



DON'T REST YOUR HEAD

9/11

THE OTHER SIDE OF THE NIGHTMARE

An Adventure by LarrxX

# 9/11 THE OTHER SIDE OF THE NIGHTMARE

*A DON'T REST YOUR HEAD adventure by LarrrX (larrrx@larrrx.net)*

## THE PITCH

The world population in the City Slumbering is increasing drastically and with it, the population of the Mad City. This means more Clockwork Lieutenants, Pin Heads and general personnel in District Thirteen to help keep all these new residents in check. That's why Officer Tock and the Tacks Man have come up with a plan to recover a whole bunch of new office space for the District: they want to steal two huge Twin Towers from the City Slumbering and make them part of the District. Some say this is how District Thirteen came to be, that it was transported piece by piece from the City Slumbering where the collective unconscious created a cover story to explain how entire neighborhoods disappeared (ever hear of the great Chicago fire? Pompei? All those devastating earthquakes and tsunamis? Tchernoby!?).

But an enterprise of this magnitude is beyond the capabilities of just Officer Tock and the Tacks Man which is why they forged a temporary alliance with other notable Nightmares of the Mad City: the Wax King and Mother When.

A fickle truce has been forged between these four antagonistic Nightmares, each of them having something to gain from the operation: Officer Tock and the Tacks Man each get one Tower for their minions. Mother When gets all children recovered during the operation to perfect their education. The Wax King enrolls all the adults, minting their memories into his wax currency then using the empty husks to strengthen his army of Smothered Folk.

But what about the Awake who end up in the middle of this tempest? They're going to have to choose a side if they want to survive.

## INTRODUCTIONS

The chronology of the introduction scenes is important, but feel free to embellish, add or remove stuff you don't like. Browse to the end of this document to read the four Awake character sheets first.

### AMELIA

Amelia is checking on the passengers right after takeoff when she starts noticing holes in the sky. The clouds have been replaced by gaping holes into an overly crowded starry sky. She runs to the cockpit but the pilot and copilot are serenely piloting the plane, unaware they are flying straight into the North Tower of the World Trade Center.

The plane crashes into the tower and just stops. No jarring halt or screaming metal or bone breaking inertia. One moment it's moving at cruising speed, and the next it is immobile. And there is no reaction whatsoever from the pilot, copilot, other stewards and stewardesses or the passengers. Everyone else is behaving normally as if everything were fine. They'll remain in this state until either they become Local drones or when the Blind Knights come to reap them.

If Amelia walks around the plane, she'll see the different sites the Mad City has to offer. The plane crashed into the Air Fort, as all planes do, but it went through a door, and another and another, scattering itself throughout the Mad City. From the inside, the plane looks normal, but from the outside, you can see parts of it all over: a wing coming out of a building and plunging into another, a porthole right underneath a manhole cover, etc. Each section of the plane is in a different part of the Mad City (the Awake can use it to quickly and reliably travel in a hurry if they need to).

The Blind Knights soon barge in from the main entrance of the plane and start rounding up the passengers and flight personnel, walking them single file outside the plane.

Oh, and the Knights very quickly notice Amelia is Awake...

## MADISON

A mysterious informer tips Madison off about American Airlines flight 11: it has been hijacked and currently on a collision course with the World Trade Center towers. She wants to be first on the scene, she cannot miss a Scoop as big as this one! But a crowd of business people is already there before her, standing in circle around the Towers in their three piece suits, looking up at the sky. Some of them have dogs. The compass needles that serve as their heads pivot to point towards her. Then the Pin Heads turn their bodies to face her, their compass needles unwavering, their bowler hats floating above the needle's pivot point. They are here to secure the area around the Towers and stop any outside meddling and ensure the transport of the Towers to the Mad City proceeds as planned.

Some Pin Heads break formation and run after Madison, ordering her to stop and surrender. Some of them release their Needle Noses whose needles start whirring in a bio-mechanical blur.

Whatever Madison does (run away, stay and fight, get captured and taken away...), her surroundings change subtly and inexorably. Small changes at first that get weirder and weirder until she finds herself in the Mad City. She opens a door and finds herself in a dark alley, blocked by the body of an airplane impossibly coming out of a building's door and into the one facing it. She might meet Amelia there and then.

