



HEROIN HIGHWAY

CAMPAIGN STARTER KIT

Unknown Armies campaign starter kits help you get started running your *Unknown Armies* campaign quickly. Each kit features the following:

- Five characters, broken and damaged and ready to go.
- One group objective for the cabal to pursue.
- A first session scenario to get things moving quickly.
- GM hooks, additional objective ideas, GMCs, and suggestions for the antagonist phase.

With this campaign starter kit, you have all that you need to fuel your imagination and get things moving. The kit takes the place of the initial planning and collaborative character and setting creation system provided in *Unknown Armies*. Players select a character, choose one or two additional relationships with the other player characters, and make these obsessed individuals their own.

In *Heroin Highway*, the players take on the roles of members and allies of a recovery group in a depressed town in Massachusetts, brought together not just by addiction

but by the recent death of a loved one. Through the course of the campaign they learn about the occult connection between events in their town and the lives and deaths of those who live in it.

The characters are:

- **Mamie Leery:** An avenging soccer mom and avatar of the Guide.
- **Archie Grogan:** A Boston police detective and neurophilosophical thinker.
- **Danny Jaydon:** A self-destructive former US Marine.
- **Kimberly Jeane:** An avatar of the Mother who still clings to the trappings of youth.
- **Sixx Finnigan:** A goth bookworm addicted to opioids.

Like most *Unknown Armies* scenarios and stories, this kit includes and deals with mature themes, characters, and situations. Talk with your players if you are concerned about the content, and be prepared to explore the world of the occult underground through new eyes and alternate points of view.



THE CABAL

Objective: Stop the flow of illegal opioids into Lockport, Massachusetts.

It isn't a bond most people would choose, but the cabal's ties are those of addiction, primarily to opioids. There's a contradictory desire for solitude and brotherhood among addicts. A part of addiction can be the desire to escape social norms, and the people who go with them. Another

component is, if not to belong, then at least to care less about not belonging. When one seeks recovery, the presence of fellow travelers, of others who've gone as low as you have, can help. At least that's the prevailing wisdom.

WHO THEY ARE

In Lockport, addiction is common — three times the rate of America at large. In the midst of what the media dubbed the "opioid epidemic," Lockport is also in the midst of the aftermath of the end of American manufacturing. Whether one causes the other or they merely conspire casually, the effects on the town are vast.

While the members of the 36 Recovery Group know they can't change the world economy, they do think they can fight the drugs flowing into their town — they just aren't sure how. Local dealers are fairly well known, but they are small fish in a small pond. The group doesn't see themselves as heroes or crusaders, but partisans in a war their government won't help them fight. The murder of one of their own gives the cabal its first peek behind the curtain of drug networks and the occult. None of them ever thought the two would be connected.

MAMIE LEERY

Mamie was a mom and wife before she became hooked on painkillers. Her daughter followed suit, finding her pills and then moving on to heroin, eventually overdosing. Her husband left her. As she sought recovery, Mamie turned toward the idea of leading others out of addiction and, at the same time, a belief in magick. She's an avatar of the Guide but doesn't fully understand where that power comes from; her drive to follow the path comes from her pain.

ARCHIE GROGAN

On administrative leave from the Boston PD, Archie is in Lockport to investigate the deaths of his niece and nephew from drug overdoses. Archie is a firm believer in justice and used to feel the same about the church, but his faith isn't what it once was. Now he's an alcoholic, relentless, and looking to punish somebody.

DANNY JAYDON

This Marine came home to Lockport from his tours in Iraq and Afghanistan with PTSD and an addiction to pills. He's also addicted to violence, and takes part in underground fights twice a week. He's in the program with the others, but hasn't quit yet. He's headed for a confrontation with himself and there's a good chance he won't survive it.

KIMBERLY JEANE

A former homecoming queen who married her high school sweetheart after he got her pregnant. Her husband was killed in Iraq and, with very little income and two kids to raise, she became a dealer. Now she's lost her kids to the state, spent time in prison, and emerged with a newfound knowledge of magick. She's trying to walk the path of the Mother to get her kids back, because now that's all she really cares about.



THE OPIOID EPIDEMIC IN AMERICA

Beginning in the 1990s, pharmaceutical companies began to push opioids as the go-to choice for short-term and chronic pain relief. Promoted as largely non-addictive, doctors were encouraged to give them to all manner of patients. Two decades later, the amount of pills prescribed such as Vicodin and OxyContin had increased exponentially.

In response, federal and state governments enacted various laws to curb the availability of these drugs. Millions, however, were already addicted. When the pills became harder to get, the street prices shot up. Heroin, however, maintained a relatively cheap and stable price. With their pills running out, addicts turned to heroin.

It took the crisis reaching white America before the mainstream media took notice. Once white rural and suburban folk — students, moms, dads — started ODing in cars, motel rooms, and their own bathtubs, the outrage really began. Outrage is not action though, and the crisis continues to sweep the US. It's particularly bad in the New England area. Waning economic security is fueled by the end of manufacturing in America. This and various other economic downturns left the region ripe for any means of escape.

Whether drug habits started as legitimate scripts for pain relief or simply a means of getting out of one's reality, small towns in states like Massachusetts suffer from record numbers of addictions and overdoses. The American opioid epidemic has expanded beyond the big city and for many in towns like Lockport, it may already be too late.

SIXX FINNIGAN

With a drunk father, an abused mother, and a disdain for the community she lives in, Sixx has found her true home in books. She's a lesbian but many locals don't take too kindly to that sort of lifestyle, so she puts up her middle finger and embraces the goth scene that was common in the '90s. Sixx uses opioids and is in treatment as she negotiates her own path into the occult underground through Bibliomancy.

SAMPLE RELATIONSHIPS

In addition to the single relationships detailed in the characters bios, below are other likely relations between the cabal or GMCs.

- Archie likely becomes good friends with Danny. They share a world of violence, though one is so-called civilized and the other not. Danny could be Archie's favorite.
- Mamie's instructor who taught her Certified Substance Abuse Counselor verification class and introduced her to the occult might be her mentor or guru.
- Sixx is best friends with Dixon, a GMC, who could well be her responsibility.
- Danny might see Sixx as someone who can't properly defend herself, at least physically. She's alt and different and goth in a small town. He thinks she needs a protector and might train her. Sixx could be his protégé.
- Kimberly wants to be a good mother, the best mother. Her path to that goal isn't clear. Mamie could certainly help guide her. Mamie might well be her guru.

WHO THEY'RE UP AGAINST

The early antagonists in this campaign are all local, mundane sorts who get in the way of the cabal figuring things out. They're mentioned individually in various sections, but they all point back to Mama Cass and the Magus.

MAMA CASS

The big bad, literally. Mama Cass got her nickname because she's fat, looks like the titular dead singer, and can predict the future like the mythological Cassandra. Back when, Cass used the tarot, some haruspicy, and a little gutter magick to predict these things. She was a neo-hippie in San Francisco and a relatively peaceful person. Then she got into drugs.

Over time, Mama Cass became a master narco-alchemist, travelling the country, a vagabond, making and selling drugs

to get by. Eventually, she came to the attention of criminal organizations with the Magus' organization being the most recent. Cass smelled power and she wanted in. At last, she had an opportunity to be a partner, or at least a franchise owner, rather than a hired gun. Massachusetts was to be her demesne. She made the formula the organization utilizes to turn using drugs into significant charges and overdoses into major charges. Mama Cass can see the future of those who take her drugs or help in their manufacture. She became very valuable very quickly. Then the cabal came along.

Mama Cass has two primary agents in this campaign: Lucius Cord and Sheriff Davenport. They're introduced

MAMA CASS

Notches	Violence	Unnatural	Helplessness	Isolation	Self
Hardened	3	6	3	4	6
Failed	2	1	2	2	1

later, but for now it's useful to know that Cord is dangerous muscle, and Davenport is in Mama Cass' pocket.

Wound Threshold: 50.

Obsession: To acquire power.

Fear Stimulus: (Helplessness) Being cast off from the big plan.

Noble Stimulus: Doing the good, hard work for the people up-top.

Rage Stimulus: Undermining her authority and power dynamic.

Narco-Alchemist 78%: Casts Rituals, Haruspex (specific information), Use Gutter Magick.

Neo-Hippie 35%: Evaluates the Unnatural, Protects Isolation, Substitutes for Secrecy.

SHARED LOCATIONS

Lockport is the primary location, but it's an entire town... or what's left of one. Consider it a sixth character in the cabal, the dead end of the American dream from which the situation springs. Below are specific locations in or near town. The main businesses are all outside of town, the world having moved on, edging ever closer to the interstate as if even the buildings want to escape the end times of one of America's first towns.

If you're interested in using *paragon places*, this town is an excellent option. Lockport is literally aligning itself with the paragon of the Ghost Town, one victim at a time. It's currently got an identity of 49% and it's heading on up.

36 RECOVERY CENTER

Located at 36 Main Street, which Mamie considers a sign, this is an open storefront that used to house a business. The floors are hardwood, but battered, and the entire place smells of the coffee constantly brewing, and the nicotine baked into the walls during recovery meetings. The front window and the interior are covered in affirmations, twelve-step lingo, and more esoteric maxims of the occult. You might see a poster saying, "Let go and let God" next to a sign in Latin reading, "Will is the Power to Bend the Real."

