



A NIGHT ON THE TOWN

A *THE ESOTERRORISTS* DEMONSTRATION SCENARIO

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A NIGHT ON THE TOWN IS A THE ESOTERRORISTS SCENARIO WRITTEN BY
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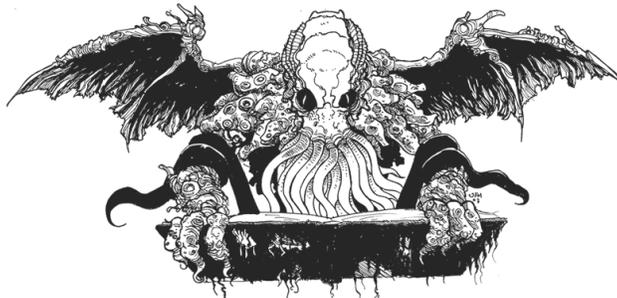
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AUTHOR'S NOTE

A Night on the Town has been written as a demonstration scenario for *The Esoterrorists* RPG. It arose after the author realised that the GUMSHOE system brought a specific set of expectations to the gaming table. These skills, while easy to learn, can be difficult to explain without examples, and are best demonstrated in play.

As a note, this scenario was originally written as filler session in a larger *The Esoterrorists* campaign, and was designed specifically to introduce a new player to the game.

The author would also like to attribute thanks to Kevin Kulp for his excellent demonstration scenario '*Stowaway*' (available as a free pdf at <http://www.pelgranepress.com>), without which this adventure would have never been written.



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INTRODUCTION

A Night on the Town is a short introduction to *The Esoterrorists* (2nd edition) roleplaying game and the GUMSHOE system. It has been written with an emphasis on investigation and surveillance, and hopefully demonstrates the use of the core skills required in undertaking an Ordos Vertatis (OV) operation.

The scenario accommodates any number of operatives with three included as sample characters (see the *Sample Operatives* section at the end of this document). If more (or less) are required, a Game Master should reassign Investigative Ability points as necessary.

STRUCTURE & DESIGN

Night on the Town requires no set location, although as written the scenario is based in affluent suburb on the outskirts of a large city (one large enough as to have the operatives immediately available). As a demonstration scenario it is linear in designed, with the plot focused on four distinct phases: the Briefing, Surveillance, Insertion and Veil-Out.

- The *Briefing* phase details the assignment, and provides the operatives with the information they need to make informed decisions while on the job. For this scenario, the Briefing is completed 'In Media Res', with the operation to which the agents have been assigned already underway.
- The *Surveillance* phase covers the team's initial observations and allows them to devise a plan of how to infiltrate their target location. This section is the most structured of the scenario, with a number of options available to the operatives in surveying the lay of the land.
- The *Insertion* phase provides the antagonist's responses to the characters' plans, and sets up the story's climax. As the actions of the operatives, and those of the Non-Player Characters (NPCs), are likely to be less structured in this section of this scenario, the Insertion phase is more free-form in design, providing options around what the players might attempt and how the NPCs will respond.
- The *Veil-Out* is the important task of cleaning up the evidence of the Esoterrorist threat, ensuring no further damage is done to the fragile Membrane (the thin veil that protects humanity from the horrors beyond our reality). In most The Esoterrorist scenario, this Veil-out is just as vital as any other phase the operatives undertake, however, for **A Night on the Town**, it is suggested that this phase is approached in a more free-form manner (more details on this approach is covered in *The Veil-Out* section below),

= NOTES TO THE GM =

Scattered through this document are number of boxes such as this. These are provided as notes for potential Game Masters both around the use of the GUMSHOE system as well as the paradigm structure of a 'typical' The Esoterrorists adventure. These may be followed or ignored as desired.

Please note, that for convenience all statistics and system information for the important Non-Player Characters are located in the Statistics section at the end of this document.

THE BACKSTORY

The characters are about to take their first steps into a world of conspiracy and horror, where the facts are hidden behind a wall of lies and no-one is what they seem. They are about to encounter the world of *The Esoterrorists*

INVESTIGATION TRIGGER

The Ordos Vertatis run an extensive network of spies and communication intercepts that works non-stop to identify potential Esoterrorist threats. It is through one of these networks, the Electronic Traffic Sifting (or ETS) department, that the name of a prominent business man, **Martin Whitestone**, is noted as having a high circulation. While the connection between Whitestone and the various Esoterrorist organisations is unknown, the context of the intercepted messages seems to indicate that he is wanted man. Why the businessman is required by the enemy is unclear, but deciding to be 'better safe than sorry' OV has initiated a 'Code Infrared' on his immediate whereabouts and is looking to enforce a high priority on his detention.