## JARED

Jared sits in his office, facing his computers in a teleconference with Tokyo while on the phone with Taipei. He's frantic, screaming, trying to cut a shady deal. His last chance to save himself and his career. Through the window he sees a Boeing 767 coming straight at him. In a panic, he runs out of his office, opens the door into the hallway. But he's not in the offices of Trans Global Trading anymore.

He sees Clockwork Lieutenants gathering his Sleeper coworkers, by making them believe this is a standard evacuation drill, just an exercise, nobody panic, single file please. They started on the top floor and are working their way down the towers. The Clockwork Lieutenants' movements are jerky: they seem frozen for a second, then they all synchronously seem to be somewhere else, then freeze for a full second. Like the seconds hand of a clock. But the Sleepers don't seem to notice this, nor the big wind up keys the Lieutenants have in their backs. Jared also notices Blind Knights walking towards the plane that silently crashed into the building, their empty eye sockets burning with an intense blue flame.

The Sleepers walk in single file towards the elevator doors. They fall into the shaft, towards a red hot throbbing light that looks to Jared like the mouth of Hell itself. An overwhelming and nauseating smell of hot boiling wax is wafting up from it, burning Jared's lungs.

The children (from the plane and from the "bring your kid to work" day) are taken through a huge rusty iron gate in the middle of the hallway; the gate seems huge, way too big for the hallway they are in, but it is impossibly there. They are accompanied by a group of kindly looking English matrons (that look like nightmare versions of Mary Poppins) who escort them to Mother When's High School.

If Jared jumps down the elevator shaft, he ends up in the Wax King's factory, landing on a huge blob of half molten wax and getting stuck there like an insect in amber, inexplicably able to breathe. A Blind Knight will eventually notice the Awake and escort him to the Wax King himself.

If Jared decides to follow the children, he'll find himself in the High School's playground, surrounded by girls of all ages running around and playing cruel games, under the watchful eye of the Ladies in Hating. He'll be noticed immediately, being a male and Awake. If he's caught, he'll be taken to meet Mother When.

In all cases, if he starts running, he'll meet up with Amelia or Madison when he goes through a door and is transported right next to them.

## ELLIS

The North Tower of the World Trade Center just exploded. Accident? Terrorist attack? The firemen don't care what the reason is, there are lives to be saved, a fire to fight, people to rescue. When Ellis gets there, he goes in head down, axe in hand, a knot in his stomach. Will this be the fire that finally gets him? He checks his mask, he thinks he's inhaled a little too much smoke and has started hallucinating: did he just see Mary Poppins fly into the burning building?

Once inside the building, Ellis is quickly separated from his team. He'll see the same stuff Jared saw, but the Clockwork Lieutenants, Blind Knights and Ladies in Hating are just finishing rounding up everybody. As a GM, try and get him to witness the stuff Jared missed.

If Jared ended up in the Wax King's or Mother When's clutches, it would be a good idea to send Ellis there too. If not, then the elevator doors close shut and the metal gates creak closed and disappear into thin air. An explosion, cave-in or door will transport him to meet up with the others.

## INTERLUDE

This adventure is far from linear. The story will evolve organically around the choices and expectations of the players, and the dominating colors of the dice. After the introduction, you might find yourself with two separate groups (or even three or four!). It's up to you and your players to see if you want everybody to meet up or if you want them to keep playing separately, giving each Awake a different perspective on what's happening.

So instead of writing a linear plot, I'll be describing the different important places and the motivations of each of the antagonists before moving on to the climax and the final confrontation.



The time scale of the scenario will depend on the rhythm you want to impose on your players. If you want them to be constantly on their toes, with barely any time to plan and think, it's possible. But an operation of this size might also take a few days or even weeks to finish u correctly.

It's up to you and your players.

