

Amnesia

by Matt Cowens

a horror scenario for 3 to 6 players

GM's Information: The PCs awake at the start of the scenario with no memory of where they are or who they are. They have only a bare hint of what kind of personality they possess. As the scenario progresses they remember more and more of who they are and what their goals are, whilst learning about their environment. They are a pack of demons, summoned by a suburban cult to act as slaves. There was a problem during the summoning ritual, and all but one member of the cult (the leader) was possessed. The demon pack now inhabits the bodies of the cultists – a group of six average twenty-something suburbanites. The act of accidental possession put the demons under a great strain, and they passed out, temporarily losing their memories. As the game progresses they are devouring the souls and memories of their human hosts, with the exception of one character. She is an undercover cop, and her strength of will is sufficient to overcome the demon that is trying to possess her. Of course, this takes time, so she regains her memory and personality at about the same time that the demons fully take over their hosts. Each demon has its own goals and victory conditions (though these will not be remembered until the final part of the game). The demons are a pack, and as such cannot move too far apart from each other. In game terms, the group cannot occupy more than 2 rooms at a time. Anyone who tries to go on ahead will encounter an invisible force barrier. Likewise, they can only go up stairs as a group. If one PC is still in the basement, none of them can enter the kitchen. If everyone is on a staircase, the first person to enter a room (at the top or bottom) will determine where the others can go.

Setting: Modern day, a 4 bedroom suburban house, which the PCs cannot leave.

System: Systemless. I used a very simple d6 based system. A simple challenging action (hearing a noise, breaking a chair etc.) succeeds on a 4+ on 1d6. Character vs character actions, whoever rolls highest on a d6 succeeds. Feel free to use rock paper scissors etc., or adapt the scenario to any published system.

Characters: There are 6 PCs, each with 2 (or 3) names. There are 2 NPCs.

PCs

Demon Name	Human Body
Abhoth – leader of the demon pack. If he can kill Nathan and keep control of his pack, he meets his victory conditions.	Michael Graham – soul eaten by Abhoth.
Amon – 2 nd in command of demon pack. He wants to kill Abhoth, eat his brain, and take over the pack.	Samuel Linken – soul eaten by Amon.
Herran – co-conspirator of Amon. Defeated and destroyed by her human host.	Kate MacNammara – wants to stop the cult, prevent anyone from getting hurt.
Morhran – fiercely loyal to the pack, wants to root out the traitor in their midst.	Adrian Singleton – soul eaten by Morhran.
Gorgol – weaselly type. Wants to kill 2 other demons to ensure his safe return to his own dimension.	Kelly Young – soul eaten by Gorgol.

Special Character:

Fakir – slow witted demon. Possessed and eaten by Allakin, a Vikram demon.	Allakin is trying to fit in and remain hidden until he can figure out how to get back home.	Steve Schneider – possessed by 2 demons, soul eaten by Allakin.
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NPCs

Nathan Wilkinson: 22 years old. Head of the cult. Nathan arranged the summoning ritual (intended to summon a physical manifestation of a demon to act as servant to the cult). He was driven mad by the ritual, and fled upstairs to his bedroom. He has put a binding spell on the demon pack, trapping them in the house. He has also put a sealing spell on his bedroom, keeping the demons out. He is frantically trying to find a way to fully control the demons or perhaps banish them. Half of his mind wants to command the demons to go out and slaughter all the people he doesn't like, the other half wants to get his friends back. He can issue commands to the demons, but his mind is fractured, so the commands are not 100% effective.



Nathan Wilkinson

Maureen Wilkinson: 48 years old. Mother of Nathan. She recently went through a difficult divorce, so is a little unstable. Her husband left her because she wouldn't give up witchcraft (what he called the black arts). She is a fairly friendly Wiccan, capable of a few hexes and such, but not dangerous to humans. She does however believe very strongly in vexing spirits and poltergeists, so she knows many banishing spells and rituals. It is a simple banishing spell that she uses during her encounter with the PCs.