As luck would have it, Martin, a known socialite, is hosting a very public party this very evening. A situation that may well be both a boon and a hindrance to the operatives assigned the task of detaining him.

THE MONEYMAN

Born in the London shortly after the Second World War, Martin Whitestone made his vast fortune on a series of property investments in the 70s and 80s. With shrewd analysis of the market place, Whitestone Developments purchased large chunks of the then abandoned London Waterfront; which it subsequently on-sold when the area once more became popular. Martin had effectively retired by turn of the millennium and was soon well-known as a patron of the arts, a role he has embraced with gusto in recent years. (Note that if this scenario is run outside of the United Kingdom, Martin emigrated around 2000.)

Popular amongst the rich and famous, and seen as vital cog in supporting the 'Arts', Martin leads a vibrant but seemingly uncontroversial life as a socialite. Well, that's what the world believes anyway. The truth of the matter is that Martin has recently become involved in an Esoterrorist plot - the result of which he was unaware of until just this morning - when he unwittingly sponsored a dramatic art installation entitled 'The Darkness Inside'. This series of loathsome pieces is actually one step in a larger plan to unleash a powerful Outer Dark Entity (ODE) known only as 'Jezebel' onto the world.

Hours before the beginning of this scenario, however, Martin made a surprise visit on the installation's artists, and discovered first-hand the madness of their artwork. Angry at the repugnance of the pieces, Whitestone immediately declared that he'd be withdrawing his sponsorship and wanted nothing more to do with the group. These Esoterrorists, a group of Eastern European artists calling themselves the Свет общество or the Light Society, were understandably unhappy at this turn of events and in return threatened Martin, stating that if he withdrew the money 'his life might well be endangered'.

Since this confrontation, Whitestone has been holed up in his upmarket home trying to decide just what to do. Confused and terrified by the day's events Martin has forgot that he had other plans for this very evening - hosting a large soiree of social big-wigs and assorted wannabees - a party that is now too late to cancel!

THE ANTAGONIST'S REACTIONS

Not people to be taken lightly, the Esoterrorists have set in action a plan to 'remove' Martin Whitestone as a concern. Using the organised chaos of the party as cover, the group has arranged to send a lesser Outer Dark Entity, known as Familiar (a creature able to take the guise of human) into kill their 'late' sponsor.

PHASE ONE - BRIEFING

It is just after eight in the evening as the character's unmarked white van comes to a stop a few hundred yards from Martin Whitestone's palatial home in the city's most exclusive suburb. Outside the weather has turned to the worse and the first sounds of rhythmical rain can be heard rapping on the van's roof and windscreen.

= NOTES TO THE GM =

As an introduction to the Esoterrorists setting and the GUMSHOE game system, this scenario starts immediately in the action. A GM might want to highlight to the players that in most other adventures they are likely to have time to prepare for their operation and conduct initial enquiries before being thrown on site. Here, however, they have no such luxury.

In the cramped quarters of the van, the operatives recall once more just why they find themselves here:

- Ordos Vertatis headquarters has identified a target of ultra-high (INFRARED) priority who must be detained tonight and deposited at a secure location (the address of which they have).
- The target's name is **Martin Whitestone**, a well-known philanthropist and art connoisseur.
 - Whitestone is, according to his cellphone records, and phone taps, located in his primary residence (which is now just metres from the van).
 - He is of interest to at least one Esoterrorist cell, although how and why he is connected to such an organisation is not known.
 - Thorough background checks indicate that he has no known previous links with any Esoterrorist suspects or plots; hence OV's interest in detaining him as a potential informant.
- To complicate matters, Whitestone is known to be hosting a party for an eclectic group of artists, critics and minor celebrities this evening.
 - Given the unknown nature of the Esoterrorist plot, all guests and staff are to be treated as 'innocent' unless they pose a direct threat.
 - Whitestone must be detained, not eliminated.
 - Any suspected Esoteric material, or confirmed Esoterrorists should be dealt with as required.
- This operation is to be carried out as per standard OV protocols i.e. the Veil Out must be undertaken.
 - All evidence of Esoterrorist activity must be removed from the scene.
 - A rational and justifiable cover story must be created for any actions the operatives undertake (i.e. busting in, yelling 'police' and grabbing Whitestone is not appropriate plan of action).

