1  
Sense 2  
Soul 1  
Life 4  
Skills: Profession (Politics) 4  
Weapons: none

## **Police officer**

Strength 2  
Sense 1  
Soul 1  
Life 5  
Skills: Crime 2  
Weapons: Pistol 2/1/2

## **Detective**

Strength 2  
Sense 2  
Soul 1  
Life 5  
Skills: Crime 4  
Weapons: Pistol 2/1/2

## **Task Force Officer**

Strength 4  
Sense 1  
Soul 1  
Life 6  
Armor 5  
Skills: Crime (Task Force) 2  
Weapons : Shotgun 2/2/2

## **Police sniper**

Strength 4  
Sense 1  
Soul 1  
Life 6  
Armor 7  
Skills: Crime (Police sniper) 2  
Weapons: Rifle 4/3/4

## **SWAT operative**

Strength 4  
Sense 2  
Soul 1  
Life 7  
Armor 9  
Skills: Crime (SWAT) 4  
Weapons: SMG 3/3/3

## **Spy**

Strength 2  
Sense 2  
Soul 1  
Life 5  
Armor 3  
Skills: Profession (Spy) 4  
Weapons: Pistol 2/1/2

## **Desk agent**

Strength 1  
Sense 3  
Soul 1  
Life 5  
Skills: Computers (Hacking) 6  
Weapons: Revolver 2/1/1

## **Field agent**

Strength 2  
Sense 2  
Soul 1  
Life 6  
Armor 5  
Skills: Crime (Federal agent) 2  
Weapons: Shotgun 2/2/2

## **Soldier**

Strength 3  
Sense 1  
Soul 1  
Life 6  
Armor 7  
Skills: Military (Soldier) 2  
Weapons: Rifle 4/3/4

## **Special Forces operator**

Strength 4  
Sense 2  
Soul 1  
Life 7  
Armor 11  
Skills: Military (Special Forces) 4  
Weapons: Rifle 4/3/4

**Security guard**

Strength 2  
 Sense 1  
 Soul 1  
 Life 6  
 Skills: Crime (Security guard) 2  
 Weapons: Pistol 2/1/2

**Private Investigator**

Strength 2  
 Sense 1  
 Soul 1  
 Life 5  
 Skills: Crime (P.I.) 2  
 Weapons: Revolver 2/1/1

**Bodyguard**

Strength 3  
 Sense 1  
 Soul 1  
 Life 5  
 Armor 3  
 Skills: Crime (Bodyguard) 2  
 Weapons: Pistol 2/1/2

**Assassin**

Strength 4  
 Sense 2  
 Soul 1  
 Life 6  
 Armor 5  
 Skills: Crime (Assassin) 2  
 Weapons: Uzi 3/3/3

**Mercenary**

Strength 4  
 Sense 2  
 Soul 1  
 Life 7  
 Armor 11  
 Skills: Military (Mercenary) 4  
 Weapons: Rifle 4/3/4

**Junkie**

Strength 1  
 Sense 1  
 Soul 1  
 Life 4  
 Skills: Crime (Junkie) 2  
 Weapons: Switchblade 1/1/0

**Gang member**

Strength 2  
 Sense 1  
 Soul 1  
 Life 5  
 Skills: Crime (Gang member) 2  
 Weapons: Pistol 2/1/2

**Hacker**

Strength 1  
 Sense 3  
 Soul 1  
 Life 3  
 Skills: Computers (Hacker) 6  
 Weapons: none

**Drug lord**

Strength 1  
 Sense 2  
 Soul 1  
 Life 4  
 Skills: Crime (Drug lord) 4  
 Weapons: Revolver 2/1/1

**Gunrunner**

Strength 2  
 Sense 1  
 Soul 1  
 Life 4  
 Armor 9  
 Skills: Crime (Gunrunning) 2  
 Weapons: Auto shotgun 2/3/2

**Yakuza gunman**

Strength 4  
 Sense 1  
 Soul 1  
 Life 6  
 Armor 5  
 Skills: Crime (Yakuza) 2  
 Weapons: Shotgun 2/2/2

**Ninja**

Strength 4  
 Sense 2  
 Soul 1  
 Life 6  
 Skills: Crime (Ninja) 2  
 Weapons: Katana 2/1/0

**Terrorist**

Strength 2  
 Sense 1  
 Soul 1  
 Life 5  
 Armor 3  
 Skills: Crime (Terrorism) 2  
 Weapons: Uzi 3/3/3