CHERYL BATES, HOLYOKE INTERN

Counselor 60%

Cheryl is studying at Mount Holyoke College and she's on a two-semester internship under Mamie Leery. She has access to the college library, inter-library loan, and more importantly, JSTOR and professors. Cheryl is twenty and has a bit of a crush on Danny, though that's professionally forbidden. She also has an on-again, off-again relationship with her psych professor. Perhaps Cheryl studies psychology to focus on other people's issues instead of her own. Perhaps, she thinks she can fix herself. She's in therapy as part of her course requirements. If she knows anything about the occult, it's through hearsay and college séances while high on ganja and she takes all information from the college's *professor of the occult and mythology* with many grains of salt.

KENNEDY HIGH SCHOOL

Formerly known as Grover Cleveland High School, the school was renamed in the wake of JFK's assassination. Names, after all, have power, and Mamie believes the school board knew this even back then, channeling the nation's

THE MAGUS

Appearing on TV, though not in his true form, the Magus is the mastermind behind all events in which the cabal became embroiled. He's responsible for setting into motion pretty much everything that's happened on account of his desire to charge up ley lines and use the east coast as a magickal battery. *His plan is detailed later*. He doesn't have any game stats because he's a remote threat, but you can treat him a lot like a demon:

Urge: Use Magick as a Weapon 65%

Smarter Than You 75%: Evaluates Self, Provides Initiative, Substitutes for Knowledge.

See "The Campaign" on page 9 for the Magus' visionary ley line plan.

tragedy into magickal power — something she disapproves of in this instance.

When Danny graduated, his class comprised 146 seniors. When Sixx graduates in two years, her senior class will only be forty-three. The football field has burnt out lights and the gymnasium floor's varnish is peeling and yellowed. The school, like the town, has seen better days. Some locations of interest within Kennedy High include:

- **James Stokes' Locker:** James hung himself in 1983, long before the town fell on hard times. Ever since then, his locker doesn't open. The janitors have tried to pick the lock and even pry it open to no avail. What's inside? What did James leave behind, and what binds the locker with unnatural forces?
- **Boiler Room:** Kennedy High was built in 1916, old enough to have a boiler room. No lack of stories, some of the Freddy Krueger variety, surround this location. Every Halloween, students gather and perform a séance. Some claim they contact the ghost of James Stokes. Kids say a lot of things, though. Plus, those kids are all E'd out of their minds!
- **Teacher's Lounge:** Nothing fancy, nothing paranormal, but the weariness and idealism of Kennedy High's faculty mingle here in a heady fog of contradiction. Many of the teachers want to leave for better jobs in cities like Springfield or Boston. Others still believe in the kids of Lockport and refuse to abandon them. The coffee is sometimes augmented with Bailey's. PCs can find Mr. Tisdale here when he's not in class or in the boys' locker room making a drug deal.

MR. TISDALE, MATH TEACHER

Loser Math Teacher 45%

Like many real people, John Tisdale is something of a contradiction. On one hand, he loves and is deeply devoted to wife, Lucille. On the other, he was having an affair with one of his students — Mary Rogers.

There wasn't anything remarkable about John Tisdale. He did well at Boston University and went into teaching. He married his college sweetheart and got a job in her hometown of Lockport teaching at the local high school. Years went by. He and Lucille were, if not happy, content. Life wasn't exciting, but it wasn't bad. They talked about moving back to Boston, then Lucille got sick. The doctors could

See page 70 in Book Five: Mine for more about these archetypical locations.

See "Mount Holyoke College" on page 12.



do nothing. They couldn't even identify the illness. John despaired, then some folks came along and told him they could help... for a price. Since then, John's been trading his position for magickal healing. He doesn't know how it works, but Lucille isn't dead. If he has to sell heroin to do that, well, we all make compromises.

Somewhere along the line the stress all got to him, or so he tells himself, and he began having an affair with Mary, a junior in his AP Calculus class. Last week, she was found murdered.

DIXON PROBY, JUNIOR *Affluent 45%, Bored Goth Kid 55%*

The Proby family once owned the mill and a good deal of Lockport. They allegedly came over on the Mayflower, pious aristocrats who'd lost their money and came to the New World for a second shot. Dixon, who doesn't like his name, cares little about any of the family history his parents try to impart. He has money, but he doesn't act like it.

A post-goth, retro-punk, industrial anti-emo, he wears a certain style of black clothes and youthful anger/sulking, though he really leans more New Wave. Dixon likes to be dark because it adds depth. Anyone who is happy can't be very smart, right? Hey, he's sixteen, those Sisters of Mercy MP3s make a lot of sense at that age. Also, his friend Sixx dresses this way and she looks badass.

The truth is, Dixon is just bored. The town is going nowhere, and he feels his life is on the same track. There isn't anything he wants and that, he'll admit in private, is the real great tragedy of his life.

He was best friends with Mary Rogers. She was the only one who knew Dixon is gay. He was the only one who knew she was pregnant... and by who. Now she's dead.

RAIL TUNNEL

Addicts cop and go to this tunnel to shoot up. Beer bottles and McDonald's cups, cans of Meister Brau crushed flat as leaves, and needles, so many needles. The tunnel is dark; moss and ivy hang over the entrances like moth-eaten drapes. Trains come through semi-regularly, all of the freight variety. Some of the local kids train-jump here, but parents warn them to stay away from the junkies. Once in a while, the local police cruise by and the users scatter like shards of breaking glass. Dealers stay away from here.

Back in the '60s, a hippie named George tried drilling a hole in his head to see the truth of the cosmos. It didn't work, and he died. His skull is still down here, covered in mud and leaves. A couple local addicts consider him an oracle, and claim to commune with George when high. Very, very high.

THE OLD MILL

Proby Steelworks was the major employer of Lockport for nearly 100 years before it closed in 1997. After that, the town went downhill fast, but the erosion had already begun as the mill cut back jobs beginning in the late 1980s. Today, most of the steel Proby Steelworks once produced comes from China instead.

The mill is an industrial husk littered with the metal corpses of complex machines gone to time and rust. Chains hang from the ceiling and graffiti covers much of the walls. Homeless addicts sack out here, and Kennedy High students throw the occasional mini-rave. There probably aren't three families in town who don't have members that once worked in the mill.

DEAD MAIN STREET

The businesses are mostly gone, but this street still runs right through the heart of town. Dealers of the lowest rank offer ten-dollar bags of heroin in the few alleys, but are regularly run off by the local cops.

- **Old General Store:** Almost everything you need in short, straight aisles that end in a row of refrigerator cases and a bread rack. The All-Mart has pretty much killed this place though, so a lot of the items for sale have hit their expiry date.
- **Blacksmith's Shop:** A functioning blacksmith still exists in Lockport. The shop dates to the 19th century and has operated off and on for over 120 years. Today, a hipster named Brady Anders runs the place, having moved here from Boston to get "back to the roots of American industry." An artisan, he sells his work, mostly online, to decorators and collectors, and people that have more money than most residents in town.

BRADY ANDERS

Artisan 55%

From the big city, Brady left a lucrative career in arbitrage to become a blacksmith. He also makes vintage denim clothing. The townsfolk mostly don't get him, and some resent the city boy who came to the small town to make a buck on nostalgia and poverty porn. (He includes pictures of the town on his website). Brady is thirty-two years old.

ABIGAIL'S POND

Her name was actually Virginia Wainwright, and the townsfolk drowned her here in 1694 as a witch. A tree hangs over the pond itself, and many mistakenly claim "Abigail" was hung from one of its gnarled branches. A significant charge can be gained from this tree once a year on the day Virginia died. Finding that specific date is another matter.

VIRGINIA "ABIGAIL" WAINWRIGHT, DEMON

Wound Threshold: 50.

Urge: See into the Dark Hearts of Men 60%

Colonial-Era Witch 50%: Cast Rituals, Use Gutter Magick.

Virginia actually wanders the whole town. She isn't bound to the pond, though all amateur necromancers think she is. Her nickname, Abigail, comes from students who read *The Crucible* back in the 1960s at Kennedy High. She saw Mary Rogers' murderer.

Virginia really was a witch. She can use her Colonial-Era Witch identity for rituals and gutter magick like any other reality bruiser or she can play all the usual New England tricks: vanish after stepping back into shadows, throw things around from a distance, sour milk, seduce men and youth. As a *demon*, she can't flip-flop anything and uses her Urge for almost everything else, unless it's an action that doesn't fit, in which case it's a 20%.

ALL-MART

A few miles outside town, the All-Mart is both the primary shopping destination and place of employment for Lockport. In fact, Lockport's economy runs on two engines: this big-box store and drugs. It's not too much of a stretch to say that almost all money in town moves back and forth between these two sources. Like any All-Mart, goods here are super-sized, plentiful, and cheap. They've added security after two attempts to rob the pharmacy of Vicodin, Norco, and Oxy.

Every All-Mart has some sort of food court or eating area. Few, perhaps only this one, have a nigh-permanent charger who uses the place as his office.

MAD WILLIAM

Magick Squatter 55%

Mad William is a daft charger holding court... in the All-Mart food court. It's like a postmodern private eye's office by way of corporatization. Hey, he's nuts, all right? The food court can be whatever the GM wants: a Subway, a Taco Bell, a burger joint favored by Mak Attax. Mad William does favors of an unnatural nature for the store manager and is thus allowed to hang out all day. Sometimes, he raids the aisles for odd combinations of products for the rituals he performs near the All-Mart's dumpster.