TOOLS FOR THE JOB

As this is a 'rush' job, the operatives only have access to the equipment listed on their character sheets. Additional resources are unavailable at this time, although if the GM feels so inclined, they may grant any other equipment or information they think necessary for the task at hand.

One tool that the characters have been given is their van, which provides the group with surveillance equipment and connectivity to any required electronic archives or digital repositories via satellite.

PHASE TWO - SURVEILLANCE

Gaining access to Whitestone's palatial home isn't as easy as simply rocking up to the door and demanding to meet with the owner. The manor is currently in a state of organised chaos, with the party well underway, and the hired security on high alert. On top to this, who knows quite what Esoterrorist threats await the fool who just rushes in?

As a calm, organised approach to the unknown should be the hall mark of all Ordos Vertatis operations, the characters have the opportunity undertake the following undisturbed surveillance of the house and party before deciding on a plan of action.

= NOTES TO THE GM =

As some of your players might be new to the GUMSHOE system, this is the best time to introduce them to how they should use their **Investigative Abilities**. Encourage them to look at what Abilities their character has and ask them what sort of skills they might like to attempt to use to undertake the surveillance phase of their investigation. Some of the abilities might need some further explanation, but as always you should be flexible around the scope of what the players are trying to achieve and what talents their characters have.

WHITESTONE'S BACKGROUND

With the computers in the van one or more of the operatives will be able to discover more about Whitestone or his home.

- Operatives using their **Trivia** ability can learn the following about Martin Whitestone (GMs may want to add in additional information as noted in *The Moneyman* section above):
 - Photographs of Whitestone appear frequently in the social pages of the papers and magazines, showing him as an aging gentleman in his early 60s. Well-groomed and relatively fit, his height (6 foot 5 inches) makes him stand out in a crowd.
 - He is currently one of the city's most popular socialites, known for hosting large, expensive parties and many other, not so public, 'get-togethers'.
 - He was previously married, but has no children or any current (permanent) partner.
 - Whitestone Development has long been in the hands of a multinational construction firm. Martin is a minor shareholder in this corporation and lives off the dividends and his other investments.
- Any operative with **Art History** will find enough information to piece together Whitestone's involvement in the art world.

- With a **1-point spend** they discover that Martin's latest art interests have been with a group of Eastern European artists calling themselves the Свет общество or the Light Society.
- Those with **Occult Studies** will know that Light Society was a Russian organization founded in the 18th century by a group of decadent nobles. The society was thought to have been disbanded in the later part of that same century by Catherine the Great due to the group's questionable practices.

WATCHING THE MANOR

With Whitestone's party underway, there is numerous opportunities to observe what is going on in and around the manor. This can be achieved with either physical surveillance or by tapping into the manor's security system.

DETAILING THE MANOR

Built less than a decade ago, Whitestone's manor is typical of those in the neighbourhood. Situated on a sizeable piece of land, it is fully fenced with the only access through either a main entrance (a narrow path designed for pedestrians only) or the wider driveway gate. Inside the boundary wall (which reaches 6 foot in most place) is a well-groomed series of gardens, which while attractive provide plenty of cover for anyone trying to climb the wall. The grounds proper comprise of the main building (a two-story open-plan modern monstrosity), a large kidney-spaced pool, and numerous out buildings (including a semi-detached multicar garage, a large gardener's shed, a few small greenhouses, and a pool pump shed)

PHYSICAL SURVEILLANCE

While the majority of the party is confined to within the manor's gated walls, there is still plenty of activity of interest to the operatives.

- In addition to the half a dozen valets that collect the guest's cars and park them off site, two large, well-groomed men stand in the guest's gateway and check invitations.
 - It is obvious both are wearing bullet proof vests, but neither seems to have a concealed firearm.
 - They are doing a good job of visually checking each guest that enters the premises (although they do not physical touch any of them), examining each invite and asking them their names (on the pretense of marking them off on a clipboard).
- Inside the fence, a number of the waiting staff can be seen bringing in food and refreshments from a large catering truck.
 - A few of the staff loiter near the driveway gate smoking cigarettes and chatting amongst themselves. They are soon ushered back inside the fence by an older man, who appears from a van (marked Amore Catering) parked on the street near the drive-way.
 - This van is then left unattended, and if investigated holds a variety of catering items ranging from spare tablecloths and cutlery, through to extra uniforms for the wait staff. It takes a **Mechanics (4)** General Ability roll to jimmy the lock and gain access to the vehicle.
- With a **Surveillance (4)** General Ability roll, the operatives watching the scene will see a man standing a few hundred yards down the street. Dressed in a beige overcoat, he carries with him a high grade camera with a telephoto lens, which he uses to snap photos of each guest entering the party.