**Serial killer**

Strength 2  
 Sense 2  
 Soul 1  
 Life 5  
 Skills: Random 4  
 Weapons: Chainsaw 1/2/0

**Mad Scientist**

Strength 1  
 Sense 3  
 Soul 1  
 Life 4  
 Skills: Science (-specify-) 6  
 Weapons: none

**APPENDIX: EXPANDED WEAPON LIST**

WEAPON	COST	RANGE	DAMAGE	AMMO
Broken bottle	1	1	1	0
Club	1	1	1	0
Dagger	1	1	1	0
Garrote	1	1	1	0
Knife	1	1	1	0
Lead pipe	1	1	1	0
Scissors	1	1	1	0
Short sword	1	1	1	0
Steak knife	1	1	1	0
Tire iron	1	1	1	0
Broad sword	2	1	1	0
Hand axe	2	1	1	0
Hatchet	2	1	1	0
Javelin	2	2	1	0
Nightstick	2	1	1	0
Quarterstaff	2	1	1	0
Scimitar	2	1	2	0
Battle axe	3	2	1	0
Falchion	3	1	2	0
Khopesh	3	1	2	0
Meat grinder	3	1	1	0
Polearm	3	2	1	0
Spear	3	2	1	0
Stovetop burner	3	1	1	0
Chainsaw	4	1	2	0
Long sword	4	1	2	0
Revolver	4	2	1	1
Revolver	4	2	1	1
Shuriken	4	3	1	0
Katana	5	1	2	0
Sawed-off shotgun	5	1	2	2
Bastard sword	6	1	3	0
Crossbow	6	3	1	2
Long bow	6	3	1	2
Pistol	6	2	1	2
Semi-automatic pistol	6	2	1	2
Short bow	6	2	1	2
Autopistol	7	3	2	2
Nailgun	7	2	2	2
Pump-action shotgun	7	2	2	2
Shotgun	7	2	2	2
Automatic shotgun	8	2	3	2
Automatic rifle	9	3	3	2
Submachine gun	9	3	3	3
Grenades	10	3	4	1
Assault rifle	11	3	4	4
Flamethrower	12	2	5	1
Light machine gun	12	3	4	5



# APPENDIX: ERRATA

## FOR DREAD: THE FIRST BOOK OF PANDEMONIUM

### **3.5.1. Using Skills, page 48**

Paragraph 2, last line. Should read, "The difficulty is 8, and the player rolls 6 dice (because Scalpel has 6 points allotted to Medicine)."

### **3.9. Contacts, page 53**

Paragraph 1, first line. Should read, "You've got two Contacts, people that you've turned to for help in the past..."

### **4.4.81. Wormwood, page 99**

Paragraph 1, missing line. Should read, "To cast this spell, make a Magic check against the Soul score of each victim."

### **6.5. Ammo, page 115**

Paragraph 2, last line. Should read, "See the table on page 58 for specific costs."

### **6.6.2. Skilled Driving, page 115**

Paragraph 1, first line. Should read, "If you have a driving skill (page 49), then add your skill score to the applicable modifier."

### **8.2.6. Weapons**

Paragraph 1, first line. Should read, "Everybody gets a weapon from the list on page 58, provided that it has a cost of 4 or less."

### **9.2. Quickref Glossary, page 136**

Paragraph 3, first line. Should read: "There are three Attributes: Strength, Sense, and Soul."

# CREDITS

## **Rafael Chandler (writing, design, layout)**

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During his eight years in the video game industry, Chandler has worked as a writer and/or designer for Sony, Ubisoft, Electronic Arts, SouthPeak Games, and various other publishers and developers. His games include SOCOM: Confrontation, Ghost Recon: Advanced Warfighter, Rainbow Six: Lockdown, Ghost Recon 2, Monster Madness: Battle for Suburbia, and various unannounced next-generation projects. He is the author of The Game Writing Handbook (which was a finalist for the 2007 Front Line Awards), and also writes Screen/Play, a column at Gamasutra.com. He's been a speaker at the Game Writers Conference and the Digital Game Expo; he also taught the six-hour Master Class at the 2007 Russian Game Developers Conference in Moscow. Chandler wrote and designed the first edition of Dread: The First Book of Pandemonium, which was released in 2002. The Unrated Edition of Dread was released in mid-2007.

