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### **Repository Of Truths, The**

In the old town of Marbella, Spain there is a long-abandoned house in which a broken mirror sits. If a person takes one of the broken pieces and inserts it under their skin they can then ask their reflection one true question of themselves and it will tell them the answer, however good, bad or complex. The glass will then fuse with their skin and should they ever encounter another visitor to the repository, they both instantly sense it and learn one another's secret.

*Hook: a person learned something so vile about themselves that it has sent them across the world, hunting down and killing the other glass-fused in order to keep it under wraps. Rumours are the killer is from a power dynasty, perhaps even royalty.*

### **Wall Between Worlds, The**

An old man lives in a forgotten house in rural France. If you ask him to, he will lock you in a boarded-up room for a week, after which you will talk with a deceased loved one for one hour.

*Hook: the last person to use the room came out different to the others. The old man fears something other than a loved one paid them a visit...*

### **Grinning Man, The**

When politicians in Honduras become powerful enough, a grinning man with long fingers finds them - sometimes at a party, sometimes in a coffee shop - and gives them a business card with nothing but an crude drawing of his grin on it. In times of trouble – potential political scandal and the likes – the card warms up and if the politician looks at it, they will see a phone number has appeared on the card. If they call it, the grinning man promises to make their trouble go away if they agree to do something for him in return...

*Hook: One of the player's relatives has gotten caught up in the Grinning Man's web and has been asked to do something horrible. They've always known their cousin to be... odd but resourceful. They're reaching out now because they have no other options.*

### **Screaming Hole, The**

There is a hole in Cavan, Ireland that can change your voice, giving it more weight, more gravitas, more charm, if you scream into it under the full moon. Some say you make a deal with a sidhe living under the hole and that they in fact take your voice to trick loved ones. The old lady who owns the land says it's 'woo' nonsense and will fire on anyone she finds trying trespassing.

*Hook: A player starts getting strange phone calls from a voice they recognise - an old lover or long-lost friend who is trying to convince them to meet up to a cavern in Ireland on the 31<sup>st</sup> of October.*

## Sat'va

Kids in Shanghai are starting to use a new drug called Sat'va. They say dropping it under your tongue lets you see the world through enlightened eyes for anywhere between five and ninety minutes. Nobody who takes it remembers what they saw during the high, but many have performed acts of kindness and compassion under its influences.

*Hook: Anyone who finds themselves searching suspect warehouses in China for any reason may stumble into a Sat'va processing lab. Elderly Buddhist monks lay comatosed while their tears are harvested and soaked onto small tabs of paper. Anyone researching into the warehouse eventually find evidence that it belongs to the **Gentlemen in Red**.*

## Gentlemen in Red, The

Reputed to have been born of the first fabric traders and dye merchants to cross the silk road, the Gentlemen in Red built their commercial empire on making Eastern beliefs into Western fashion trends – Feng Shui, Meditation, Mindfulness and more found their way into the parlance of Western CEOs looking to bleed their worker bees more and more. For centuries they have been mixing modern science and kabbalah rituals to infuse their wares with unnatural energies. Most recently they have begun to 'distil' and distribute **Sat'va**, a seemingly blissful and socially-positive drug, but any in the know are aware their ends are far from benevolent.

*Hook: the **Gentlemen in Red** have recently purchased the famed tourist attraction and one-time occult hub Quinta da Regaleira in Sintra, Portugal. Visited by over one million people a year, most aware and curious of its mystical heritage, the **Gentlemen in Red** have found a way to convert that interest into magickal consent and have undertaken a massive ritual for reasons as yet unknown in the wider occult world. However, some have gotten wind that something is happening and a contact of one of the players brings them into the loop – can they stop it before the ritual is complete?*

## White Castle

For as long as the **Black Trinity** has existed, White Castle has been a thorn in its side. Not much is known about White Castle save that it is a single entity. Rumours abound that it's a spirit they called forth but lost control of, or that it's a golem summoned forth to protect an organisation from their reach. Whatever the truth, it seems undying and unkillable (for all they have tried) and entirely focused on bringing them down.

*Hook: When one of the players kills (or finds dying) an unknown party, a strangely cold chess piece is shoved into their hand. The more the player stares at the piece, the more they find a burning desire to obstruct... something. Any paths they go down in their other investigations that would normally be dead ends put them more at odds with the object of their fixation until it becomes clear to them that they must oppose **The Black Trinity** - at all costs.*