- This is **Andrew Bennett**, a freelance entertainment and society reporter. He is willing to talk to anyone who might have gossip about the guests at the party.
- If asked using an appropriate Interpersonal Ability (**Flattery**, **Reassurance** or **Negotiation** might be best), he will be able to reiterate most of common knowledge about Martin Whitestone and his interests (as per the **Briefing** section above).
- Andrew (who is dressed in a tuxedo under the coat), has an invitation to the Whitestone party. He is, understandably unwilling to part with it unless a liberal use of the **Intimidate** Interpersonal Ability is applied. Even if this invite is acquired, it only allows for one person to legitimately enter the party.

ELECTRONIC SURVEILLANCE

Although the surveillance system in Whitestone's manor boasts some formidable security, a skilled hacker combined with the sophisticated electronics in the van will find it easy to access with little effort.

- Remote access can be gained in a few minutes by anyone with **Electronic Surveillance** ability.
- The manor's system has numerous cameras, showing various angles both inside and out the main building.
 - The outside cameras confirm the information that was gathered by observing the site. Additionally they show that the party has spread far and wide with guests lounging around (and in) the pool.
 - The internal cameras cover only the ground floor of the manor (there are none on the second it seems). The lighting and crowds make it difficult to make out too much detail. For the most part, however, the guests seem to be milling about in groups talking and socialising, while the catering staff scurry about seemingly unnoticed.
 - The audio system is able to pick up bits of conversation (most of it idle chit-chat), but little of substance can be made out over the loud background music.
- With a **1 point Cryptography** spend, the reviewer will be able to access the security system's archived camera footage.
 - From around lunch time the caterers and other service providers arrive at the manor, and for the rest of the afternoon come and go preparing for the party.
 - At 4.38pm, Whitestone arrives home. He ignores everyone in the house (caterers and hired staff) and quickly retreats upstairs to an area that the cameras do not cover.
 - The party began about two hours ago (7pm), with the number of guests slowly growing until it starts to become difficult to track an individual in the crowd.
 - At various points, some of the guests are seen to leave, but this is always in ones and twos, and there is no indication of any untoward having taken place.
 - At 8.05pm (about an hour ago), a man, in his mid-twenties, is seen scaling the fence near the rear of the section. He isn't seen again on the footage or on the live cameras, which in itself is very odd and disconcerting. This is the **Familiar**, the shape changing assassin sent by the Light Society to kill Whitestone - not that the operatives will know this.

PHASE THREE - INSERTION

Phase Three details the scenes that may unfold once the operatives decide to infiltrate the party and locate Whitestone.

= NOTES TO THE GM =

Creative Players might come up with their own ways of getting into the party (i.e. they cause a scene outside, distracting the security, or they might convince a guest to one or two of the operatives to act as their entourage). A GM can adapt the information provided here to meet with these eventualities, but should remind the group that this is meant to be a discrete mission (i.e. driving the van through the front gate is out of the question).

ENTERING THE HOUSE

There are a number of ways in which the characters might attempt to gain access to the party. Some of these are detailed below:

- **Over the Fence:** Despite the security, the large grounds allow for a number of places where the operatives might attempt to scale the fence. This can be done with an **Athletics (4)** general ability roll. (Note that characters unsuited to this sort of activity may benefit from the **Piggybacking** rule - see page 25 of *The Esoterrorists* 2nd edition rulebook.)
- **Through the Front Entrance:** If the operatives have an invite (either legitimate or faked), they can easily pass the bouncers at the front gate. Bluffing their way in is a little more difficult, and requires both a good plan, as well as the use of an appropriate Interpersonal Investigative Ability (such as **Streetwise**, **Flattery** or **Intimidation**).
- **Through the Staff Entrance:** This is only possible if the operatives are somehow able to acquire suitable uniforms (see *Physical Surveillance*, above). Even with the uniforms, the characters may need to be careful once they are in the party, as the other staff will most definitely start asking questions if they don't recognize them. The use of the **Impersonate** Investigative Ability is best used to avoid an uncomfortable encounter between the operatives the Catering Supervisor.