His specific supernatural gifts vary based on what you want to establish the food court as, but generally Mad William gets Use Gutter Magick and Casts Rituals. Mad William is a source of wisdom, though most of it is unreliable or terrifyingly idiosyncratic. The GM can always have him dispense an actually relevant clue if the cabal finds themselves stymied.

TRUCK STOP

Located on I-91, the truck stop is the closest most outsiders get to Lockport. Mattis Hoke stops here regularly and hands drugs off to one of Mama Cass' dealers. The restaurant makes great apple pie. Derisively called lot lizards, a few of the town's addicts are sex workers here.

POLICE STATION

The brick building dates back to the 1930s. In the town's heyday, it boasted a couple dozen officers. Now, it's just the sheriff and a few deputies — an underwhelming force to deal with the rampant drugs and drug-related crime in Lockport.

SHERIFF ROY DAVENPORT

Sheriff 60%

A town native, Davenport took over for the previous sheriff who, despairingly, quit as the drug problem mounted. Davenport came in fresh-faced and ready to make a change, but Mama Cass' crew quickly made it clear that it was better to look the other way, take money for doing so, and keep Davenport's wife and newborn safe. Guilt-ridden for some while over this turn of events, Roy has since become comfortable with the extra money and the easy work.

More about demons is revealed on page 106 of Book Two: Run.

FIRST SESSION BREAKDOWN

Possible Milestones:

- Find out that Mary was pregnant when murdered.
- Assemble a list of murder suspects.
- Discover an occult symbol on her forehead and the seeming ritual slaughter.

Mary Rogers was found two days ago floating in Abigail's Pond. The GM might wish to open at her funeral, with the stiff, ice-encased grass and hard, frost-bound ground around her grave as the casket lowers. Lockport is a largely Catholic

town, and a priest conducts the service. If you don't open with the burial, Mamie calls an emergency recovery meeting, as the funeral of a friend could be a major trigger for anyone inclined to use.

Mary was strangled to death and dumped in the pond, but not before her womb and various other internal organs were cut out. It looks ritualistic to those of an occult bent and possibly the work of a serial killer to those otherwise inclined. It'll turn out to be neither — Lucius Cord, enforcer for Mama Cass, murdered Mary.

THE SITUATION

"Americans have no identity, but they do have wonderful teeth."

—Jean Baudrillard

The holidays are over, vanished in a gray opioid haze. No one here in Lockport much noticed. Now, embedded in the frozen beast of a Massachusetts January, the residents of this small town look for anything to warm them. Main Street is closed, a dead museum to the American century. Most of the shops shuttered not long after the mill closed. The population downsized by more than 60% since Ronnie Raygun was in office. A lot of folk here voted Trump if they voted at all, a tiny act of protest against inevitable obsolescence.

Lockport is one of a thousand towns in rural America where the 20th century is remembered as the good old

days, and America is barely recognizable in the 21st. The unemployment rate is triple that of the national average, and hope is a fickle lover that left town two decades back... except for the 36 Recovery Center on Main Street. There, addicts seeking recovery gather to share stories, pain, and the remaining ghost of hope.

Outside the recovery center, the world doesn't feel safe, and it isn't. Lockport is flooded with opioids, both pills and heroin — mostly heroin. An organized criminal group works throughout New England to distribute heroin from the cities to small towns like this one. The 36 Recovery cabal is about to become embroiled deeply in this plague, one that is far more complex, and far more unnatural than they might ever imagine.

HELLOS AND GOODBYES

Everything begins somewhere, usually with the baggage of deep backstory. But narrative rarely begins with backstory. Rather, the best stories dump you in at the deep end, making you ask, "What the hell is going on?" Your first session ought to play like that. Below, you can find some brief background but none of that is available to the PCs in session one. Hell, they might not have unraveled it until session seven or ten or twenty. That's the GM's call, as is pacing and revelation in conjunction with the actions of your players.

But this session, the first session, is more largely directed by you, the GM. The players show up and you thrust them into a curious situation — a member of their recovery group has died. These things happen to addicts, but the girl in question — Mary Rogers — didn't OD. She was murdered. Everyone in the recovery group is upset and, given their overall objective, naturally suspicious that the murder ties into the local drug economy. Everything ties into the local drug economy.

Based on their motives and obsessions, the characters might have the following reasons to investigate Mary's murder:

- **Archie:** His purpose is straightforward, he's already here investigating the deaths of his niece and nephew, and he doesn't believe in coincidence.
- **Mamie:** She's a mother figure and leader for the whole group. This is her flock, and she feels responsible for each and every one of them.

- **Sixx:** She was always shy around Mary because she was secretly in love with her. Now she'll never have the chance to tell her. Maybe finding out who killed her — and why — will bring her some closure.
- **Kimberly:** As a mother, this is the worst nightmare imaginable. The poor girl is dead and not of her own doing. Kimberly wants justice. In the cold, fish-dead eyes of Mary she sees her own kids reflected if this scourge continues.
- **Danny:** A defenseless girl is dead by another's hand. He's dedicated his life, more or less, to fighting for those who cannot fight for themselves.

PUT THEM TOGETHER

While the player characters already know each other from their recovery group, the funeral or recovery meeting is an opportunity to further explore their personalities and relationships. Consider this a cocktail party under the worst circumstances and minus all the chemical additives. Then again, one of the players might decide their character slips and starts using again. Addiction is ever-present in the campaign.

It's possible Archie arrives in town during this first session as the only PC who doesn't yet know the others. This could provide some interesting contrast between the city of Boston and the small town of Lockport.

AN INVESTIGATION

How the PCs go about investigating the murder is up to them, but there are several locations and GMCs listed below that provide clues. *Unknown Armies* isn't necessarily a game about investigation but it's definitely a game about mystery. Don't keep the players from finding things out, but always keep them sniffing around for more once they do.

DIXON PROBY

Much of this session could be spent in search of Dixon Proby. After Mary's murder, he freaked out and went into hiding. He's convinced their math teacher, Mr. Tisdale, killed her because she wouldn't have an abortion. He's also convinced Tisdale knows that Dixon was aware of their affair. Dixon is probably hiding in the old mill. His family owned it, after all. He's wary and pays the junkies to keep an eye out. Catching him there is a difficult proposition. Dixon did know about the affair and that Tisdale was the unborn child's father.

LUCIUS CORD

Cord is the face of Mama Cass' drug operation in Lockport and a few other small towns in the county. He's poorly educated, tough, and sadistic — the perfect muscle. He killed Mary Rogers. He isn't in town now, and tracking him down is difficult. The players may learn that he meets with a trucker twice a month to deliver drugs that said trucker drives down the coast.

THE TRUCK STOP

Cord meets the trucker for the drug handoffs at the truck stop but when the PCs go there, they find either folks ignorant of the whole thing or tight-lipped witnesses who are smart enough not to get involved. Some coercion might get a waitress, chef, or regular to give up the name of the trucker, Mattis Hoke, or a physical description of Cord. No one knows Cord's name, though. Should they ask about Mary, a woman tells them a girl matching her description came asking about where a discreet abortion could be obtained, outside of the local county hospital.

POLICE STATION

The police here didn't have the resources for an autopsy — that was outsourced to Springfield. They do, however, have the report. The murder is described as vicious, possibly occult, and blood tests showed she was pregnant. Sheriff Davenport put it down to a drug-related murder and isn't investigating further. His report does note an "unknown" symbol on her forehead. Davenport is not cooperative.

KNOWLEDGE

Being a small town where the PCs already have connections to some of the GMCs, the GM may decide that some information, in the form of clues, may be available to individual characters. For example, Sixx, who loved Mary from afar, might have noted she spent time after school being tutored in calculus by Mr. Tisdale. Odd, since Mary had an addiction issue and wasn't exactly on track to a college career



THE CAMPAIGN

A little pseudo-historical background serves to set the scene. America has ley lines. While they're far better known in England and Europe, they exist in the New World all the same. Your average member of the occult underground doesn't know about them and probably wouldn't care if they did. Before the white colonizers arrived, indigenous peoples used the ley lines for various kinds of magick, but it wasn't until the English washed up as a blight on the shores of the Americas that anyone tried to do so on a grand scale.

Sir Walter Raleigh, who founded Roanoke, learned about these ley lines from some of the extant works of John Dee and from Native descriptions. He realized a major ley line followed along the coast of the New World and, through sacrifice, he might bind multiple ley lines together into a massive conduit to channel magick. Roanoke was an unfortunate experiment in this sacrifice for power equation, wiped out to form an anchor for Raleigh's occult obsessions. Yet the would-be reality bruiser never got the chance for greater sacrifices and his dream, demented as it was, died with him. Until now.

In the last decade, a clever group of narco-alchemists figured out a way to gain charges from people's addictions. Later, they learned how to get an even bigger charge from an overdose. Somewhere along the line one of them did some reading and came across Raleigh's plan, encoded in journal entries about his failed final trip to the Americas, laid down when he knew his end was near. Point is, these occultists realized that they could gather enough "sacrifices" through overdose victims and tie the whole of the east coast ley lines together into a superhighway of magickal energy. What do they plan to do with it? Who knows? This is a starter kit, not a full campaign. We have to leave something for you to fill out.