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Adam was born and raised in the seaside town of Torquay, England. He had an interest in drawing and fantasy art right from an early age, and it's something that's stayed with him and been a driving force in his life. So it's fantastic to now have a career that allows him to indulge in both. He graduated from Plymouth University in Graphic Design in 2001 and since then he's been slowly building a freelance illustration career with an aim of making it a full-time job. Chowles has also recently been involved in Raging Psycho Comics' Night Warrior online comic project as an Art Director and it's already enjoying success, with a print issue released and a PSP UMD release scheduled for release next year. He has high hopes for Dread: The First Book of Pandemonium, and with any luck, it will see the beginning of his career as a freelance fantasy artist. Illustrations: pages 6, 7, 29, 60, 81, and 85.

## **George Cotronis (Neoplastic press logo)**

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George Cotronis is the main designer and artist behind Helvete Studios, a design studio based in Sweden. Helvete Studios provides artwork and design services for the music and RPG market.

## **Vivienne Gallant (interior artwork)**

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Vivienne M. Gallant was born in North Carolina to open-minded parents who let their child explore different things in the world, no matter if that world included fantasy and horror. Her tale begins in the 1970s at the Forest Drive-In, in Raleigh, North Carolina. "The Brides of Dracula", was playing on the screen. People were screaming from their cars, and jumping in their seats. Her little mind got hooked on what could scare so many grown people. Soon, she found out through her own nightmares what frightened adults. To conquer her fears, she began drawing what scared her most, and remained a recluse in school. The rest is history. She has been illustrating her nightmares since the age of eight. Through the years, she has acquired a BA in art, theatrical scenic design training, and freelance illustration experience. She's currently looking for new territory to spread her talents of making fantasy come to reality through her illustrations. Illustrations: pages 33, 49, 52, 54, 62, and 66.

## **Earl Geier (interior artwork)**

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Earl Geier has lived in Chicago, IL for several hundred years with some pets. You can see his art at [www.baldegografix.com](http://www.baldegografix.com) and contact him at [baldegografix@aol.com](mailto:baldegografix@aol.com). So there. Illustrations: pages 12, 83, 93, and 95.

**Jason McLellan (interior artwork)**

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Illustrator Jason McLellan is a self-taught artist who possesses a unique realistic style with a dash of American comic influence. Raised in North Carolina, he has drawn for as long as he can remember and has always had a passion for the fantasy and comic book genres. Jason says "I have always loved horror, fantasy and superheroes and would cover my notebooks in school with various monsters and muscle bound heroes." And, as you can imagine, the teachers just shook their heads. Jason has now begun to follow in the footsteps of some of his favorite artists by doing concept work, interior art and cover art for various RPG companies. You can learn more about Jason McLellan and see more of his art at his website, [www.headstatic.com](http://www.headstatic.com). Illustrations: pages 10, 26, 34, 77, and 91.

**Kieran Morris (interior artwork)**

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Kieran was born in the city of Plymouth, and after discovering the magical use of the pencil at age 2, he has been drawing ever since. Now at the age of 16, currently studying his first year of A-level art, he's started his career path with the freelance illustration of Pent. In his spare time, when not studying for a Biology test, he draws and designs anything from fantasy characters to horror landscapes, pulling his inspiration from horror and action films, games, and comics. Illustrations: pages 85 and 87.

**Jason Moser (cover artwork)**

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Born January 24, 1977 in Michigan where he still resides, Jason attended Kendall College of Art and Design, where he graduated with a BFA in Illustration. Working numerous jobs, ranging from doing design work at a toy company to graphic design at a publishing company, Jason has always been fascinated by the art of telling stories. Currently, Jason is focused on producing the very best art he can on the creator-owned Ellium, as well as a number of other products for other publishers.

**Char Reed (interior artwork)**

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Charlene, better known to friends and family as Char, was born in 1984 in Austin, TX. She grew up with a passion for art and was always encouraged to develop the talent from early on. She currently resides in North Carolina and enjoys creating artwork in many mediums, including pencil work, watercolors, colored pencils, acrylic and digitally. Illustration: page 49.

**Michael Thomasson (Interior art)**

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Michael is a former Air Force Veteran who has taken an interest in creating 3D art and visual rendering. He uses his artwork as a stepping stone into his own interest such as role-playing games, miniature wargaming, and video games. Michael is a newcomer to the industry, but is hoping to find other opportunities to help him start a career within the business. Illustrations: pages 13, 14, 15, 24, 25, 39, 40, 41, 53, 54, 55, 69, and 70.