INSIDE THE MANOR

Once inside the main building, it is immediate obvious that this house has been renovated specifically for events such as this party - with large open areas, minimal furniture and an abundance of art du jour. To best accommodate the expected guests, the entire back wall of the house opens up in a series of folding glass doors that gives ready access to the patio and heated pool. The entire building is lit up in the evening, both on the inside and out in a dazzling array of coloured lights. Again depending on the time the characters infiltrate the party, either an impressive stereo (connected to speakers in every room) plays the latest pop hits, or a DJ has set up her equipment and is laying down some ear-thumping drum & bass.

Despite all these distractions, it will quickly become obvious that neither Whitestone nor any Esoterrorist agents are located downstairs. In fact, it doesn't take much for them to realise that despite the outward glamour of the evening, the majority of the guest-list is made up of D-list celebrities and individuals who long ago had their '10-minutes of fame'.

= NOTES TO THE GM =

One of the most important roles for a Game Master during an adventure is bringing the setting to life. This can include colourful descriptions and small random encounters that illustrate the world in which the characters operate. Included in this short scenario are a number of suggested interludes that can be played out at the party. Feel free to ignore or add to these as you see fit.

ENCOUNTERS AT THE PARTY

Just how busy the party is when the operatives arrive depends on the time they enter (with near on a hundred guests having invites). As with most such affairs, the real action doesn't start until much later in the evening, and many of the more 'prominent' guests like to make their appearance fashionably late.

- **Mingling with the Crowd:** Any operative with the **Trivia** ability will recognize a number of the party goers. As noted above most of these are rarely names that roll off the tongue and most can be immediately discounted as knowing anything about the situation at hand. Engaging with such celebrities is easy enough, but few have any real information to share.
- **Encounters with Security/Staff:** If the operatives are infiltrating the party in staff uniforms, any untoward interactions with the guests or just about anything not waiting related, will draw the attention of Security or the Catering Supervisor. How such an encounter plays out likely depends on the operative's actions and demeanour. Interpersonal Investigative abilities (such as **Reassurance** or **Impersonate**) may be needed to avoid a scene.
- **The Drunken Star/Starlet:** If the operatives remain on the ground floor for too long, an actor or actress may well take a liking to them. While on the own time the operative might be interested in exploring this opportunity further, they are currently on assignment, and any distraction could have dire consequences. Interpersonal Investigative Abilities such as **Flattery** or **Flirting** might be at fore to disarm the situation, although an ability like **Intimidate** might also work. If such an encounter does occur, the aforementioned actor/actress could well appear at a future, even more inopportune, moment in the scenario (i.e. when confronting the assassin, or when the group attempts the Veil-Out, etc.).

EXPLORING UPSTAIRS

The second level of the house is meant to remain free of guests and party goers. While security doesn't specifically patrol upstairs, as a result, they do keep an eye on anyone who looks as if they might be attempting to go where they shouldn't (this includes the kitchen for guests, and the various outbuildings on the property).

Compared to downstairs, this level of the house is much more mundane, and is obviously designed with the owner's true tastes in mind; the art is of a more classical bent, and the lighting rather more subdued. While the music and noise of the party below can readily be heard, the entire floor seems to radiate a quietness that dulls the thumping rhythms and constant drone of voices.

The majority of the rooms on this floor are much smaller than one would expect and seem to fall into one of two categories, that of guest rooms and amenities (all of which are in pristine order) or those that have been set-up to display a specific piece of art (with all the appropriate lighting and temperature controls). While all this fine art is impressive, any one with the **Art History** Technical Ability will know that is all fairly inexpensive, with no true value beyond its visual appeal.

THE FAMILIAR

Despite the contrived nature of doing so, the operatives should encounter the Esoterrorist's assassin just as it attempts to kill Whitehouse. Having been 'hiding' in his bedroom since his return home, Martin had just about convinced himself that things would all work out for the best, despite what he'd seen earlier that day. Knowing that he was expected to make an appearance at this own party, he was just psyching himself up to head downstairs when the Familiar appeared at his door (having infiltrated the party by morphing its appearance into one that was the most beneficial at any given time).

Using its powers to take on the form of others, the operatives will arrive only to witness one Martin Whitestone attempting to strangle another! How they resolve this left for the group to decide, but while not created for combat, the Familiar will do everything in its power to its mission before attempting to flee.

Remember that below the group, a party complete with near on a hundred guests in full swing, and while this will cover up the noise of a scuffle, any major incidents will definitely attract attention (from party goers or security). Dealing with such intrusions will result in yet add another complication during the Veil-out (see below).