Starting the Game: Hand out the 1st memories to each player. The PCs wake up, confused, groggy and disoriented, in the basement. They are not human, but they don't know it. They don't know what year it is. Numbers correspond to the GMs map. This can be used (without labels) as a player handout. Describe everything in slightly odd ways, make the players work at figuring out where and when they are. For example:

1. Inner Basement *You wake up slowly, your heads spinning slightly. You are all lying on a cold, stone floor. Above you a long single light pulses, washing the room with a pale, lifeless light. The walls are stone, the roof smooth and white. There are 2 doors in one wall. The sound of your own breathing, and the gentle hum of the strange light above, are all you can hear. There are 2 small puddles of wax on the floor.*

None of the characters are wearing coats, watches, jewellery, or belts. They have no wallets or ID. (They had to remove all metal from their bodies as part of the ritual, though they are still wearing pants with metal flies)

One door is a cupboard. Inside are pots and jars of many colours. Inside the pots are liquids, reeking of strange chemicals, and one of the jars is full of a multicoloured, pungent concoction (they are paints and thinners). The puddles of wax are melted candles.

The other door leads through to:

2. Basement Laundry *Another room of stone walls and flooring, this one cluttered with various items. There is a bench covered in strange metal implements, a tall standing cupboard filled with yet more strange devices and a long rope of odd material, and a pair of large, silent white boxes against one wall. A drab circular rug, orange and brown, sits in the middle of the floor. On the opposite side of the room is a set of wide, sturdy wooden stairs leading up to a closed door.*

It's a workbench, with hammers, saws, chisels and so on arrayed upon it. In the cupboard there's a 10m long electrical extension cord, an electric Flymo, and a few gardening tools.

The white boxes are a washer and drier - *each box has a small door, which swings silently open. Inside one is a broad metal cylinder, perforated with holes about the size of a worm. You could fit small animal, maybe even a very young child, into the cylinder, then release insects or worms, shutting the creature inside. The other is similar, but smooth, without holes.* This is the mechanics of the machines themselves, drainage holes and so on. PCs are free to take whatever dangerous tools they like.

The stairs lead up to the kitchen. Remember, nobody can climb the stairs until the whole group is in the laundry, and nobody can leave the stairs and enter the kitchen until the last PC has left the basement (onto the staircase).

3. Kitchen *The room is dark, the walls lined with benches and boxes of some kind. There is a horizontal handle on one box. There is a window and a door at one end of the room, two doors in the opposite corner. You can hear the sound of rain, and the occasional roll of thunder in the distance. It is slightly cold.*

This is the kitchen. By the time they leave this room the PCs should be starting to recognise machines, and their setting a little. If PCs are hungry, there is a cold cupboard (fridge) with stuff that smells like food, and a dry cupboard (pantry) where most stuff is in boxes, but some of it smells good. All food labels and cookbooks are written in a foreign language (English) which the players can't identify. They don't recognise the alphabet. There are of course kitchen knives, pots and pans etc. Nobody can leave the kitchen until all PCs are off the stairs.

PCs can occupy the hall and 2 rooms maximum at a time. They cannot climb the stairs to the first floor unless everyone is in the hall. They cannot enter the first floor unless everyone is on the stairs.

4. Dining Room *There is a round wooden table in the middle of the room, with 6 chairs. There is a cabinet of some kind, on top of which sits a plant. Hanging on the wall is a picture of an old farm house. There is writing on the front of the house, but it is in a foreign language. The house is eerily silent.*

Hand out each player's second memory as they are investigating the first couple of rooms on this floor. There is cutlery and crockery in the cabinet.

5. Living Room *This is obviously a living space. There are comfortable looking chairs and sofas, and a box with a glass front in the corner of the room. At the*

opposite end of the room is a fireplace, empty and cold. There is also a desk near the fireplace, on which sits another smaller glass-fronted box, on top of a white box. There is a small bookshelf, but all the books are written in a foreign language.

PCs cannot remember how to operate or even turn on the television - if they make a concerted effort, describing their actions, they can succeed, finding only a picture of a man behind a desk, speaking very fast in a foreign language (BBC News).

The small TV on the desk is in fact a computer. There is a demonic rune of power pasted over the power button - tell the players that *there is a label marked 'power'* (don't mention that it's a rune). If they push the power button, the machine will whir and beep, then reach a password screen, which of course they cannot read.