## THE STREETS OF THE MAD CITY AND THE BAZAAR

The two new huge Towers of district Thirteen can be seen from almost anywhere in the Mad City. They look nothing like they did in the City Slumbering though, but rather like two freakish nightmares vomited by H.R. Giger's subconscious. One is a steampunk mess of gears of all sizes, girders and steel rods jutting out like a metallic mane. An enormous clock (divided into thirteen segments) is incrustated in its higher floors. The second is an organic gooey black mass with pin-like protrusions darting out of it making it look like some huge diseased cactus. Lightning strikes the rods and needles making the mechanical Tower scream and the organic Tower pulse. The transformation of the two Tower is progressive throughout the adventure and does not occur instantaneously.

Because of this unprecedented event, the streets of the Mad City are teeming more than usual with Clockwork Lieutenants and Pin Heads (accompanied by Needle Noses) who patrol the streets to maintain order and apprehend any newly arrived Awake. The Locals seem strangely detached from all that is happening, keeping to their routines. Nothing new there. If the Awake insist a little bit too much asking questions, they will eventually draw the attention of one of the patrols.

One possible refuge is the Air Fort (which is easily accessed through the downed 767) and an alliance with the Roof Rats is very likely. It is also possible to hide in the relative safety of the Bazaar which lasts only one hour, but can be a god send for stocking up on weird supplies and taking a breather. The Awake could also be approached by the Wax King in an effort to recruit them. Allying themselves with one of the Major Nightmares remains the Awake's best bet to survive this adventure.

Nothing new happening at the Bazaar, except that it's busier than usual. There's nothing to be said about the Towers, they've been here forever. The Awake can buy some rumors at the Rumor Mill for the right price: some rumors say the Wax King is planning to go to war and conquer the Mad City by force, taking back what is rightfully his. Others claim the Towers are just a pretext for Tock and the Tacks Man to create an access to the Wax Kingdom to destroy it from within. Yet more rumors say that Mother When is manipulating everyone and is patiently waiting to reap all the Spite, Malice and Jealousy that will undoubtedly be created by a conflict between three of the major players of the Mad City.

All these rumor are true.

If the Awake want to understand how the Nightmares managed to steal the Towers, it's simple: they can't. Those who are willing to talk to them don't know, and those who know are looking to kill them, or worse.

## DISTRICT THIRTEEN, OFFICER TOCK AND THE TACKS MAN

The heart of District Thirteen is an enormous construction site, a huge buzzing hive of activity. All the Clockwork Lieutenants and Pin Heads not patrolling the streets are working on the Towers' transformation leaving the rest of the District eerily empty. To keep up appearances and take advantage of the situation, Officer Tock and the Tacks Man each move into their respective offices at the top of their respective Towers, establishing their seats of power as soon as they can.

The Clock Tower becomes the new time reference in the Mad City. The entire city starts to synchronize its rhythm to that of its new mechanical heart, ticking away the seconds with an unwavering certainty. After a while, all the residents of District Thirteen will become completely synchronized with the Clock and will all move at the same rhythm. Officer Tock and his Clockwork Lieutenants start moving in, installing clocks everywhere, occupying the space slowly but surely. They can't wait to try out their new mechanical jails and torture devices on any Awake that have the misfortune of crossing their path.

The Justice Tower throws its spikes high into the Mad City's eternally dark sky, waiting for the Tacks Man's new trophies. Every time Justice is served, the Tacks Man adds a new item to his collection, impaling it/him/her on the giant pins protruding from the Tower. The unerring verdict of Justice will be seen by everyone all over the Mad City and Justice will be maintained through Fear. The Tacks Man and Pin Heads take their time settling in. They also have some floors transformed into kennels for the Needle Noses.

In both Towers, the minions are working on getting through the elevator doors which have been sealed by the Wax King with nigh indestructible red wax. If they manage to open them, they will have direct access to the heart of the factory in the Wax Kingdom.

### WHAT CAN BE DONE

It will be difficult for the Awake to forge an alliance with Officer Tock and the Tax Man without a good reason. The two Nightmares are very strict regarding the Law and the Awake must either submit to it, or die. Simple as that. And if the Awake are suspected of any kind of crime (which can be almost anything the Nightmares decide it is), they lose any chance of allying themselves with Tock or the Tacks Man. But if they can manipulate the rules and the Law (or if Jared uses his Madness Power), anything becomes possible.