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# FLAMES RISING DOT COM

## **ABOUT FLAMES RISING**

Flames Rising is an online resource for fans of Horror and Dark Fantasy entertainment. The website offers reviews of Games, Fiction, Movies and more ranging from Top-Selling authors to the coolest Small Press and “indie” publishers. The popular Interviews at Flames Rising include Horror authors, artists and other creators of dark entertainment. Stay tuned to the Flames Rising news feed for the latest news on upcoming products, genre conventions and industry developments.

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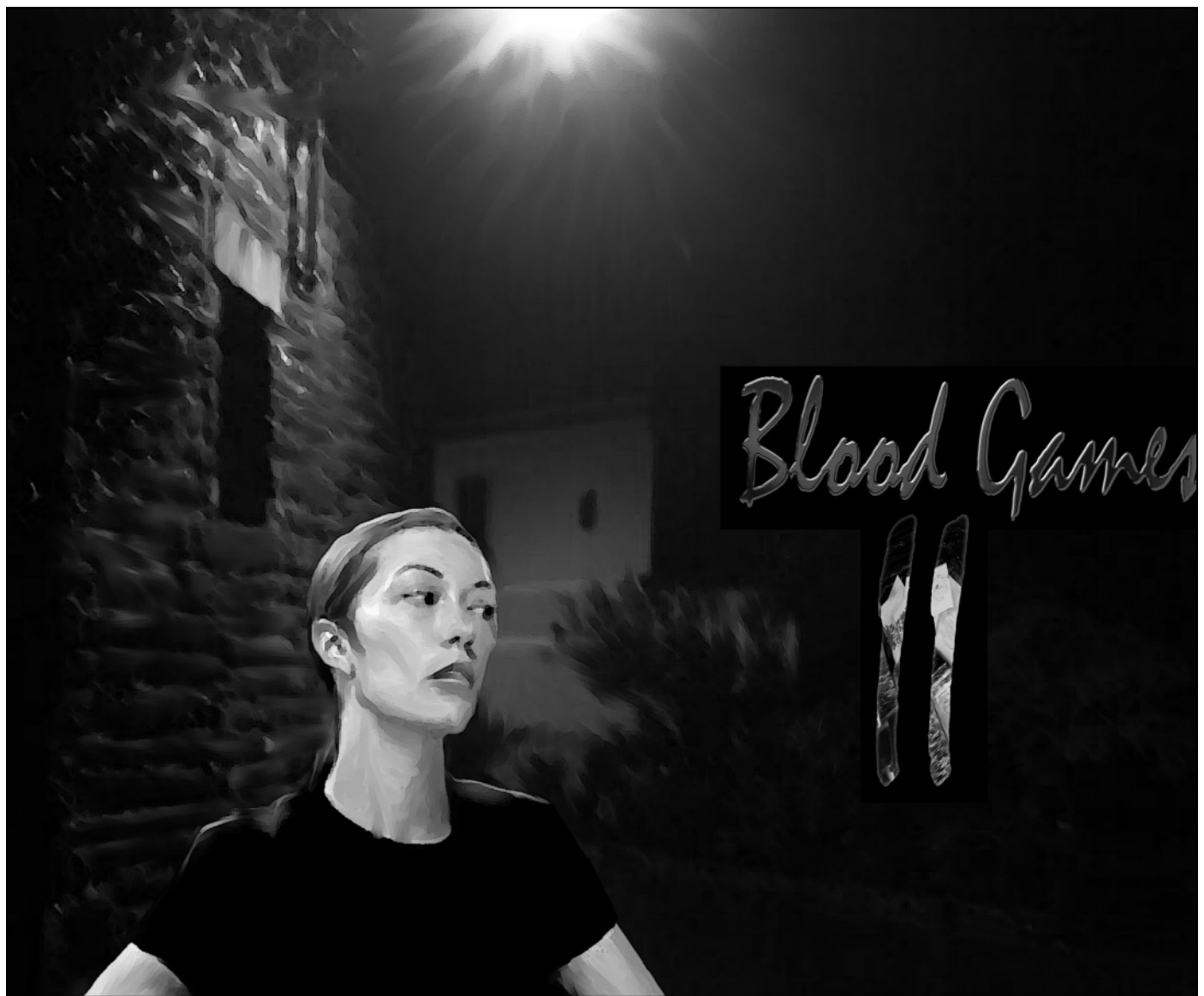
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## OCCULT-HORROR ROLEPLAYING game

BLOOD games II is set in the real world, anywhere from the renaissance to today.

in BLOOD games II, the players play the role of individuals from different walks of life who have joined forces to fight the creatures of the night.