The bookshelf contains one book of interest. This is marked with a demonic rune of caution (*the book is labelled 'caution'*). Inside, there are a few strange illustrations of palms, strange headgear, patterns and such, and one page with the following phrase legible to the PCs:

"To read the many tongues, thrice repeat - Open is the eye, plain the tongue". This is an occult text, written in English, this passage being a demonic incantation to allow humans to read demonic text. It also works in reverse, so if one player repeats this phrase aloud 3 times, all PCs will become able to read all languages (English being the important one). If the players ask about the rest of this tome, *it deals with methods of understanding languages and contacting entities from other dimensions and so on. There is no index, nor chapter headings, so it is very difficult to read quickly.* Once able to read, the bookshelf contains mostly fiction, with a couple of reference books about magic and Wicca (of the sort usually found in commercial bookstores). If the TV is turned on, the players can read the news headlines (use current events) but can't understand the spoken language.

6. Guest Bedroom *This room is very dark. There is a bed, a chest of drawers, and a closet in this bedroom. Though the furniture is all there, you feel the absence of life in this room, its emptiness. Nobody has slept here in a long time. The window stands open, the curtains flapping wetly in the wind. There is a small puddle of water beneath the window.*

The lights are not on this room. With an effort, the PCs can remember how to turn them on. The drawers and cupboard contain only linen, and a few items of old clothing - t-shirts, trousers, long skirts and so on. In the top of the cupboard are a few long boxes of various dimensions, their labels indecipherable. They are adorned with bright pictures of various themes (they are boardgames – monopoly, connect 4 etc). There is nothing else of interest in this room.

7. Entranceway (Cloak Room) *This short hallway leads to the front door. To the left of the door stands a large wooden cupboard. The door has two glass panels in its upper half. Behind the panels is darkness.*

The front door is locked, and opens inwards, so it will be very hard to force open. PCs can smash off the lock using a heavy object, or try and take the door off its hinges using tools from the basement. None of them can pick the lock. Thanks to Nathan's

enchantment, they cannot leave the house even if they do open the door. An invisible force barrier holds them inside.

In the cupboard are the characters' coats, belts, watches and wallets. If they have not read from the book in the living room, they cannot read their IDs. They cannot recognise their own drivers licence photos, as they do not know what they look like. They must help each other. They can collect their coats etc. If they have read from the book, they can each learn their human name, address (which is currently meaningless to them), which video stores they belong to and so on. Seeing their own photos will trigger another Memory.

8. Stairs to First Floor *The floor above is dark and silent, the stairs creak under your weight.*

As before, the PCs can only climb to the first floor as a group.

Hallway *In the hallway there hangs a portrait on the wall. There are 4 people, smiling out of the picture. A man and a woman, and 2 boys, about 12 and 14 years old. They are well dressed, and bare a familial resemblance.*

9. Toilet *A long, small room with a white seat, and a basin. You remember that there is something you can do in this room, something you often need to do, but you can't remember what.*

If a PC insists on trying to use the toilet, have them emerge a few moments later looking very worried. They can't remember how to use a toilet (though they now know what it is for).

10. Oldest Son's Bedroom *This room feels like a shrine to a person long since gone. It appears as if a person once lived here - there are posters on the wall, photographs (of people you don't recognise), a young man's clothes in the wardrobe and drawers. But you can feel that nobody lives here now.*

As soon as anyone enters this room, hand out Memory #3 to all players.

11. Guest Bedroom 2 *This bedroom is empty but for furniture. Looking out of the window, you see 2 huge glowing eyes coming toward the house. You hear the roar of some large animal, which falls silent as the two huge, luminous eyes reach the house and pass out of sight.*

ENCOUNTER 1 - MAUREEN WILKINSON

The eyes are of course car lights, the roar is the engine. This is Nathan's mother Maureen, home unexpectedly from a weekend trip. The players will hear the front door unlock, and swing open. They will hear a voice downstairs calling out in a foreign language. If they do not go downstairs, Maureen will come up (looking for Nathan). Upon seeing them she questions them as to who they are, what they're doing in her house. Of course, the PCs cannot understand her, it sounds to them like: "Al abach na thrahim halla? Shallach no boranshi?" Maureen then guesses that they are not human, but rather malevolent spirits (not far from the truth) and begins a banishing spell. The PCs will hear: "Allathra nohirdrim hallon BEGONE!". They will

then feel a searing pain rip through their heads. She repeats this incantation over and over again, causing increasing pain to the PCs. If any character attacks her, their action will be accidentally more severe. A slap becomes a puch, a punch becomes a bludgeoning, a grapple a strangling. The result is that even if the players only want to subdue Maureen, their demonic sides take over, and they kill her.