But if the Nightmares learn about Ellis's fire powers they'll want to put their hands on him and use his fire to try and melt the Wax King's seals blocking the elevator doors. If the Tacks Man can get his hands on one of the Awake he can rob them of their free will, making them one of his puppets to do his bidding, asking them to win Ellis's trust and bring him back.

The Awake can of course try and pit each of the Nightmares against the other by playing on the distrust underlying their fragile alliance.

### WHAT THE PLAN IS

The second phase of the plan is activated a few hours (or a few days, depending on your timeframe) after the arrival of the Awake in Mad City. When the elevator doors finally open (which can happen much faster with the help of Ellis) an army of Clockwork Lieutenants, Pin Heads and Needle Noses will flood the Wax King's factory. The plan is to overturn the huge vats of wax within the factory, essentially

flooding the entire Kingdom with molten wax, thus destroying it and ending the Wax King's threat once and for all.

The Blind Knights and Smothered Folk will not let that happen without a fight but if Ellis is fighting against them, the wax denizens will have a really hard time against his fire.

## THE WAX KING AND THE FACTORY

At first, the Wax King will proceed as initially planned: the Sleepers will be shepherded by the Blind Knights into the different sections of the factory, especially built for the occasion. The Sleepers initially fall from the elevator shafts into large blobs of half molten gooey wax. They are then extricated by complex wax machines with long spindly arms and placed on one of the many conveyor belts running the length of the factory. All the belts meet in a central point, inside a huge many tentacled wax machine. Each Sleeper is swallowed whole by one of the tentacles and is separated into two components: his memories and his body.

The body is spit out by a central orifice underneath the core of the machine, on one of many conveyor belts. The belt drops the body in a huge vat of boiling molten wax. The body swims out of the vat a little while later, fully transformed into an obedient Smothered Person, perfect for cannon fodder and for overwhelming the enemy in sheer numbers.

The memories are extracted into transparent wax tubes that jut out of the top of the machine. They are separated into two different flows that are sent to two separate parts of the factory. The memories with dull colors form a brownish sluggish liquid that is sent to the money making press where they are minted into Wax Currency by the chain working Smothered Folk. The bright colored memories, those with the most violent, more primal emotions, are sent to the weapons making section of the factory. In there, the multicolored flow is split into streams by color, distilled, refined and stored into small translucent wax spheres essentially making emotion grenades. When the wax casing breaks, the violent feelings spread out in fumes drowning the targets in a chaotic emotional whirlwind making them lose all their senses as they fall prey to green envy, yellow fear or red anger.

The Blind Knights act as foremen, overseeing the hundreds of Smothered Folk working the machines tirelessly and in complete silence.

## WHAT CAN BE DONE

If the Awake play their cards right, they can get an audience with the Wax King. He'll ask them, nicely and politely for their fealty, to kneel before him and pledge their allegiance to him, urging them to help him reconquer the Mad City which is rightfully his. Barring that, the King and his Knights will search for the Awake asking for their help (with the kneeling and the fealty, etc.). The King needs spies in Officer Tock's and the Tacks Man's court: he needs information on the size of their forces and their attack plan. He knows they're hiding something and that they are planning to betray him, but he needs to know how and when.

The King and his Knights will remain relatively neutral towards the Awake, only attacking to defend themselves if need be. After all, the rumors say that the Wax King is an extremely powerful Awake which is why he has it in for any and all Nightmares.

## WHAT THE PLAN IS

Once all the new arrivals have been processed, the Wax King will launch the attack. Hordes of Smothered Folk, led by battle hardened Blind Knights will overflow the Warrens and rush out into the Mad City, particularly in District Thirteen. With the forces of Officer Tock and the Tacks Man concentrated in the towers (this piece of vital information is the one the Wax King needs the Awake to give him), they will be much easier to crush.

The Wax King is extremely confident in the wax seals he put on the elevator doors, he will not plan for a defensive position in his Factory unless the Awake advise him to. In that case, he'll move the boiling vats of Wax under the elevator shafts to properly welcome any unwanted visitors. Anyone falling into the boiling wax will transform into one of the Smothered Folk and join the ranks of the King's army. But the transformation process is not instantaneous and if too many people fall in at the same time, they will overwhelm the system after a while and will be able to mount a proper attack against the Wax King from within his Factory.