= NOTES TO THE GM =

The final conflict with the assassin should be as difficult or easy as it needs to be to demonstrate how combat works under the GUMSHOE system, and so feel free to alter the Familiar's stats as appropriate (see the *Statistics* section below).

Remember that action scenes like this confrontation are meant to be open, cinematic affairs, rather than turn based grinds. Use lots of descriptive words and narrative explanations for the events that take place in the fight. Rather than *'you get hit for 4 Health damage'*, it should be *'the creature rakes you across the chest, and while your body armour protects you from the thing's vicious claws, you find yourself flung into the bedroom wall, taking 4 Health damage'*.

PHASE FOUR - THE VEIL-OUT

Once the target has been secured (and just how responsive he is to the group depends on how they acted earlier), the operatives will need to complete the Veil-out. This operation is a vital phase in any OV mission, as it is only through humanity's ongoing ignorance of the threat posed by the Esoterrorists that the Membrane (the thin wall between reality and unknowable chaos) can remain intact.

= NOTES TO THE GM =

For this introduction it is recommended that the players don't 'play-out' the Veil-out as part of the scenario. While the Veil-out is important to any action the OV operatives undertake, in this instance, it would probably be better if the players simply discuss their actions and as a group, everyone at the table determines how successful they might have been.

This suggestion is given to not only speed up the length of the scenario, but also to give the players an opportunity to reflect on their actions and the consequences of them. This lesson may be valuable in future operations.

Depending on the group's actions, the Veil-out might include disposing of the Familiar's body, covering up a firefight or assuring the party goers that Martin is still upstairs. It could also be a case of working with the Security (or police, if everything went wrong), as well as anyone else who might have witnessed the doppelganger change form.

After the Veil-out is completed, the operatives are easily able to take their charge to the appointed OV safe-house and hand him over for questioning. And with that the team's duty is done for another night. Congratulations All!

STATISTICS

MARTIN WHITESTONE

Up until this morning Martin Whitestone was simply another innocent unaware of the existence of anything more than the world around him. Unfortunately his philanthropic urges have got him in trouble and he's now desperate for answers (and a way out of his predicament).

- **Investigative abilities:** Art History, Bureaucracy, Forensic Accounting, Negotiation
- **General abilities:** Health 6, Driving 2, Shrink 2
- **Alertness modifier:** 0
- **Stealth modifier:** 0

TYPICAL PARTY SECURITY

Hired by Whitestone to keep any undesirables out of the party (such as the paparazzi), all the security on duty are trained at spotting and isolating 'problems' well before they escalate. As a condition of their employment, they will first negotiate, and then 'quarantine' any troublesome guests, but will also have no qualms in restraining anyone until law enforcement arrives.

- **Investigative abilities:** Bullshit Detector, Cop Talk, Intimidation, Negotiation
- **General abilities:** Health 8, Scuffling 5, Shooting 3, Surveillance 2
- **Alertness modifier:** +1
- **Stealth modifier:** 0
- **Equipment:** 9mm pistols (light firearms)*, Stab vests Light Body Armour (damage reduction 1), Torch, and in-ear microphones.
- **Attack Pattern:** Security will spend 1+number of rounds in combat of **Scuffling** every attack action. This represents them putting more and more effort into restraining their target.

* these are located in a locked case which is under constant surveillance, and will only be deployed if other firearms are seen or the lives of their employer or his guests are directly threatened.

THE FAMILIAR

A fairly minor Outer Dark Entity (ODE), Familiars are deployed for their stealth and infiltration skills. No-one is quite sure what a Familiar looks like in its true form, given its abilities to always remind an observer of, naggingly, some-one they know, but can't quite remember from where.

Further to this, when so desired, the ODE can take the form of any person it has recently seen. This change takes place in a matter of seconds, although clothing and other external items are unaffected.

- **General abilities:** Athletics 10, Health 9, Infiltration 8, Scuffling 8
- **Hit Threshold:** 4
- **Alertness modifier:** +1
- **Stealth modifier:** +2
- **Weapon:** +0 (Fists)
- **Attack Pattern:** While the Familiar's first goal will be to escape, it will utilize 2 points of **Scuffling** each round until exhausted.

FURTHER MISSIONS

While this scenario is written to be a simple introduction to the world of The Esoterrorists, below are some ideas for Game Masters looking to expand on the background provided in this adventure.