Hand out Memory #4.

12. Living Space *There is some comfortable furniture, large windows looking out over suburban houses. There is a long bookshelf, lined with SF novels, a set of encyclopaedias, and a few spy novels. There is a set of stairs leading up to the next floor, and a small TV in the corner.*

Even if the PCs did not read from the book in the living room, they now find themselves able to read English, as Nathan has cast a spell of communication, allowing them to read and speak English – this will not happen until *after* the encounter with Maureen.

13. En Suite Bathroom *Filled with the smell of herbs and sweet aromas of flowers, this room is an oasis of calm. You feel good here - the metal box with the flowing water spout is a place of relaxation, a place to wash away stress. The mirror shows a haunted face, drawn and pale.*

By the time the PCs enter this room, Maureen should already be dead. The mirror is at first interesting, then repulsive, then infuriating. Any PC who looks into the mirror for any length of time will be driven temporarily mad - they will smash the mirror in a fit of rage, and then climb into the shower and turn it on. The mood passes within a couple of minutes. Give the player the **mirror handout** (see end of Characters document)

14. Master Bedroom *Photos of the family from the hall portrait adorn this room, but all the family are older now - the children around twenty. One of the boys looks very familiar, though you can't place him. The double bed is only partly made, and the room smells and looks lived in. (by a single mother)*

15. Bathroom *This room features a long bath, a cabinet with a mirror, and pale fluorescent lighting.*

The mirror is at first interesting, then repulsive, then infuriating. Any PC who looks into the mirror for any length of time will be driven temporarily mad - they will smash the mirror in a fit of rage, and then climb into the bath and turn it on. The mood passes within a couple of minutes. If this is the first mirror encountered, give the appropriate player the **mirror handout**.

Hand out memory #5 as appropriate, before the players go to the 2nd floor.

As the PCs prepare to go up to the second floor, hand out their character description. Their memories return in full (though not their goals). If the PCs are intent on trying to escape, or they refuse to go up to the second floor, or they

descend into in-fighting, Nathan will summon them up to the 2nd floor lounge using a spell. The PCs are powerless to resist.

16. Upstairs Lounge *There is a large chalk pentagram on the floor of this small lounge. There are heavy metal posters covering the walls and roof, and cobwebs stretch across most of the ceiling. You can see two large spiders in the webs, easily the size of a fist. There is a cow's skull on the top of the stair rail, and a human skull on one end of the L shaped sofa. There is a single door, which stands closed. There is a piece of paper on the sofa, marked 'Nathan's list'. It is a list of names, some celebrities, some you don't recognise.*

The human skull is fake. The spiders are rubber. The cow skull is real. The list is a half joking hit list. Nathan is behind the door, in his bedroom, frantically studying. The PCs can talk to him, try to coax him out (or threaten him). He won't come out until he is ready, but let the PCs try all they like to encourage him. The door has been enchanted, so even if the PCs try and smash it down, it will take them quite some time, and it is blocked by an invisible force barrier.

17. Nathan's Bedroom *Similar to the adjoining lounge, this room is full of heavy metal posters, Dungeons and Dragons books and figures, and black clothing. There is a computer, a TV and VCR, and a stereo on an around the desk. The bed is covered in black linen. An occult tome stands open on the desk, next to the computer.*

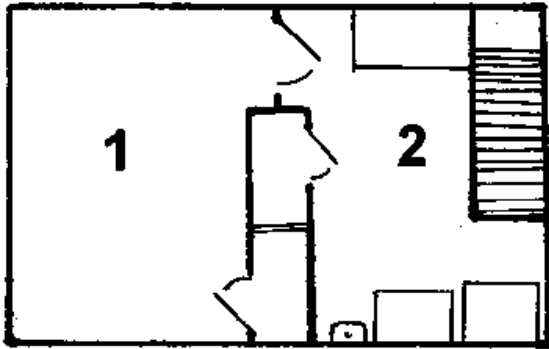
ENCOUNTER 2 - NATHAN WILKINSON

Nathan comes to the door of his room dressed in an old black t-shirt, jeans, and boots. He looks unhinged, manic. As he sees the PCs, they are pushed back by a wave of force, pinned against the wall, as Nathan yells "Fuck off!" (or something less profane if you wish). The cop, Kate, is not pinned, while the others are paralyzed. Hand out character goals at this point.