If the Wax King is unable to get rid of Officer Tock or the Tacks Man, he'll want to destroy the two new Towers (or at the very least the elevator shafts) to properly condemn the access to his kingdom.

## THE HIGH SCHOOL AND MOTHER WHEN

Mother When's pickings for her High School from the population of the planes and the Towers were slim, which was to be expected since there weren't that many kids in the lot to begin with. Her rewards were much smaller than those of her "allies" but that's OK: that's not what she's after!

Mother When is the one who first suggested the crazy idea of recovering the two Towers from the City Slumbering. And first, the other Nightmares laughed at her. But reaching out and contacting the other Nightmares allowed her to infiltrate the forces of each of her adversaries with some of her undercover Promising Students. Each group of Promising Students was especially trained and conditioned to look and act like Clockwork Lieutenants, Pin Heads or Blind Knights. Their first objective was to slowly worm the idea of this alliance and make it seem beneficial to all parties. The process took years but the alliance was finally forged and now all Mother When has to do is wait and reap all the Spite, Malice and Jealousy that will inevitably result from the unavoidable conflict. And if by some kind of miracle, the conflict does not erupt, she has her infiltrated forces that will dutifully ensure it does.

Now that the Towers have been brought to the Mad City, she has to work fast. While the other Nightmares are finalizing their betrayals, she has work to do. She sends her Ladies in Hating into the Mad City to activate the Inhalers set up all over the Rooftops. The Inhalers look like huge gaping organic toothless mouths, the size of a door, with black slimy lips and deep gullets made for swallowing negative energy. They inhale all the violent negative emotions from their surroundings producing a horrible wheezing sound. The Inhalers have been set up on the Rooftops and look like ordinary doors when they are dormant. The Ladies in Hating fly over to the Inhalers with their Mary Poppins umbrellas and kiss their slimy lips to activate them.

The bowels of the Inhalers all lead to a mausoleum built in the cemetery surrounding the High School. Mother When will be seated there, absorbing all the delicious negative energy her Inhalers deliver her, growing more and more powerful until she can finally assume her role of Death Incarnate.



### WHAT CAN BE DONE

The Awake can intercept the Ladies in Hating and stop them from activating the Inhalers. But it is impossible to stop them all unless they mount an army of Roof Rats early on. Once an Inhaler is activated, the only way to stop it is to destroy its other end at the mausoleum. This information can be given by a particularly vicious and conniving Lady in Hating who knows Mother When will be there waiting.

It is impossible to change Mother When's mind and stop the conflict. Male Awake have no chance at all talking to Mother When and the only "pacifist" solution female Awake have is to show they have what it takes to become Ladies in Hating.

### WHAT THE PLAN IS

Once the conflict starts, black smoky flows of negative emotions will waft up from the streets of the Mad City towards the Rooftops. They are much darker and denser in District Thirteen. If the Awake follow these flows, they will discover the Inhalers if they haven't already, but they won't be able to go any further. Each Inhaler will be guarded by two or three Ladies in Hating who could eventually reveal the use of these monstrous gaping mouths if they are correctly interrogated. A particularly reckless Awake can jump into an Inhaler and get swallowed up and spit out into the mausoleum... right in the claws of Mother When.

## THE AIR FORT AND THE ROOF RATS

The GM can use the Roof Rats as tour guides. If the Awake are lost, undecided or just want to see the sights, the Roof Rats are there to help. The children will approach the Awake asking for their help. A lot of worrying rumors are circulating and the Roof Rats need the Awake's help to investigate. There are also these weird doors that are popping up everywhere (this could be a good way to discover and investigate Mother When's Inhalers). The Roof Rats know all the ins and outs of the Rooftop Jungle and can become precious allies by helping the Awake travel quickly and efficiently all over the Mad City. The Roof Rats will tell all they know about the Nightmares and the Mad City if the Awake can gain their trust.

### WHAT CAN BE DONE

The Roof Rats can become allies of the Awake, or they can be totally ignored depending on the players' initiative. The Roof Rats can be used by the GM as a tool to push the adventure forward if the pace slows down. But she must use them sparingly or the Awake might start relying on them too much.