RELIGION is vital to the game - many of the paths are religious in nature. BLOOD games is not, however, tied to any one religion.

BLOOD games II is about courage, self sacrifice, and desperate heroism with no hope of reward.

<http://jalan.flyingmice.com/bloodgames.html>

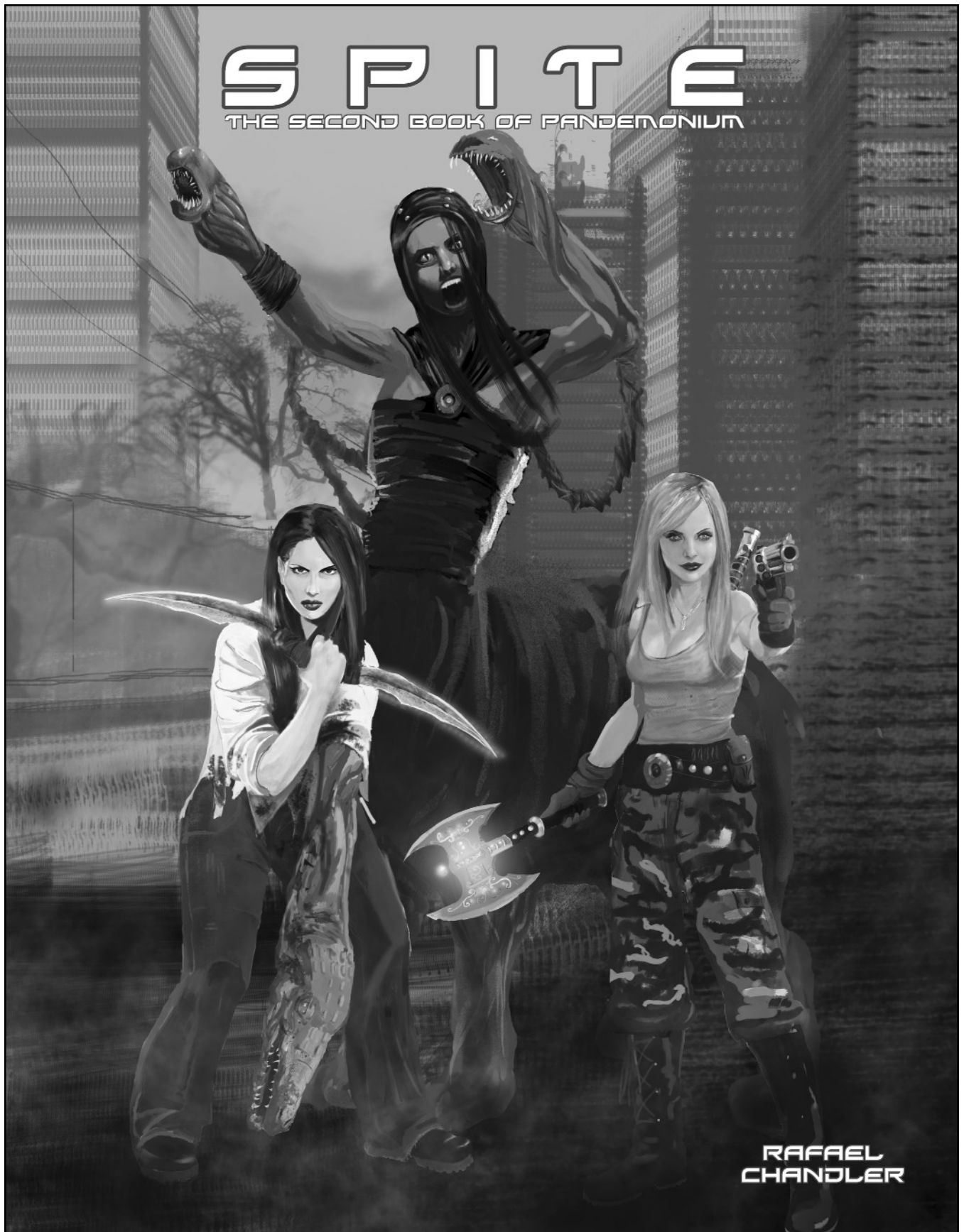