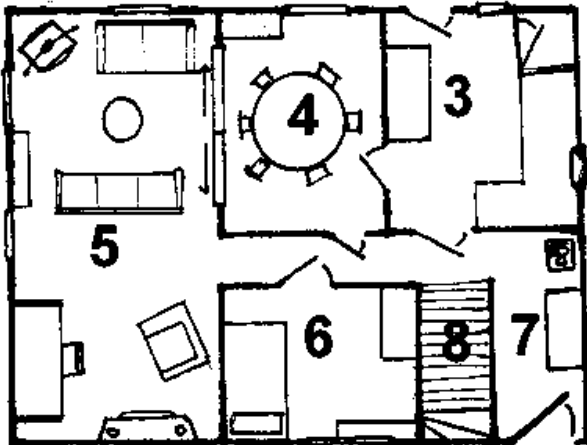
"Well well, look at you. You almost look human, ha ha. You were supposed to bring your own bodies, not steal my friends. Ha ha. All gone now. And what shall I do with you? My list...?"

Nathan cannot ultimately be talked down. However, if the PCs try to reason with him (appealing to either his humane or murderous sides) this weakens his grip on them, gradually breaking their paralysis. If the PCs seem intent on doing stuff to each other, let them have the run of the house, while Nathan temporarily retreats back to the safety of his room. If they are all intent on interacting with Nathan allow them to do so, but try to keep things verbal rather than action based for as long as possible.

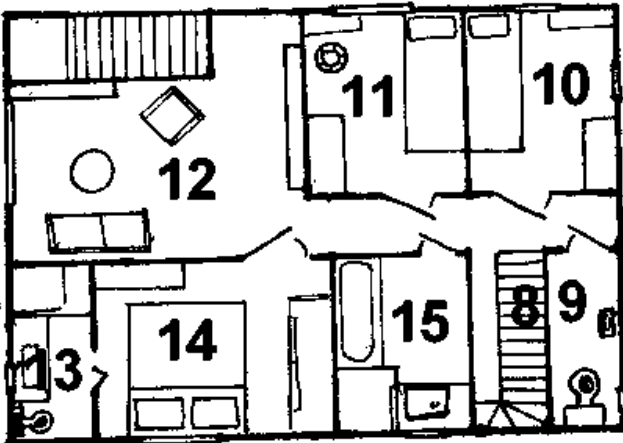
It is now a race to kill Nathan (or each other). The demons are very tough, but bullets will hurt them and slow them down. Kate is a vulnerable character, so try to keep her in a safer position (allow her to dodge and manoeuvre freely). She alone is able to enter Nathan's bedroom. The demons can throw things into his bedroom, or smash a hole up into the roof, and come through the crawlspace. The result should be quick and decisive. Look at victory conditions, give the players a full background on what happened, and wrap up the game.

BASEMENT

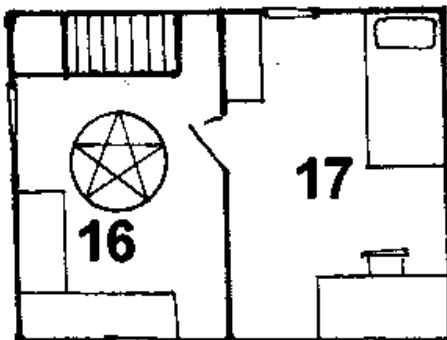
- 1. Inner Room
- 2. Laundry

GROUND FLOOR

- 3. Kitchen
- 4. Dining Room
- 5. Living Room
- 6. Guest Bedroom
- 7. Entranceway (Cloak Room)
- 8. Stairs to First Floor

FIRST FLOOR

- 9. Toilet
- 10. Oldest Son's Bedroom
- 11. Guest Bedroom 2
- 12. Living Space
- 13. En Suite Bathroom
- 14. Master Bedroom
- 15. Bathroom

SECOND FLOOR

- 16. Upstairs Lounge
- 17. Nathan's Bedroom

Character 1: Kate MacNammara (Herran)