### WHAT THE PLAN IS

During the final conflict the Roof Rats will mostly attack the Ladies in Hating and the Inhalers that have invaded the Rooftops. If they are allied with the Awake, they can be a formidable weapon. Even though they are hugely outnumbered by the Nightmares' forces, they have the advantage of being extremely mobile, popping in and out of doorways to perform surgical strikes inflicting maximum damage. If used well, such a tactical advantage can be deadly.

## THE PAPER BOYS

This adventure is already messy enough without implicating the Paper Boys. They remain neutral throughout the conflict, content with observing and reporting the events objectively for once. They might feel inclined to give an edge to one side or the other by publishing their famous headlines, but they'll be wary and afraid of contradicting the Tacks Man's version of the facts.

GM, it is best to forget them in this adventure but if you really want to use them, they can report on the activities of a Nightmare the Awake have not yet seen or nudge them in a certain direction.

Like the Roof Rats, the Paper Boys can be used as a storyline tool for the GM.

## THE FINAL CONFLICT

The adventure must culminate in an epic battle between thousands of minor Nightmares. A battle that will forever change the face of the Mad City, the Warrens, the Rooftops and the Wax Kingdom. Let your imagination run wild, nothing is too extravagant, too powerful or too incredible. The battle rages underground, in the streets, on the Rooftops and even in the air. Combatants spring from everywhere. It is complete and utter chaos.

The major Nightmares observe the battle from afar, waiting to see who will win the day. Officer Tock and the Tacks Man monitor the streets, each secure in his own Tower while the Wax King lurks in the depths of his kingdom and Mother When cackles in her mausoleum. She is the only one who is getting everything she planned for and grows stronger and stronger as the battle rages on.

The Awake must get pretty creative to end the battle and deliver victory to the side they chose. Many reasons can cause the end of the battle: one side could get obliterated, one of the major Nightmares can discover and understand what Mother When is truly planning, all sides realize that it is in their best interest to keep the alliance going, or anything else the Awake can come up with.

If all else fails, Mother When will succeed in her endeavor and will demonstrate her new found Ultimate Power, instating a new reign of terror on the Mad City. She will appear in a huge cloud of black, lung burning smoke, as tall as the Two Towers themselves and, with a wave of her yardstick, make all the fighters drop dead instantly. She then thanks Officer Tock and the Tacks Man, peeking through their penthouse windows: "Thank you! I could never have done it without you!" Then she will leave the Mad City forever, back to where she came from, leaving a huge power vacuum needing to be filled. Or she could just ignore all those insignificant little creatures and just go home, without the theatrics. Whichever suits your playstyle and your players' expectations.

But what is absolutely essential; what you, dear GM, must never forget is that, once the battle is over, once the smoke settles, once the cries of agony recede, once the bodies are cleaned up, the major Nightmares will come and collect their due, all debts and favors owed. With the last wail of the last dying man, the Awake must keep their word and the promises they made. Let's just hope they have what it takes to pay the agreed upon price.

## THE END

## AMELIA BROOKS, STEWARDESS

### WHAT'S ON THE SURFACE?

Amelia is beautiful, smiling, polite and ready to serve... the perfect air stewardess. She never gets frazzled, never gets angry and always puts on her best smile at the service of her passengers.

### WHAT LIES BENEATH?

All these forced smiles and mandatory kindness are beginning to take their toll. Turn up the heat under a pressure cooker without releasing the pressure, and it will blow up in your face. And this particular pressure cooker has been building up steam for 10 years. And it's even more dangerous now that she hasn't been sleeping.

### WHAT'S BEEN KEEPING YOU AWAKE?

Keeping odd hours, international flights, constant switching between time zones have played havoc with Amelia's internal clock. Completely drained at 1pm or at the top of her form at 4am, her rhythm is completely out of whack. But after a while, the body adjusts to the lack of sleep. And you can get more things done in a day when you don't have to sleep anyway.

### WHAT JUST HAPPENED TO YOU?

She's making her rounds checking on the passengers when she notices holes in the sky. Instead of clouds she sees an impossibly starry night sky. She runs to the cockpit, but the pilots act like everything's normal. They're not even worried about the building they're about to crash into.