The current opioid epidemic isn't the result of this meddling, but the particularly bad mother manifestation of it in the New England area is, in part, their doing. The cabal has no idea this is the case to start. Indeed, even the various tiers of the drug network have little idea. Some know that using generates charges, some suspect something bigger

is going on. Most just want to know what's in it for them. Money and a bit of power slakes most thirsts in impoverished rural America these days. The PCs cotton on to the tip of the iceberg in session one and, through the sessions ahead, draw closer to the truth, or a facsimile thereof. Things get murky in the occult underground, and the clever charger never takes anything at face value. Well, maybe money, but only sometimes.

THE EROSION OF AMERICA'S INDUSTRIAL BASE

One of the main thematic elements of this campaign explores the effects of America's eroded industrial base. The fictional Lockport is a stand-in for a thousand towns which, in the wake of globalization, found their primary means of economic vitality crushed.

It's not a happy scenario, but it's real. *Unknown Armies* is about how people affect the world. At the end of the day, humans are the real prime mover of this universe. The empty shops and boarded-up houses of Lockport are the result of what people have done, nothing more. While magick exists in this world, so too do the banal pitfalls of a world on technological fast forward. As GM, you may want to offer an alternate objective to the cabal — re-establish the economy of Lockport, possibly through heritage tourism. This type of tourism leverages the history of a place to drive tourist dollars. The Alamo and the French Quarter in New Orleans are successful examples. Nostalgia and history are being sold rather than tangible goods, and an idea can bring in a lot more money. Abigail's Pond and the history of Lockport's witch trials could provide a solid base for curious New Englanders with healthy disposable incomes.

This is your brain.
This is your brain in pain.
Any questions?

EARLY SESSIONS

THE MEET-UP

Milestone: Figure out Cord's part in the local occult drug circles.

Mattis Hoke meets with someone who works for Cord. He has heard the name Mama Cass, but only knows whispers and rumors about her, like she's some kind of Keyser Söze.

If the GM wants to ensure some action, Cass didn't trust Cord's flunkie and sends a fulminaturge to watch. He overreacts when he spies the PCs watching the deal. A firefight and exploding gas pumps result.

MATTIS HOKE

Truck Driving Smuggler 55%

Hoke is a strange man, an autodidact who knows something about just about everything. He doesn't seem much like a truck driver. In fact, he went to Stanford for two years before dropping out after an experience with the unnatural. He's driving because it gives him time to think and takes him all over the country. Everywhere he stops, he looks into this so-called occult underground he keeps hearing about.

When he met Cord, who approached him with the drug smuggling proposition, Cord used occult lingo Hoke had heard previously. Hoke is therefore in it not just for the money — which is very good — but the information he might uncover. Besides, he knows trucks will soon drive themselves. The drug business is never likely to be automated. Job security, you know.

Hoke expects Cord and lays over at the truck stop on I-91 (the Heroin Highway) about a week after the first session. However, Cord is dealing with some unpleasantness in Boston and sends someone in his place. The PCs can get information from either Hoke or the surrogate as the GM decides.

JOHN TISDALE

He's cagey, nervous, and sweats like a perp — though Archie might suss it's the affair, his wife, and his career that concerns him. He's actually broken up about Mary, who he maybe loved or at least cared for. His fear overcomes that, however. He's barely holding it together. Tisdale was already a terrible teacher and the recent stress has made him even worse. He also fears people will find out about his heroin dealing. If they do, he's dead, along with his wife and child. Mama Cass doesn't mess about. Still, he has ample motive to have killed Mary.

OFF THE RAILS

Milestone: Learn about the ley lines and some of the history behind them.

Two more overdoses occur, both in the rail tunnel and both within minutes of shooting up. The one survivor says the two victims glowed blue and sparked before they died. The sheriff puts it down to fentanyl mixed with the heroin. The PCs, should they get a sample, discover there's

no fentanyl in the heroin... but there is ash, that of a cremated body.

By this point, the PCs probably figured out that Mama Cass is the head of the drug ring affecting Lockport. She is, but there are people above her, though they are beyond the scope of this starter kit. The only GMC who knows Cass is Cord, and he's a tough bastard. Finding him could well be the PCs next step.

MAD WILLIAM

While more neutral character, his unstable nature could cause him to go off like an unexploded piece of WWII ordnance. He's the local "wise man" when it comes to the occult, though. He believes that Lockport is a hotspot of magickal power and that, somehow, the heroin trade is involved. At the GM's discretion, he might have some inkling about the Heroin Highways (I-91 and I-95) following ley lines. He's heard of Mama Cass, he says. The truth is, the two used to be a couple in the early '90s, having taken a road trip from the east coast all the way to Seattle to attend a mass memorial for Kurt Cobain in 1994. This is where Cass first developed her ley line ideas. William is not willing to share this information unless under duress.

SHERIFF DAVENPORT

By this point, the cabal's snooping has attracted the attention of Mama Cass. Her first inclination is to use the law to dissuade the PCs. By whatever legal means he can, Davenport tries to stymie the investigation. As an example, he might threaten to inform Archie's captain that he's playing cop down here in Lockport while on suspension, or he might intimate he will lean on Kimberly's parole officer and have her sent back to prison.

"ABIGAIL"

It's possible the PCs try to contact Abigail prior to this session. If not, they likely want to contact her by now. After all, her pond was where Mary was found dead. Summoning Abigail is a double-edged sword. After over 300 years of being dead, she is not a friendly demon. No Casper, our Abigail. Far more likely to attack anyone who disturbs her. All she really wants to do now is rip into men's hearts and reveal them to the world.

However, she understands Mary. Like Abigail, the poor girl was murdered as a relative innocent. Sure, Abigail was a witch, but she never hurt anyone. If the PCs can get her to talk, she tells them about Cord and about the ley lines. She knows a few other demons who died at Roanoke, and those demons know they were part of a sacrifice. Of course, being dead, much of the world of the living holds less and less interest for Abigail. Most of what goes on with "breathers" is as ghostly and as removed to her as she is from the living. She may have died as a girl, but she's three centuries old and speaks and acts nothing like a fifteen-year-old. As a demon, she is solely focused on fulfilling her Urge. The PCs can possibly use her, but she will also try to use them.



MID-GAME

LOCKPORT'S MAMA

Milestone: The most important milestone in this session involves some real revelations about Mama Cass. Finally, the cabal is solidly on her trail.

South of Lockport, more overdoses occur. This can be in one or more towns, but they all lie somewhere along the I-91 ley line. There are too many to be mere coincidence.

The cabal knows a fair amount at this point but, like anything involving the occult, more questions than answers have cropped up. The drug trade is clearly connected to the ley lines, and the cabal needs to find out more.

MAD WILLIAM

Mad William hides a conscience somewhere under the grime, selfishness, and calluses. The two overdoses in "Off the Rails" weigh on him, but he isn't ready to go to the confessional box just yet. He does visit the scene of the deaths, leaving some of his handcrafted occult-related knick-knacks where the two victims died. The PCs could reasonably get wind of this, but they must find a way to get William to talk about Mama Cass. That's as much a matter of being persuasive as it is finding a way to compel him.

What does a man like William want, though? He wants a do-over, a mulligan, to be a tabula rasa. Mad William wants his memory wiped. He doesn't want to be William anymore. How the PCs accomplish this, if they can, is not revealed here. It's up to their ingenuity. But, if they can do it, William tells the cabal about Mama Cass.

CORD

Meanwhile, Cord has marching orders to eliminate the cabal. Mama Cass has had enough and worries her superiors may soon discover her growing problem in Lockport. Mama Cass happens to be a haruspex, and the GM can use this to provide reasons for Cass to anticipate the PC's next move. Cord may come alone or backed by some adepts or thugs. Alternatively, Cass might hex the PCs or try to get at them by some remote magick. That's up to the GM.

SHERIFF DAVENPORT

Cass leans on Davenport with all her metaphorical, and considerable physical, weight. He'll arrest one or more members of the cabal in this session on trumped up charges or, quite possibly, for something they've actually done in previous sessions.

HUNTER-GATHERER

Milestone: Find the farm that is Mama Cass' base of operations.

This story largely focuses on finding out where Mama Cass is and what precisely she's doing. As the lead-up to the finale (or at least the "winter finale" as the networks now love to say) it's revelatory, dangerous, and sets up the climax.

CORD

Cord makes his final play, if he's still able. Cass is pissed, and Cord knows her powers can make him not long for this world. He has to stop the cabal at all costs and enlists any aid the GM deems appropriate.

MOUNT HOLYOKE COLLEGE

The cabal may have visited the college before, especially to see the Croatian professor of the occult and mythology. His position on magick is one of half-hearted skepticism. He's got tenure, but going about claiming magick is real isn't good for his position.

PROFESSOR BABIĆ

A student during the Bosnian War, Babić saw war first-hand, becoming a soldier in the Croatian army and committing acts he'd give anything to undo. During the war, while guarding prisoners in one of the concentration camps, he met a woman who was part of the occult underground. She was later executed, but not before she taught him a few things and drew, in her own blood, the future path of his life.

CONFRONTATION

This is it, or it's it for now anyway. The GM can continue the campaign with the Magus as briefly outlined below. This session is probably the climactic confrontation between Mama Cass and the cabal. They PCs might win, lose, or the whole thing could end in a draw. At the very least, they hope to disrupt her operations.