You are an undercover police agent. You have infiltrated a small group of cultists, who are suspects in an abduction/murder case. You suspected that they were involved in human sacrifice, however your investigations have led you to believe that while they fully believe in the mystical and the occult, they have not yet hurt anyone. You then began to have feelings for Samuel, one of the cultists. You didn't want to end the investigation (and sever contact with Samuel), so you let things go a little further than was professional. There is strong chemistry between you (you are sure he feels it too) but you have not acted on it yet. This evening you took part in a summoning ritual, and everyone was possessed by Kh'than demons. You have just overcome the mind of Herran (the demon which possessed you) and regained control of your body. Nathan, the leader of the cult, arranged the whole thing. He is the most dangerous member of the cult. You have a concealed pistol strapped to your inner thigh. You remember that the demon Amon had a plan to kill the demon Abthoth (with Herran's help). You remember that Herran was very cynical and sarcastic, and was tough, and slightly psychic. She could read moods and sense danger.

Character 1 Goals

You believe that if you can talk Nathan down, he will be able to make sure none of the cultists come to harm. You cannot arrest him, but you believe that he can be intimidated. You want to try and convince Samuel to leave the cult, and come with you. You don't want anyone else to get hurt if possible.

Character 1. Memory 1.

You are a woman in your mid twenties, physically fit, with short dark hair and brown eyes. You are dressed in jeans and a sweater. You aren't wearing a belt, watch, or any jewellery, and you don't have a wallet. You love someone in this room, but you don't remember who. You are a level headed, rational person.

Character 1. Memory 2.

Violence towards the helpless makes you sick and angry. You have killed before.

Character 1. Memory 3.

You are not like the others. They think they know you, but your true self is hidden. You have powerful friends.

Character 1. Memory 4.

There is a power struggle going on in the group, which you were a part of. You wanted the current leader to be overthrown.

Character 1, Memory 5.

There is a struggle going on inside you, between a demon and a human soul. The same struggle is going on inside the others. You don't know which is you, and you don't know which is winning.

Character 2: Samuel Linken (Amon)

You were a member of a small cult, and a part-time video store clerk. You were into magic, and demonology as a hobby. Your cult, led by your buddy Nathan, tried to summon a Kh'than demon, to use as your servant. The spell went horribly wrong, and you and all your friends were possessed by demons. Now Samuel Linken is dead. You are the Kh'than demon Amon. You entered Samuel's body, fought with and devoured Samuel's soul, and now possess his memories and body. Your pack-mates possessed the bodies of the other cultists. You are the lieutenant of your demon pack. The human Samuel had strong feelings for the human Kate (short dark hair, brown eyes), what humans call 'love'.

Character 2 Goals:

You have developed a hatred for your leader, Abthoth. If you can depose him (by killing him and drinking his life blood) you will become the leader of the pack. You told one other demon, Herran, your plan. She will support you. The others may try to stop you, so try and get Abthoth on his own. You can add to your physical form by incorporating any physical item into you body - chairs, plates, knives etc. You can *ignite* your fists to wreak havoc, and *extinguish* them on command.

Character 2. Memory 1.

You are a tall, thin man in your early 20s. You are dressed in black cargo pants and a maroon jersey. Usually easy going, you now find yourself full of energy and a little anger. You are the second in command of this group. You don't know who the leader is.

Character 2, Memory 2.

While everything you see seems new to you, you think you may have been here before. Something doesn't smell right. You don't trust your leader.

Character 2, Memory 3.

The smell of blood excites you. You want to eat raw flesh, and drink warm blood.

Character 2. Memory 4.

There is a word which, if said aloud, will cause your fists to be wreathed in flame, allowing you to destroy your enemies. You can't remember what it is, but it sounds like 'might'.

Character 2. Memory 5.

You are not loyal to your pack's leader – you think you may have been plotting to kill him. One of the others knows of your treachery .

Character 3. Michael Graham (Abthoth).

You were a computer technician in a large corporation. You were also a member of a small cult, led by your old D&D buddy Nathan. This evening you all performed a summoning spell, and were accidentally possessed by Kh'than demons. The demon which possessed you was called Abthoth. After a long struggle it ate your memories and your soul, and took your body. You are now Abthoth, leader of a pack of Kh'than demons. You were summoned here by a human called Nathan, who still lives. He was not possessed. You don't know which of your pack survived and overcame their hosts, or into which bodies they went.