### WHAT'S YOUR PATH?

Amelia always wanted to travel to new and exotic places and boy is she in for a wild ride! What marvels and horrors await her on the other side of the Dream? Will she embrace her new reality or will she run back screaming to her boring normal life?

### EXHAUSTION TALENT: FASTEN YOUR SEAT BELT!

As an authority figure, it is hard to disobey Amelia. When she tells someone to do something, they do it. And it's even harder to disobey her if the target knows Amelia is right.

### MADNESS TALENT: TELEPORTATION

Amelia can teleport at will. No need to stay cooped up for hours in a flying death trap. She just needs to think about somewhere and she's there.

- ❖ **1 or 2 dice:** Amelia can teleport anywhere her eyes can see.
- ❖ **3 or 4 dice:** Amelia can teleport to a place she's already been or if she has a picture of it. But she cannot travel between the Mad City and the City Slumbering.
- ❖ **5 or 6 dice:** Amelia can teleport anywhere, anytime, no restrictions. But who knows what might happen if she tries teleporting between worlds, especially during the 13<sup>th</sup> hour.

RESPONSES  
00- FIGHT? 0 FLIGHT? 0--

PERMANENT MADNESS CURRENT EXHAUSTION  
000 000000

## MADISON COLEMAN, REPORTER

### WHAT'S ON THE SURFACE?

Reckless, stubborn and pushy, Madison is up for anything as long as she gets the Scoop first. Cold and unfeeling, she tramples on everyone, disregards all social conventions and human values. What's important is the story, the truth and, most of all, the exclusive.

### WHAT LIES BENEATH?

Nothing lies beneath the surface. Madison does not have *a good heart* or *a warm piece of burning coal inside her cold icy heart*. No. With Madison, what you see is what you get. She knows it's dangerous to show her true face like this, but you can't get the Scoop if you don't take risks.

### WHAT'S BEEN KEEPING YOU AWAKE?

So many things are happening all the time in the world that Madison cannot afford to sleep. The Scoop, the ultimate news story can happen at any time. She has to be ready for it. She cannot, no she **MUST** not miss the opportunity.

### WHAT JUST HAPPENED TO YOU?

Madison just learned, before anyone else, that American Airlines Flight 11 has been hijacked and is heading for the World Trade Center. She's going to be there before anyone else. Or that's what she thought. There's already a crowd gathering around the Towers, looking at the sky. Men in suits, with compass needles for heads, and dogs with sewing machines for noses.

### WHAT'S YOUR PATH?

The biggest Scoop in journalistic history is in her grasp. She's living it! But will she go too far trying to get to the bottom of the story or will she know when to stop and come home safe to tell some of the tale?

### EXHAUSTION TALENT: YOU'RE LYING!

Madison can tell when somebody's lying. Whoever lies to her will be bombarded with questions and harassed until they tell her the truth.

### MADNESS TALENT: TRACKING

Madison can follow any trail left by anyone, anywhere at any time. She can see the ghost image of a person or an object and follow it as if she were witnessing the event first hand.

- ❖ **1 or 2 dice:** Madison can track someone she's already met or an object she's familiar with, as long as the event isn't older than a few hours.
- ❖ **3 or 4 dice:** Madison can track her target as long as she has a good description or a picture, and that the event isn't older than a few weeks.
- ❖ **5 or 6 dice:** Madison can track anyone, anywhere, anywhen. Do you want to know where Jesus Christ is really buried?

RESPONSES  
000 FIGHT? 0 R FLIGHT? ---

PERMANENT MADNESS CURRENT EXHAUSTION  
000 000000

## JARED WILSON, TRADER

### WHAT'S ON THE SURFACE?

Jared is a young genius trader who's making a name for himself, hard and fast. He's aggressive and ruthless, never afraid to take risks. He made a fortune very quickly and is moving up in the world in an express elevator. A real rising star. A ravenous shark.