THE MAGUS REVEALED?

This individual is Mama Cass' superior and, even if they stopped her, the Magus is far from beaten. His work on weaponizing the ley lines of the east coast, and perhaps all of America, continues. The cabal may have a conversation with him via the TV, one that ought to leave them unsettled at the least. He's haughty at the same time he's circumspect. The GM needs to convey that he's a smarter, more puissant enemy than Cass.

He finished school, came to America and got a PhD. The relatively small town of Holyoke was a quiet place where he could get away from who he was and focus on forces of the occult which might just give life, especially his own, meaning beyond mere anarchy and blood.

Babić can help the PCs in a variety of ways. In this session, his most useful information involves the role and rituals of haruspices. By reading the entrails of sacrificial animals, a haruspex can also read the future. Just like the dead woman's blood, the blood of a dead animal describes the arc of anyone's life. Sheep are the best animal for such sacrifices, and the professor tells the cabal that any haruspex who practices with regularity would need a steady supply. From there, it's easy to connect the dots — Mama Cass probably lives on a farm where there are sheep and there's only a limited number of those in the area.

TAKING IT FROM HERE

This can be the end of your campaign or the end of the beginning. The Magus' organization is not detailed here. Who knows what its ultimate goals might be? Moreover, while the session breakdowns don't detail it, the looming specter of addiction hangs over every member of the cabal. Some may have slipped along the way. Even with Cass gone, Lockport still has a drug problem. Heroin doesn't stop flowing through the I-91, but the price does go up. It's harder to get, at least for a while. Small victories are sometimes all one can expect when confronting the darker obsessions of humanity.



MAMIE LEERY

Mamie is forty-six years old yet looks more matronly than her years. Comfortably plump, she looks kind, semi-cherubic, her eyes normally bright. She's fond of overly large knit sweaters, mom jeans, and clogs. Her hair is curly, and could usually do with a bit more styling.

Avatar of the Guide 50%*: Casts Rituals, Use Gutter Magick (* obsession identity).

Avenging Soccer Mom 70%*: Coerces Violence, Substitutes for Pursuit, Substitutes for Struggle.

PASSIONS

Fear Stimulus: (Helplessness) Losing a member of her new "family."

Noble Stimulus: Preventing people from experiencing pain.

Rage Stimulus: Victimizers going unpunished.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor __%

Protégé __%

Responsibility Sixx 55%

Wound Threshold: 50.

Possessions: A locket she gave her daughter which was found among the girl's final possessions. Her daughter's diary, which she's pored over. A copy of *Eros and Magic in the Renaissance* by Culianu. The collected notes she made while her mentor explained the occult underground as he understood it (inaccurately). A lock of her daughter's hair, her childhood doll, and a small bag of heroin Mamie plans to use in a ritual.

Important Locations: The rail tunnel where her daughter died and her daughter's grave in the local cemetery. The 36 Recovery Center at 36 Main Street.

Mamie believes it is her purpose in life to rid Lockport's citizens of their addictions. Her mentor, during her studies for her Certified Substance Abuse Counselor verification, turned her on to a few occult ideas. One of those was the Hebraic idea of *Tzadikim Nistarim*: thirty-six people of purity and humility who redeem mankind in the eyes of God and keep the world going. Mamie believes these souls exist and that some of them are in Lockport. She had a vision, you understand.

Mamie Leery also had a pill problem. It started innocently enough with a badly shattered leg. The doctor put her on

Norco followed by OxyContin while she went through a series of surgeries in Springfield, Massachusetts. The surgeons slowly pieced Mamie's leg back together with bone grafts, metal pins, and quite possibly duct tape. She still has a limp. During her long recovery, the Oxy took hold. Long after the pain should have been manageable, Mamie lied to the doctor to get more pills. This is how it begins.

What Mamie didn't know was that her fifteen-year-old daughter was coping from her stash. While Mamie became a pill addict, so did her daughter. Eventually, the supply of legal drugs ran out. The doctor cut her off. By this point, both Mamie and her daughter craved more. Her daughter turned to heroin while Mamie detoxed in a rehab facility up north. With Mamie the center of the family's attention, no one noticed her daughter had slipped into twilight world of junkiedom. No one noticed she was shooting up. One visitors' day at the rehab facility, while Mamie and her husband talked hopefully about her return home, their daughter overdosed and died in the rail tunnel haunted by addicts, ghosts before their death. It broke the family and, in a way, broke Mamie's mind. It opened her to the world of the occult underground.

Her husband split, unable to stay in a town where he saw his daughter's reflection in every dusty shop window. Mamie spent the last year earning her addiction treatment certificate and finding a mentor, fellow addict, and practitioner of (on occasion) genuine magick. This teacher introduced some of the very basic precepts of the occult underground. Mamie's approach to recovery became a blend of twelve-step theory, cognitive behavioral therapy, and that kind of pseudo-magick which is part genuine occultism and part New Age nonsense. She's an avatar of the Guide, though she only suspects that some higher force guides her. She has purpose. Her daughter's death must not be in vain — Mamie came back to Lockport, started 36 Recovery, and vowed to lead others on a different path from her daughter's. In this, mother and daughter, town and America, are redeemed.

AVATAR OF THE GUIDE

Taboos: While the Guide may never walk the path on which they lead others, Mamie is in recovery. However, she also has a deep, core need for revenge. This is not part of the path. While she guides others toward acceptance and positive change, she has hate in her heart which ensures she'll always be what AA calls a "dry drunk." Healing isn't in the cards for her despite her positive outward demeanor.

Symbols: The "Big Book," affirmations, and sayings from various recovery groups.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	2	3	Fitness 55%	Dodge 25%
Isolation	1	3	Status 60%	Pursuit 20%
Self	3	1	Knowledge 50%	Lie 30%
Unnatural	1	0	Notice 60%	Secrecy 20%
Violence	1	1	Connect 60%	Struggle 20%

This archetype is described in full in Book One: Play, starting on page 106.

ARCHIE GROGAN

Forty-five years old and Irish African-American, Archie's face is spotted with freckles, his temples gone gray. He favors an old-style fedora and a trench coat Columbo would find himself at home in. He's habitually got a Lucky Strike hanging from his lip, and his eyes that have seen the bad side of the world once too often.

Cop 70%*: Provides Firearm Attacks, Provides Initiative, Substitutes for Notice (* obsession identity).

Neurophilosophical Thinker 50%: Coerces Connect, Evaluates Self, Substitutes for Knowledge.

PASSIONS

Fear Stimulus: (Helplessness) That nothing he does matters.

Noble Stimulus: People in genuine need of help.

Rage Stimulus: People who get off scot-free as a result of the justice system.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor __%

Protégé His new, young partner 35%

Responsibility __%

Wound Threshold: 50.

Possessions: Beretta Mg, badge, small gold Christian cross on a necklace, copies of *The Origin of Consciousness in the Breakdown of the Bicameral Mind*, *Beyond Good and Evil*, *Darwin's Dangerous Idea*, various works by Thomas Aquinas, *The Name of the Rose*, and several Dennis Lehane novels. Thin Lizzy albums on his phone and vinyl.

Important Locations: South Boston alley where he shot a perp. Lockport Memorial Gardens where his niece and nephew are buried. His sister's home in Lockport and his police precinct in Boston.

Archie makes a distinction between law and justice. The two are sometimes coincident, but rarely. Justice takes precedence. Justice comes from the Bible, from God, and an eye for an eye, not endless bureaucracy and laws that favor those with money. Privileging justice over the law keeps Archie stuck as a detective with no promotion in sight. It also landed him in his current predicament.

A twenty-year veteran of the Boston Police Department, Detective Grogan now finds himself on administrative leave following a questionable shooting. In truth, it was legally a bad kill, but one Archie believes was morally just if not morally imperative. He's got time on his hands and decided to go to Lockport where his sister lives to investigate the overdose deaths of his niece and nephew. Archie doesn't believe in coincidence, and two fatal overdoses in the same family on the same day reeks of something unnatural.

Grogan knows that Boston gangs move heroin to distribution points like Holyoke where they then make their way to smaller towns like Lockport. He blames the gangs but also the pharmaceutical companies and doctors who push opioid pain killers. Once a devout Catholic, Archie has recently had a crisis of faith. The perp he killed in the alley took half a clip to go down and displayed abilities beyond the ken of Archie's beliefs. Archie always knew many things aren't right with the world and now he suspects that this goes deeper than man's original sin.

Archie is a (mostly) functional alcoholic.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	2	1	Fitness 55%	Dodge 25%
Isolation	4	1	Status 45%	Pursuit 35%
Self	2	0	Knowledge 55%	Lie 25%
Unnatural	1	1	Notice 60%	Secrecy 20%
Violence	6	1	Connect 35%	Struggle 55%

DANNY JAYDON

A former Marine, Danny is twenty-seven years old, 6' 1", and 190 pounds of muscle. He's got a bald eagle tattoo on his chest, but it's lost among a host of others. Danny always has bruises and healing lacerations. A permanent scar runs from his shoulder to near his solar plexus from wounds suffered in Afghanistan.

Marine 80%: Provides Firearm Attacks, Provides Wound Threshold, Substitutes for Struggle.

Self-Destructive 40%*: Evaluates Self, Substitutes for Lie, Substitutes for Secrecy (* obsession identity).