- **Tracking Down Свет общество (the Light Society):** The Light Society are determined to summon the ODE code-named Jezebel, and will stop at nothing to complete their task. If the operatives are assigned to this investigation there are numerous leads available to them, ranging from the location of art installation sponsored by Whitestone, through to the recent history of the Society itself.
- **The Existence of Familiars:** ODEs able to take the form of any person they want is dangerous enough, but what happens if they start to infiltrate positions of power; the White House, or even OV itself! Scenarios based around this idea would focus on both how such entities can be identified and then determining just how best to track them down. The use of such creatures in itself presents further questions, from just who has summoned or controls these ODEs, and what is their goal once they have access to world changing information?

SAMPLE OPERATIVES

DENHOLM CARTER - TECHNICAL SPECIALIST

Over the many decades of his professional life, Denholm has worked for any number of government agencies favouring multi-letter acronyms. Although now well past the age of which most field agents retire to desk jobs, he has found that he is reluctant to give up the challenge (and adrenal rush) of working at the front line. Recruited into Ordos Vertatis (OV) for his surveillance and electronics skills, he brings a wealth of experience and rational thought to any team he's assigned to.

GENERAL ABILITIES

ATHLETICS - 3	DRIVING - 5	FILCH - 3
HEALTH - 7	INFILTRATION - 2	MECHANICS - 4
MEDIC - 5	PREPAREDNESS - 6	SCUFFLING - 2
SHOOTING - 3	SHRINK - 3	STABILITY - 9
SURVEILLANCE - 8		

INVESTIGATIVE ABILITIES

ACADEMIC

ANTHROPOLOGY - 1	ARCHAEOLOGY - 1	ARCHITECTURE - 1
ART HISTORY - 1	FORENSIC ACCOUNTING - 0	HISTORY - 1
FORENSIC PSYCHOLOGY - 0	LANGUAGES* - 0	LAW - 0
LINGUISTICS - 0	NATURAL HISTORY - 1	OCCULT STUDIES - 2
PATHOLOGY - 1	RESEARCH - 1	TEXTUAL ANALYSIS - 0
TRIVIA - 1		

INTERPERSONAL

BULLSHIT DETECTOR - 2	BUREAUCRACY - 0	COP TALK - 0
FLATTERY - 1	FLIRTING - 0	IMPERSONATE - 0
INTERROGATION - 0	INTIMIDATION - 0	NEGOTIATION - 0
REASSURANCE - 0	STREETWISE - 1	

TECHNICAL

ASTRONOMY - 1	BALLISTICS - 0	CHEMISTRY - 1
CRYPTOGRAPHY - 2	DATA RETRIEVAL - 1	DOCUMENT ANALYSIS - 1
ELECTRONIC SURVEILLANCE - 2	EVIDENCE COLLECTION - 0	EXPLOSIVE DEVICES - 0
FORENSIC ANTHROPOLOGY - 1	FORENSIC ENTOMOLOGY - 0	FINGERPRINTING - 1
PHOTOGRAPHY - 0		

EQUIPMENT

Denholm has responsibility for the unmarked white van currently assigned to the team. This has been provisioned with all the latest surveillance equipment needed for a covert operation such as this one.

He is armed with a 9mm pistol (light firearm), and a standard issue bullet-proof vest (damage reduction 1). As with the rest of the team he has an in-ear mic, and access to personal recording equipment.

KRISTY GREY - NEGOTIATOR

Kristina, Kristy to her friends and family, was a born actor and performer, so much so that even today she wonders why she ended up working as a Police Negotiator, rather than living the life of a Hollywood star. Maybe it's because she is really, really good at her job. Trained to know how to read any situation, she brings the emotional intellect to know when compassion outweighs the need for action (and vice versa).

Having been recruited into Ordos Vertatis (OV) after a frightening encounter with an Outer Dark Entity, she now using her unique skill set to ensure that humanity remains ignorant of its humble place in the universe.