Character 3 Goals

The cult leader Nathan has bound your will, so you are now his loyal servant. Part of you wants to resist, but you feel his mind beating down your resistance. If you kill the human, you will be free. You are highly powerful, able to grow dangerous spines from your arms, swallow almost anything (you can dislocate your jaw), and crush bowling balls with your bare hands. One of your demons is plotting to kill you, so find out who and watch your back!

Character 3. Memory 1.

You are a well dressed man in your mid 20s. You have short blonde hair, and a powerful physique. You are forceful and confident at all times. There is a great power inside you, but you can't remember how to use it.

Character 3. Memory 2.

You are the leader of this group. All must obey you.

Character 3, Memory 3.

Blood has long been your driving force. To spill it is glorious, if your cause is righteous.

Character 3, Memory 4.

You feel an ache inside, like a part of you is dying. The hidden power within you is growing, like a dark ball of energy in the pit of your stomach.

Character 3. Memory 5.

Humans are weak and foolish, and it infuriates you to have to serve them.

Character 4. Adrian Singleton (Morhran)

You were a projectionist at a movie theatre. You were also a member of a small cult, led by your old D&D buddy Nathan. This evening you all performed a summoning spell, and were accidentally possessed by Kh'than demons. The demon which possessed you was called Morhran. After a long struggle it ate your memories and your soul, and took your body. You are now Morhran, loyal member of a pack of Kh'than demons. You know that your pack-mates are very capable and dangerous, but they sometimes act rashly. You were summoned here by a human called Nathan, who still lives. He was not possessed.

Character 4 Goals

The cult leader Nathan has bound your will, so you are now his loyal servant. You know that only 5 demons survived the possession - one was defeated by its human host, and is now dead. You don't know which human, but whoever it is will probably try and kill the human Nathan - doing so would break the possession spell, enabling the human souls to regain their bodies. You must keep Nathan alive for 7 hours (the human souls will have completely dissolved by then, leaving you and your pack safe), and try to find the human who killed your pack-mate. You can grow chitinous armour plates over your whole body, and spit poisonous, sticky venom.

Character 4. Memory 1.

You are a young man of average height, medium build with strong arms. You have long light brown hair, and a goatee. You are fiercely loyal to those around you. You must protect them, and keep them together. You are not carrying a sword.

Character 4. Memory 2.

One of you is not what they seem, not part of the group. Watch them carefully!

Character 4, Memory 3

Blood. There's always blood. This group you're in seems to be soaked in it endlessly.

Character 4. Memory 4.

The others are prone to acting rashly - try to keep them from hurting each other, or themselves.

Character 4. Memory 5.

You delight in victory – to see your friends kill others brings you a great sense of well-being.

Character 5. Kelly Young (Gorgol)

You were a call centre supervisor. You were also a member of a small cult, led by your work friend Nathan. This evening you all performed a summoning spell, and were accidentally possessed by Kh'than demons. The demon which possessed you was called Gorgol. After a long struggle it ate your memories and your soul, and took your body. You are now Gorgol, member of a pack of Kh'than demons. You don't know if the other members of your pack were able to overcome the souls of their human hosts. You were summoned here by a human called Nathan, who still lives. He was not possessed.

Character 5 Goals

The cult leader Nathan has bound your will, so you are now his loyal servant. You know that when you left your home dimension, two other entities replaced some of the space left by your pack. If you return to your own dimension, two of you will be lost in the dimension tides, destroyed. Human masters grow tired of your kind quickly - to be safe, you should really kill 2 of your pack-mates now, to be sure it won't be you who gets lost on the journey home. You can grow bone-like blades from your hands, and swell in size and strength to about 150% of your host's body.

Character 5. Memory 1.

You are a young woman in your early 20s. You have long, light brown hair, and slightly bad eyesight. You are a little sneaky, devious, and like to get others to do the work and take the risks. Somehow you know that 2 of you must die before the night is through.

Character 5. Memory 2.

You like the taste of blood and raw flesh.

Character 5. Memory 3.

Your loyalty to your friends is not as strong as your will to survive. These people are friends, but somehow they stand between you and survival.

Character 5, Memory 4.

The leader of the group is strong - much stronger than you.

Character 5, Memory 5.

Your 'friends' were always suspicious of you, and thought you were lazy, or sneaky. One day they'll all pay.