PASSIONS

Fear Stimulus: (Helplessness) Ending up like his father and brother.

Noble Stimulus: Defending those who cannot defend themselves.

Rage Stimulus: The strong preying on the weak.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor __%

Protégé __%

Responsibility His brother 70%

Wound Threshold: 80.

Possessions: Purple Heart, Bronze Star, service Beretta M9, M4 assault rifle, a copy of Eugene Sledge's *With the Old Breed at Peleliu and Okinawa*, and a coveted comics collection he tries not to pawn.

Important Locations: The VFW in Holyoke, the VA in Springfield, his home in Lockport, Kandahar (where he was wounded), Baghdad (where a suicide bomber killed two friends), and the underground boxing club in Springfield where he first fought for money.

While Danny cloaks it in patriotism, necessity, defense of his helpless brother, and other screens, he's violent by nature. Even before the Marines, Danny got into a lot of fights and made a lot of trouble. His PTSD has only exacerbated his violent tendencies. Channeling his energy into underground boxing keeps him sane, or in close proximity thereof. Danny's propensity for violence manifests in his proclivity for self-destruction. He won that Bronze Star less for bravery and more for disregard for his own life. Danny's PTSD includes feelings of missing the brotherhood and the violence of war.

Danny's grandfather fought in North Africa and France, his father at Khe Sanh, his brother at Fallujah. Being a soldier was in Danny's blood but, after his brother was horribly wounded in Iraq, his father forbade him from signing up. They'd already lost their mother to cancer, and his father couldn't handle another son coming home in a wheelchair with a traumatic brain injury. Danny spent two years in Holyoke Community College before he disobeyed his father and joined the Marine Corps. He saw four deployments — two in Iraq and two in Afghanistan. In his last deployment he was wounded and rotated home.

Like many vets, Danny came home with PTSD. He also came home with an addiction to pills. The VA was liberal with prescriptions and he rode that for years. Bureaucratic red tape and concomitant delays in getting his prescriptions led him to heroin. The violence he got a taste for in war led him to underground boxing as did his brother's mounting medical expenses. The VA is just too damn slow and his brother needs around-the-clock care. Their father tries, but he leans too heavily on his friend Jim Beam. Danny knows he's an addict and started attending the 36 Recovery Center, but he hasn't quit. Getting the shit beaten out of him twice a week leaves a lot of pain and keeps him using but if he stopped fighting, where would the money come from to supplement his brother's care?

Shock Meter	Hardened	Failed	Abilities	
Helplessness	3	2	Fitness 50%	Dodge 30%
Isolation	2	3	Status 55%	Pursuit 25%
Self	2	3	Knowledge 55%	Lie 25%
Unnatural	1	1	Notice 60%	Secrecy 20%
Violence	8	2	Connect 25%	Struggle 55%

KIMBERLY JEANE

In her mid-twenties, Kimberly Jeane still has the vestiges of high school looks, even after two kids. Her blonde hair is kept cropped short for convenience, and she dresses like she shops exclusively at All-Mart (which she mostly does). She sports prison tattoos from the two years she did in state for dealing.

Avatar of the Mother 40%*: Cast Rituals, Use Gutter Magick (* obsession identity).

Ex-Con 40%: Provides Initiative, Substitutes for Dodge, Substitutes for Struggle.

Hottie 40%: Coerces Helplessness, Coerces Isolation, Substitutes for Lie.

PASSIONS

Fear Stimulus: (Helplessness) Never getting her kids back.

Noble Stimulus: Helping fellow addicts.

Rage Stimulus: Mothers like the one she used to be.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor __%

Protégé __%

Responsibility Her kids 70%

Wound Threshold: 50.

Possessions: A stuffed dinosaur which belongs to her son and a lock of hair from her daughter. A jean jacket with Sharpie sigils and band names all over it and her All-Mart uniform.

Important Locations: The house she used to share with her twin children and husband which she wants to buy back. The park, the 36 Recovery Center, and the local prison where she still visits friends.

Kimberly wants to get her kids back. Her heroin addiction caused the state to take them away. It took over a year for the pain of her loss to penetrate the buffer of drugs before she decided she needed to clean up her act, get straight, and get back the two people who mattered in her life... the two little ones that were her life.

Kimberly got married right after high school. She was a pregnant homecoming queen, but not showing yet. Her husband joined the military and was killed in Iraq. After that, Kimberly became a single mom with twins. With little money coming in, she turned to dealing heroin — everyone was doing it. Unfortunately, Kimberly also upped her using, became an addict, and was busted for dealing.

She spent two years in prison where heroin was no harder to get than on the streets of Lockport. She went through compulsory rehab there, but it didn't take. The loss of her kids made nothing matter anymore. She met another inmate who was part of the occult underground, in for murder but what the woman, Inez, called a "righteous killing." It was there she learned that magick was real and, if she dedicated herself to a certain path, she might get her kids back and be able to give them the life they deserve. Kimberly cleaned up in her last month inside. She's slipped a few times in the year she's been out but has been clean for five months. She's on the path of the Mother, but it's a bumpy road. There's something inside her that won't let go. Occasionally, she longs for her high school days when being pretty and popular were enough. More often, she just longs for her kids.

Learn more
about this
archetype one
page 110 of
Book One:
Play.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	3	2	Fitness 50%	Dodge 30%
Isolation	3	1	Status 50%	Pursuit 30%
Self	2	4	Knowledge 55%	Lie 25%
Unnatural	2	1	Notice 55%	Secrecy 25%
Violence	3	1	Connect 50%	Struggle 30%

SIXX FINNIGAN

A riot of ever-shifting polychrome hair in mushroom cloud topknots, the rest of Sixx's affected look is mostly black. She's all of 5' 3" but has an attitude that makes her seem much larger. She has multiple piercings and cutting scars as well as fading track marks.

Addict 60%: Coerces Self, Substitutes for Lie, Substitutes for Pursuit.

Goth Bookworm 60%*: Casts Rituals, Coerces Isolation, Substitutes for Knowledge (* obsession identity).

PASSIONS

Fear Stimulus: (Isolation) Being left alone forever.

Noble Stimulus: Young people who need looking after.

Rage Stimulus: Discrimination against outsiders enrages her.

RELATIONSHIPS

One is provided; choose two more.

Favorite __%

Guru __%

Mentor Mamie 45%

Protégé __%

Responsibility __%

Wound Threshold: 50.

Possessions: Books, lots and lots of books. An ankh, black clothing, and hair dye. Bauhaus and The Cure on vinyl.

Important Locations: Abigail's Pond, where she goes to read and think and where her friend/unrequited love died.

Sixx reads like a Tyrannosaurus rex eats. Or would have eaten. From theoretical physics to science fiction, she's read more than ten people in ten lifetimes. Some of that involved magick, affirming the power of literature and non-fiction. Sixx is a budding bibliomancer, though she doesn't have the full picture. She will though. It all has to be in a book somewhere, right?

Vacillating between laconic and caustically hurtful, Sixx could be the product of the '90s goth scene rather easily, were she not only sixteen years old. Of course, like the vampires that goths tend to venerate, the scene itself never seems to die. While it's not thriving in Lockport, there are enough disaffected teens to keep its heart beating at the pace of a Peter Murphy song. Sixx adopted the style, the pose, the ennui, and the depression of the scene. The latter two components were already part of her personality.

Sixx doesn't take shit and gets right in your face when necessary. She isn't comfortable with her sexuality because being a lesbian is still a bit of a taboo in her small town. Her parents fight a cold war in the house and Sixx is their Berlin Wall. They acknowledge she's there, but mostly they just ignore her. Sometimes, the war gets hot when her father drinks. Her mother takes the assaults in stride, an act of defiance... or that of a hostage.

As a result of all this, Sixx went inside. She lives largely in her head. She is the smartest person at Kennedy High, including the teachers. Books are her salvation, at least when she isn't using. Worlds exist in books, worlds Sixx knows she'll never see. There is a power there, being able to form images and places and people in anyone's mind with just twenty-six letters and few funny punctuation marks. Sixx can travel from the fall of Constantinople to a dystopian cyberpunk sprawl that never quite was. That's real magick, and she's starting to learn that literally.

Shock Meter	Hardened	Failed	Abilities	
Helplessness	1	3	Fitness 60%	Dodge 20%
Isolation	4	1	Status 45%	Pursuit 35%
Self	1	3	Knowledge 60%	Lie 20%
Unnatural	2	0	Notice 55%	Secrecy 25%
Violence	1	2	Connect 60%	Struggle 20%

Name: **MAMIE LEERY**

Cabal: **36 Recovery Group**

Current Objective: Stop the flow of illegal opioids into Lockport, MA.

Distinguishing Characteristics: Mamie is forty-six years old yet looks more matronly than her years. Comfortably plump, she looks kind, semi-cherubic, her eyes normally bright. She's fond of overly large knit sweaters, mom jeans, and clogs. Her hair is curly, and could usually do with a bit more styling.

RAGE

Victimizers going unpunished.