GENERAL ABILITIES

ATHLETICS - 5	DRIVING - 3	FILCH - 3
HEALTH - 9	INFILTRATION - 6	MECHANICS - 2
MEDIC - 3	PREPAREDNESS - 2	SCUFFLING - 5
SHOOTING - 5	SHRINK - 7	STABILITY - 6
SURVEILLANCE - 4		

INVESTIGATIVE ABILITIES

ACADEMIC

ANTHROPOLOGY - 0	ARCHAEOLOGY - 0	ARCHITECTURE- 0
ART HISTORY - 1	FORENSIC ACCOUNTING - 1	HISTORY - 0
FORENSIC PSYCHOLOGY - 1	LANGUAGES* - 0	LAW - 2
LINGUISTICS - 0	NATURAL HISTORY - 0	OCCULT STUDIES - 0
PATHOLOGY - 0	RESEARCH - 1	TEXTUAL ANALYSIS - 1
TRIVIA - 1		

INTERPERSONAL

BULLSHIT DETECTOR - 1	BUREAUCRACY - 0	COP TALK - 2
FLATTERY - 1	FLIRTING - 2	IMPERSONATE - 1
INTERROGATION - 0	INTIMIDATION - 1	NEGOTIATION - 2
REASSURANCE - 2	STREETWISE - 1	

TECHNICAL

ASTRONOMY - 0	BALLISTICS - 0	CHEMISTRY - 0
CRYPTOGRAPHY - 0	DATA RETRIEVAL - 0	DOCUMENT ANALYSIS - 0
ELECTRONIC SURVEILLANCE - 1	EVIDENCE COLLECTION - 1	EXPLOSIVE DEVICES - 0
FORENSIC ANTHROPOLOGY - 0	FORENSIC ENTOMOLOGY - 0	FINGERPRINTING - 1
PHOTOGRAPHY - 0		

EQUIPMENT

Kristy is armed with a 9mm pistol (light firearm), and a standard issue bullet-proof vest (damage reduction 1). As with the rest of the team he has an in-ear mic, and access to personal recording equipment.

ADAM WASHINGTON - SECURITY SPECIALIST

Adam spent 5 years in Iraq, 4 tours of duty with Delta Force and a stint as a civilian contractor. It was in this last year that he learnt that the world isn't the nice, safe, organised place he'd been lead to believed. Amongst all the violence and double-talk there are people - evil people - who want to bring nightmares darker than fiction into reality.

He doesn't talk much about those days, but he must have said enough to someone, as shortly after he returned stateside he was approached by Ordo Veritatis. Since then Adam's acted as security and muscle for the conspiracy, making sure the civilian operatives come out the other side of a mission alive, as well as cleaning up the mess they leave behind.

GENERAL ABILITIES

ATHLETICS - 8	DRIVING - 2	FILCH - 1
HEALTH - 8	INFILTRATION - 6	MECHANICS - 2
MEDIC - 5	PREPAREDNESS - 4	SCUFFLING - 6
SHOOTING - 8	SHRINK - 1	STABILITY - 5
SURVEILLANCE - 4		

INVESTIGATIVE ABILITIES

ACADEMIC

ANTHROPOLOGY - 0	ARCHAEOLOGY - 1	ARCHITECTURE - 0
ART HISTORY - 1	FORENSIC ACCOUNTING - 0	HISTORY - 1
FORENSIC PSYCHOLOGY - 0	LANGUAGES* - 0	LAW - 1
LINGUISTICS - 0	NATURAL HISTORY - 0	OCCULT STUDIES - 0
PATHOLOGY - 1	RESEARCH - 0	TEXTUAL ANALYSIS - 0
TRIVIA - 1		

INTERPERSONAL

BULLSHIT DETECTOR - 1	BUREAUCRACY - 1	COP TALK - 1
FLATTERY - 0	FLIRTING - 0	IMPERSONATE - 0
INTERROGATION - 1	INTIMIDATION - 2	NEGOTIATION - 0
REASSURANCE - 1	STREETWISE - 1	

TECHNICAL

ASTRONOMY - 0	BALLISTICS - 1	CHEMISTRY - 1
CRYPTOGRAPHY - 1	DATA RETRIEVAL - 1	DOCUMENT ANALYSIS - 1
ELECTRONIC SURVEILLANCE - 1	EVIDENCE COLLECTION - 0	EXPLOSIVE DEVICES - 1
FORENSIC ANTHROPOLOGY - 1	FORENSIC ENTOMOLOGY - 1	FINGERPRINTING - 0
PHOTOGRAPHY - 1		

EQUIPMENT

Adam is armed with a 9mm pistol (light firearm), and a standard issue bullet-proof vest (damage reduction 1). As with the rest of the team he has an in-ear mic, and access to personal recording equipment.

For security purposes, Adam also has access to a firearms case which stores 3 Heckler & Koch MP5-Ns submachineguns (Light Firearms that provide +1 die of damage for every 2 points of Shooting Ability spent). He has orders to only break these out if the life of the target, or one of his fellow operatives is at risk.