### WHAT LIES BENEATH?

Over 90% of Jared's business is illegal. As long as it makes him richer, Jared doesn't care. When it comes to finance, Jared is in his element and in total control. But outside his comfort zone, Jared is a real coward. That's why he loves the stock market, his adversaries can't look him in the eye.

### WHAT'S BEEN KEEPING YOU AWAKE?

Jared lost 300 million dollars of mafia money and he's scared out of his mind. A done deal that went sour at the last possible second, and the mafia holds him personally responsible. The interest rate is rising every day and if he doesn't pay up soon, it's not his bank account they'll be coming for.

### WHAT JUST HAPPENED TO YOU?

Jared is at his desk, in front of his computers, in a teleconference with Tokyo and on the phone with Taipei. He's screaming and hustling, trying to cut a shady deal. Looking out the window, he sees a Boeing 767 coming straight at him. He runs out of his office in panic but he's not in the halls of Trans Global Trading anymore.

### WHAT'S YOUR PATH?

Will Jared be consumed by his love for money and the power that comes with it or will he realize there are more important things in life? Everything depends on the price he has to pay and what is being offered.

### EXHAUSTION TALENT: THE SMELL OF MONEY

Jared can instinctively know if the person he's talking to is rich and/or powerful, whatever the appearance or the attitude that person.

### MADNESS TALENT: A HELL OF A DEAL

Jared can sell anything, to anyone, at any price. And not always for money. But be careful, people who realize they've been conned can get pretty angry and vengeful.

- ❖ **1 or 2 dice:** Sell something for more than it's worth, within relative reason. 100\$ for a glass of water? All right, but only because I'm thirsty.
- ❖ **3 or 4 dice:** Sell a rock for a fortune, or buy a building for a pat on the back? Yes, he can.
- ❖ **5 or 6 dice:** All bets are off. Jared can buy a forest guide's sense of direction for a piece of gum or even immortality for a whisper. Anything is possible as long as it can be bought.

RESPONSES		PERMANENT MADNESS	CURRENT EXHAUSTION
---FIGHT?	○ FLIGHT? ○○○	○○○	○○○○○○

## ELLIS PATTERSON, FIREMAN

### WHAT'S ON THE SURFACE?

A true blue heroic fireman. A mountain of a black man, made of muscles and courage. Ready to run in a burning building to save a baby trapped under flaming girders. A real hero.

### WHAT LIES BENEATH?

Ellis has seen the devastating power of fire. He has come to respect it, even worship it. For want of consuming his body, fire is slowly consuming his soul. Fire is alive, putting it out is murder. And lately, Ellis has been dreaming of creating life...

### WHAT'S BEEN KEEPING YOU AWAKE?

During an emergency response, Ellis got trapped under some rubble and saw a woman burn to death holding her daughter by the hand and her infant baby in the crook of her arm. He's convinced fire was angry at him and was punishing him. Ever since, he's been afraid each intervention might be his last.

### WHAT JUST HAPPENED TO YOU?

The North Tower of the World Trade Center just exploded. An accident? A terrorist attack? Firemen don't care about the reason, there are lives to be saved, a fire to fight. Ellis runs in head down, stomach in a knot. Will this be the fire that kills him? He must have inhaled too much smoke, he's starting to see things: was that Mary Poppins he saw flying into the burning building?

### WHAT'S YOUR PATH?

A battle rages within Ellis between his fascination with fire and his heroism. Will he succumb, body and soul to the primordial destructive force of fire? Will he be a literal or a figurative hothead?

### EXHAUSTION TALENT: IT'S THAT WAY!

Ellis can instinctively find the safest or fastest route, even in places he's not familiar with. As long as he knows where he's going, he can find the best way to get there.

### MADNESS TALENT: FIRESTARTER

Ellis can control fire, even create it out of thin air. Anywhere, anywhen, anyhow. He can burn anything.

- ❖ **1 or 2 dice:** Create or control a small flame, a campfire.
- ❖ **3 or 4 dice:** Control a large fire, burn down a building or put out a forest fire.
- ❖ **5 or 6 dice:** Did someone say volcano? Solar flare? Supernova?

RESPONSES  
00- FIGHT? 0 FLIGHT? 0-0

PERMANENT MADNESS CURRENT EXHAUSTION  
000 000000