**shotguns. black magic. tentacles. go.**

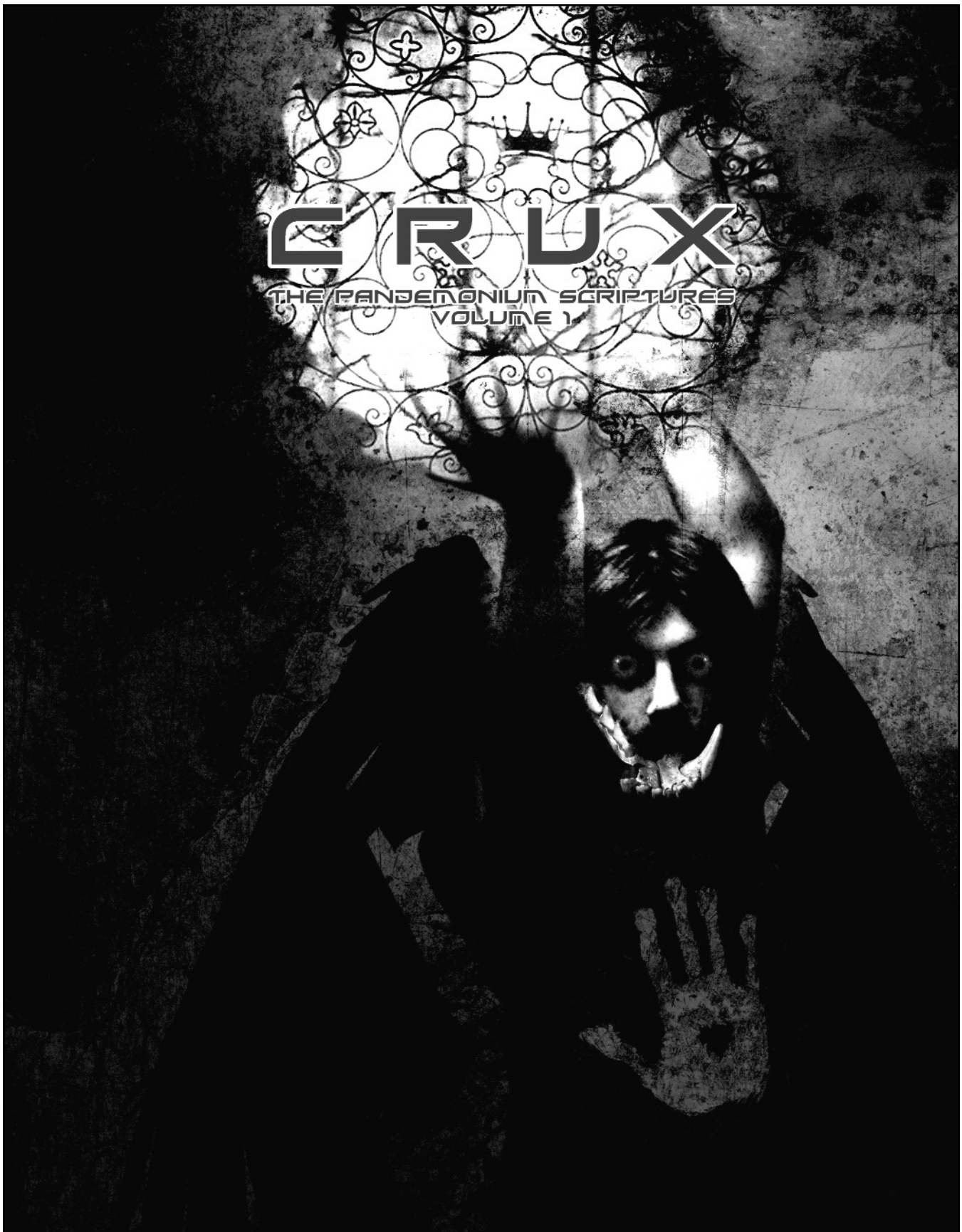
dread. a tabletop role-playing game of modern horror-action. available now.





**demons hate you. angels hunt you. hell is cold.**

spite. a campaign expansion for dread. coming in late 2008 from neoplastic press.