NOBLE

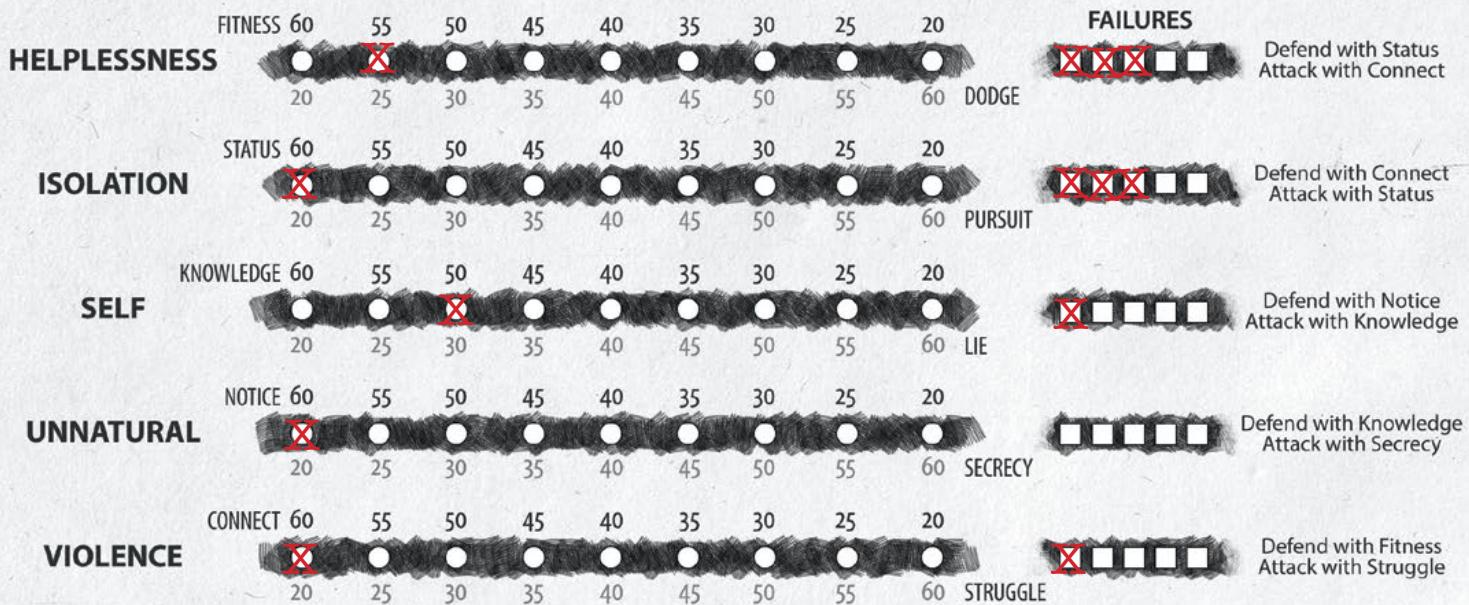
Preventing people from experiencing pain.

FEAR

(Helplessness) Losing a member of her new "family."

Sixx

55 % Protégé (Fitness)



IDENTITIES	
I'm a	AVENGING SOCCER MOM
, of course I can	
70 %	
Substitutes for Ability: Struggle	
Feature:	Coerces Violence
Feature:	Substitutes for Pursuit
I'm a	, of course I can
%	
Substitutes for Ability:	
Feature:	
Feature:	
I'm a	, of course I can
%	
Substitutes for Ability:	
Feature:	
Feature:	
I'm a	, of course I can
%	
Substitutes for Ability:	
Feature:	
Feature:	

WOUND THRESHOLD

50

OBSESSION IDENTITY
00-86

1a. Archetype THE GUIDE

1b. Percentage

50

2. Taboos

Always the one to help others on the journey, never to walk that path herself.

4. Channels

1%–50%: Once a day you can give somebody advice on any subject with a successful roll. If they follow your advice they can flip-flop one of their rolls. See Notes below.

51%–70%:

3. Symbols

The "Big Book," affirmations, and sayings from various recovery groups.

71%–90%:

91%+:

5. Notes

Anyone who has you as their Mentor or Guru relationship (such as Sixx Finnigan) has a special bond with you. Once a day per person you can give them some cryptic advice or guidance and then roll percentile dice; they can use the result of that roll as one of their own rolls later on.

This identity has the Cast Rituals feature.

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Form AVATAR G M5

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MO

MO

MO

MO

MO

MO

MO

Name: **ARCHIE GROGAN**

Cabal: 36 Recovery Group

Current Objective: Stop the flow of illegal opioids into Lockport, MA.

Distinguishing Characteristics: Forty-five years old and Irish African-American, Archie's face is spotted with freckles, his temples gone gray. He favors an old-style fedora and a trench coat Columbo would find himself at home in. He's habitually got a Lucky Strike hanging from his lip, and his eyes that have seen the bad side of the world once too often.

RAGE

People who get off scot-free as a result of the justice system.

NOBLE

People in genuine need of help.

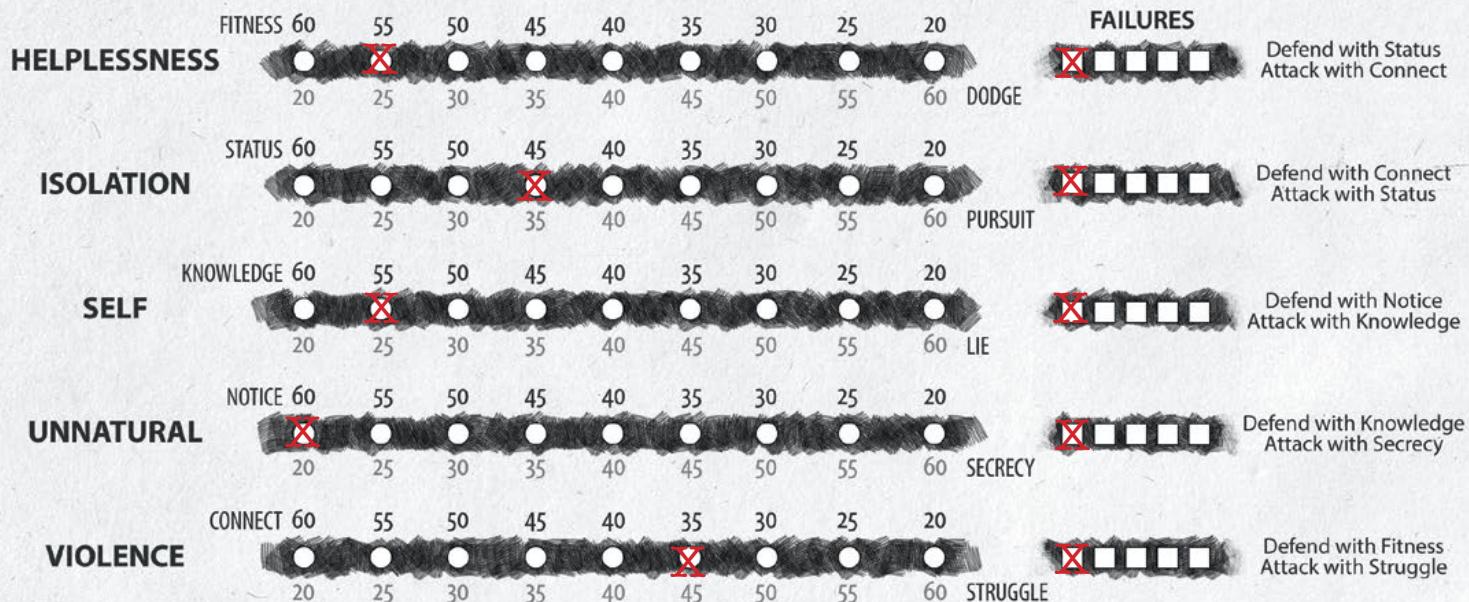
FEAR

(Helplessness) That nothing he does matters.

His new, young partner

35

% Protégé (Fitness)



IDENTITIES

I'm a COP

, of course I can

70 %

Substitutes for Ability: Notice

Feature: Provides Firearm Attacks

Feature: Provides Initiative

I'm a NEUROPHILOSOPHICAL THINKER

, of course I can

50 %

Substitutes for Ability: Knowledge

Feature: Coerces Connect

Feature: Evaluates Self

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

I'm a

, of course I can

%

Substitutes for Ability:

Feature:

Feature:

WOUND THRESHOLD

50

00823

a. Percentage

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1. Supernatural Ability

2a. Vague Specific

2b. Harm Information Protection

3. Influence Versatility

4. Notes

Form **SUPERNATURAL 3**

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Name: **DANNY JAYDON**

Cabal: 36 Recovery Group

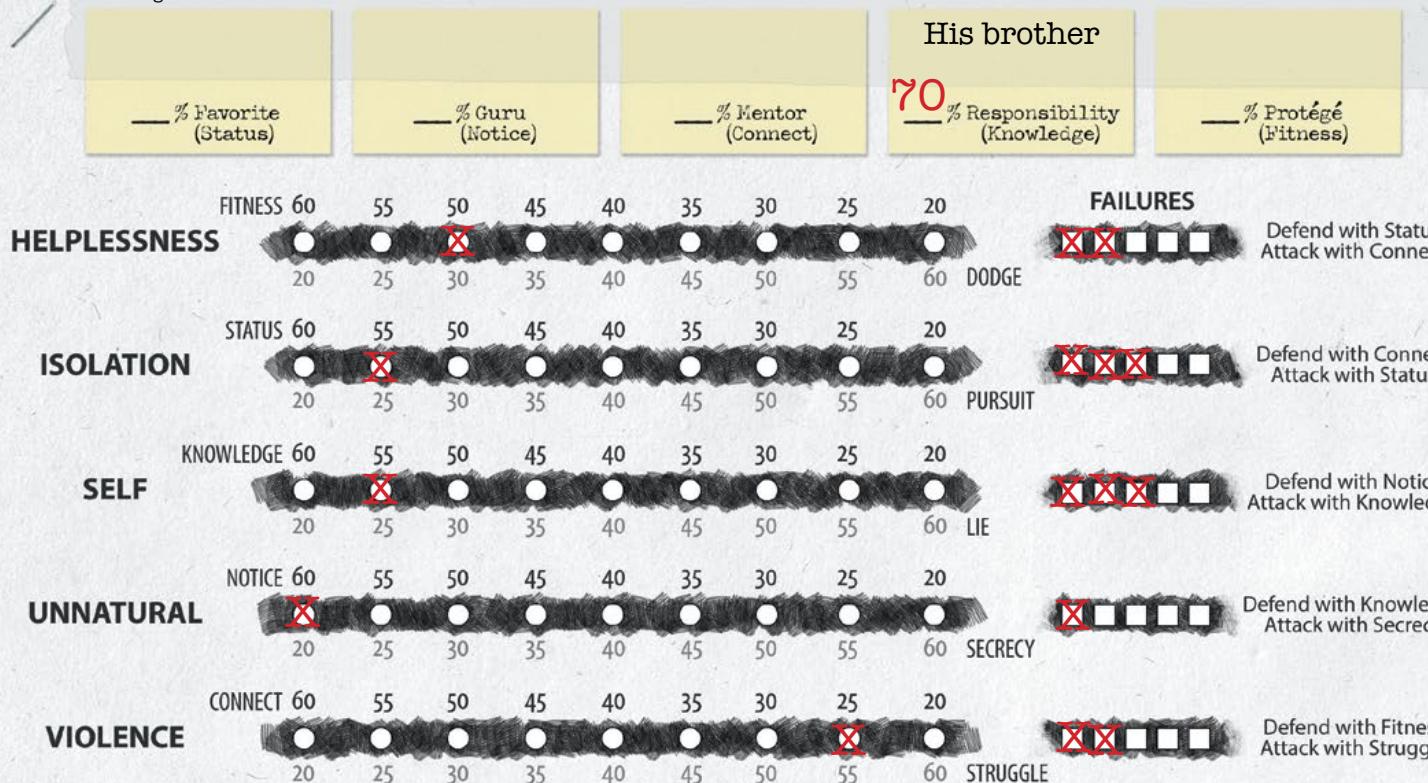
Current Objective: Stop the flow of illegal opioids into Lockport, MA.

Distinguishing Characteristics: A former Marine, Danny is twenty-seven years old, 6' 1", and 190 pounds of muscle. He's got a bald eagle tattoo on his chest, but it's lost among a host of others. Danny always has bruises and healing lacerations. A permanent scar runs from his shoulder to near his solar plexus from wounds suffered in Afghanistan.

RAGE The strong preying on the weak.

NOBLE Defending those who cannot defend themselves.

FEAR (Helplessness) Ending up like his father and brother.



IDENTITIES	
I'm a MARINE	, of course I can
80 %	
Substitutes for Ability: Struggle	
Feature: Provides Firearm Attacks	
Feature: Provides Wound Threshold	
I'm a SELF-DESTRUCTIVE	, of course I can
40 %	
Substitutes for Ability: Lie	
Feature: Substitutes for Secrecy	
Feature: Evaluates Self	
I'm a	, of course I can
%	
Substitutes for Ability:	
Feature:	
Feature:	
I'm a	, of course I can
%	
Substitutes for Ability:	
Feature:	
Feature:	

WOUND THRESHOLD 80

00823	a. Percentage	For Official Use Only ST-0-LZ3
1. Supernatural Ability	2a. <input type="checkbox"/> Vague <input type="checkbox"/> Specific	
	2b. <input type="checkbox"/> Harm <input type="checkbox"/> Information <input type="checkbox"/> Protection	
	3. <input type="checkbox"/> Influence <input type="checkbox"/> Versatility	
4. Notes		

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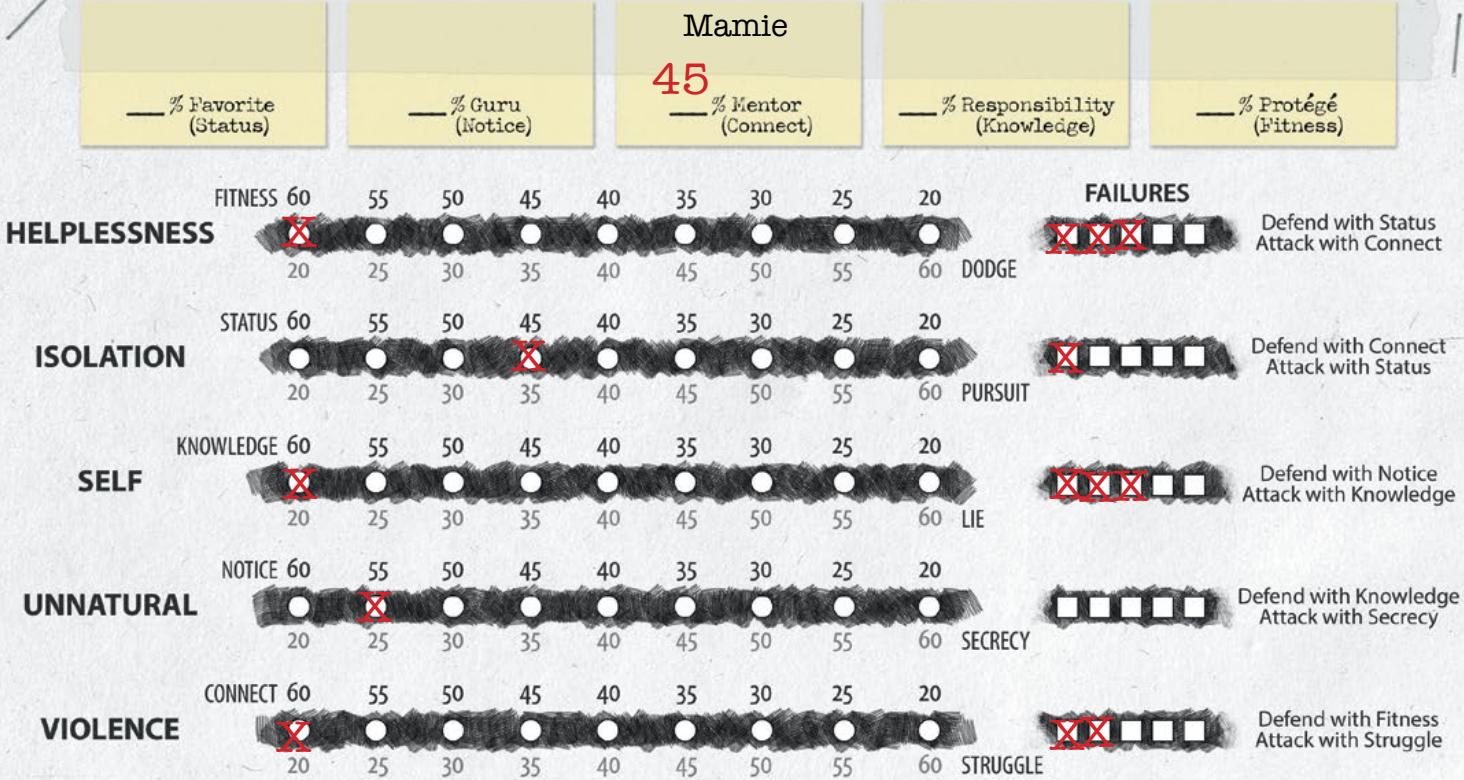
Name: **SIXX FINNIGAN**
 Cabal: 36 Recovery Group
 Current Objective: Stop the flow of illegal opioids into Lockport, MA.

Distinguishing Characteristics: A riot of ever-shifting polychrome hair in mushroom cloud topknots, the rest of Sixx's affected look is mostly black. She's all of 5' 3" but has an attitude that makes her seem much larger. She has multiple piercings and cutting scars as well as fading track marks.

RAGE Discrimination against outsiders enrages her.

NOBLE Young people who need looking after.

FEAR (Isolation) Being left alone forever.



IDENTITIES

I'm a ADDICT	, of course I can	60 %
Substitutes for Ability: Pursuit		
Feature: Coerces Self		
Feature: Substitutes for Lie		
I'm a GOTH BOOKWORM	, of course I can	60 %
Substitutes for Ability: Knowledge		
Feature: Casts Rituals		
Feature: Coerces Isolation	OBSSESSION IDENTITY	
I'm a	, of course I can	%
Substitutes for Ability:		
Feature:		
Feature:		
I'm a	, of course I can	%
Substitutes for Ability:		
Feature:		
Feature:		

WOUND THRESHOLD 50

56070	1a. Adept School	1b. Percentage
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2. Taboos	4c. Effect	
	5a. Spell Name:	5b. Cost:
	5c. Effect	
3. Domain	6a. Spell Name:	6b. Cost:
	6c. Effect	
7a. Minor Charges		
	7b. Significant Charges	
	7c. Major Charges	

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