Character 6 : Steve Schneider (Fakir/Allakin)

You were just starting to make progress in the office - you were in line for a promotion, the boss was starting to like you, things were going well. Then your girlfriend left you for some nightclub singer, and you started drinking, and your work fell apart, a lot like your life. Your buddy Nathan was very supportive, and encouraged you to vent your rage and frustration in a productive way. You joined his cult of demon worshippers, and things started looking up again. This evening, your cult (7 members) tried to summon a servile demon. Unfortunately, things went wrong, and you were all possessed by Kh'than demons. You were possessed by something else too. The upshot was that your human soul, and the Kh'than demon, were both eaten by a second demon, a Vikram called Allakin.

You are Allakin, of the Vikram. You were languishing in an unfamiliar dimension of hell - how you got there is a long story, but suffice to say you couldn't get yourself out - when a great opportunity came your way. A pack of Kh'than demons was being summoned to Earth via the dimension you were in. A little fancy footwork and a few incantations, and you piggy backed a ride. You ended up in the body of a human, along with a very angry (though dim-witted) Kh'than demon called Fakir. After a while, you managed to overcome both the demon and the human soul. Now you're in control of one human body. The Kh'than's pack mates may not be happy about it though, so it might pay to keep it under your hat. You remember that Fakir was a tough soldier, stupid but loyal. He had heightened senses (smell especially), and could sense danger. He liked to eat a lot.

Character 6 Goals:

You want to keep your identity secret. You think that the cult leader, Nathan, will probably have an occult tome somewhere, with the spells and rituals to send you home. At a pinch, you could try and get him to banish all the demons - it would probably send you back to your own little corner of hell (with the nice restaurants and karaoke bars). You have a *beguiling voice*, and can *mesmerise* people with your glowing eyes.

Character 6, Memory 1:

It's crowded in here! You are a short, thin man with lank dark hair and bags under your eyes. You aren't wearing a watch or a belt, and you don't have a wallet. You are a suave, charming type, who likes a nice witticism now and again. You've been lost a long time, and have been looking for a way back home.

Character 6, Memory 2:

These people think you are their friend. You are not so sure. Your body feels unusually clumsy, graceless.

Character 6, Memory 3:

You know that if you could remember who you were, and you told the others, they wouldn't be happy about it. You want to eat meat, meat, meat!

Character 6, Memory 4:

You have stolen the place of the one who should rightfully be in this body. This is unfortunate, and could lead to problems.

Character 6, Memory 5:

The others are powerful and dangerous, but stupid. Make sure not to get them angry, and you should be OK. You can always lie to them - they'll never know...

Cast List (GM's reference)

Human Name	Demon Name - mission
1-Kate MacNammara (undercover cop)	Herran - demon defeated by human host. Kate wants to stop the cult (by stopping Nathan)
2-Samuel Linken	Amon - 2IC - Kill Abthoth, drink his blood, take over
3-Michael Graham	Abthoth - leader. Kill Nathan if possible.
4-Adrian Singleton	Morhran - keep Nathan alive, find traitor
5-Kelly Young	Gorgol - kill 2 demons to survive
6- Stephen Schneider	Allakin (Fakir) - find occult tome or get banished

Second Floor Mirror Handout

The face in the mirror is somehow wrong - it isn't you. There must be some trick! You inspect the mirror, growing angrier and angrier, but you can't find what it is that's fooling you. In a fit of rage you smash the mirror with your fist, cutting open your knuckles, then burst into tears. You climb into the nearest shower or bath, turn it on, and curl up in a ball. You can't move for 2 or 3 minutes, then you stand up, perfectly calm, the wound on your hand healed, and are free to move again.

Demon List (Player reference, handout in final scene)

- Abthoth** - leader of the demon pack. A tough soldier of hell.
Amon - second in command. Strong and ambitious.
Morhran - Highly loyal demon. Very tough.
Gorgol - a bit of a weasel, greedy, but a good pack-mate.
Herran - intelligent and deadly, but lacking drive.
Fakir - stupid and loyal, like a well trained dog. Always hungry.

Human List (Player Reference, handout in final scene)

- Nathan** - cult leader, intelligent, strange
Kate - new cult member, pretty, sensible
Samuel - video store clerk, friendly
Michael - handsome, fit, with a good job and a great smile
Adrian - projectionist, cynic and Jesus lookalike
Kelly - funny and vivacious, though bitter about work
Stephen - dumped and depressed, a bitter ball of rage