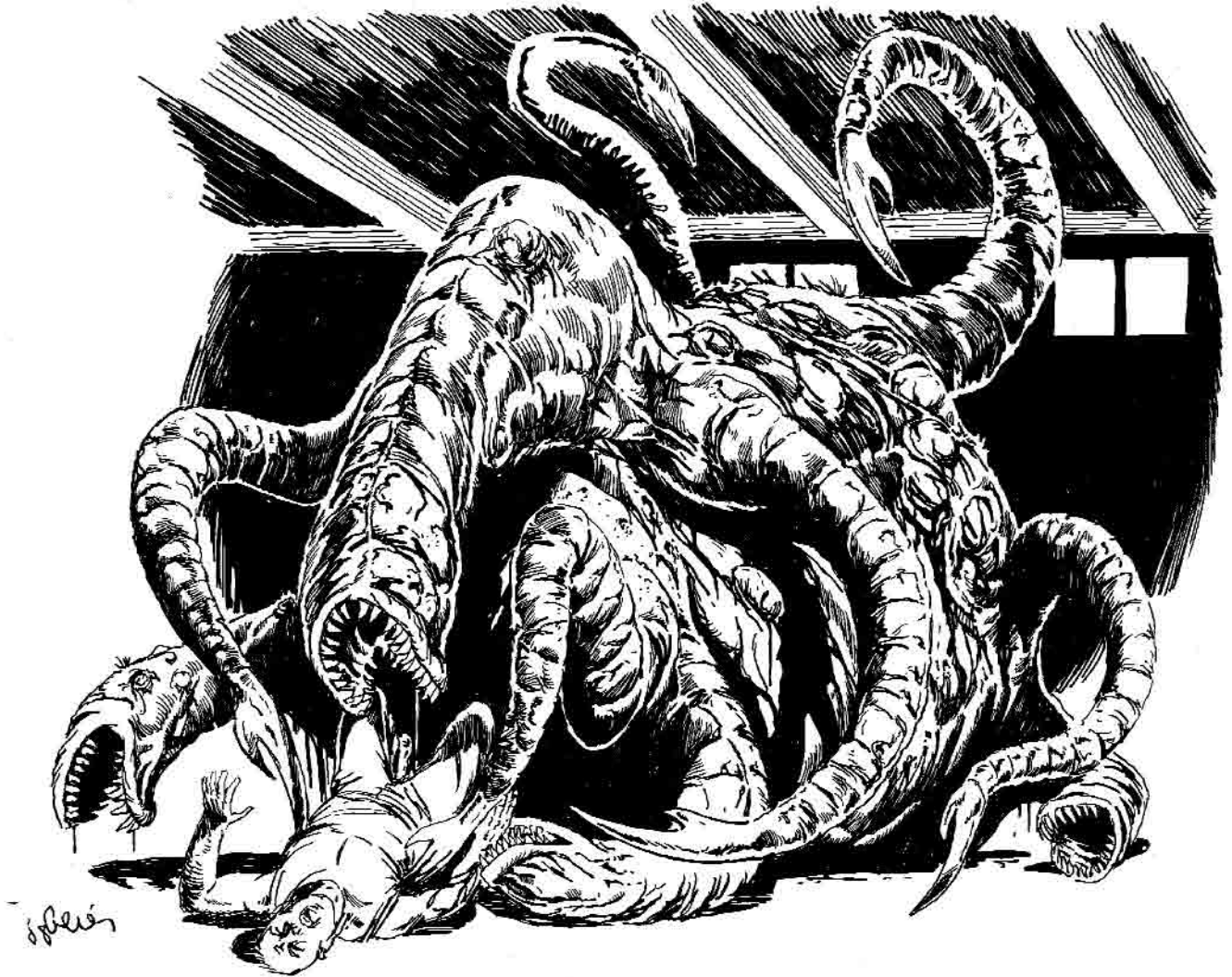


**Cachafeiro. Chandler. Cotronis. Daegmorgan.  
Hoague. Holtberg. Jeannette. Russell.**

crux. a magazine written by the fans, for the fans. first issue in june 2008.

# RETROGRADE

**SQUAD-BASED TACTICAL ACTION**



After years in cryogenic stasis, you have been awakened.  
You thought the Vivicide was over.  
But the carnage has just begun.

retrograde. a new game by rafael chandler. coming soon from neoplastic press.

