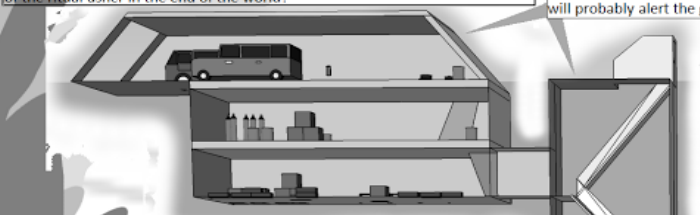


Midnight at Halcyons Coven

Halcyons Coven is an international cult of spiritualists. Their leader, the charismatic **Leonhard Halcyon**, finances this secret installation, located in an abandoned **cold-war era missile silo** with the sale of esoteric literature. Here, under ground, a group of the most **devoted cultists** have entrenched themselves around their leader for the equinox of winter as the cult elders perform a ritual that is supposed to summon **Lucifer himself** into this world. The players, having found out about **Project Dark Messiah**, arrive in the nick of time to stop the ritual from ever being performed but find themselves captured. Can they escape and stop the cult or will the successful performance of the ritual usher in the end of the world?

Both the **garage and the side-entrance** can be used to enter the complex. The garage is secured with an electric garage door. On the inside are a microbus and a jeep used by the cultists to get to the site and back. On the floors below the garage there is a storage area with gas bottles, gasoline barrels, ammunition and **D3 + 2 cultist guards** who will react violently to any intruders or escapees. There are fire-doors in between the entrance-bunker and the stairway-bunker. The side-entrance is secured by a fire-door and there is a tripwire trap igniting a pipe-bomb on the stairs leading down from it. Both entrances are alarm-secured and will summon the cultist guards. Should the guards be summoned to one of the two entrances, they will probably alert the guards in the lobby-floor too.

The central **temple** occupies the upper floor of the former missile-silo proper. An altar and a large banner embroidered with a pentagram are lit by a set of large black candles. The altar is covered with black cloth that is, upon closer inspection, blood-stained. The high ceiling contains the still-working missile hatch that will be opened to the night sky during the ceremony. The **five elders** of the coven, including **Mr. Halcyon himself** are found in this room during the entire adventure, chanting and preparing the reception of their lord Lucifer. The rituals that can be witnessed here if one is sneaky may induce sanity-loss.



The **library** stretches over two floors of the silo and contains volumes on all sorts of arcane and mysterious things. The upper floor contains several reading-desks and the lower floor has several computer work-stations that connect to the local network. Players will encounter **D3 cult scientists** here. A long enough search with appropriate checks in the library may yield spells from the spell-list but reading those particular volumes is definitely harmful for the player characters sanity. Research-notes here connect the longevity of the birth-mother to blood harvested from a vampire.

The **kitchen and mess** floor also serves as a relaxation room. Amongst typical kitchen-stuff and food that can be found here there is a couch-area centered around a large TV. There are **D3 cultist guards** lounging around the room.

The **sleeping quarters** are where most of the cultists live during these last days on earth. There are ten triple-story bunkbeds and a row of lockers containing personal items of cultists, as well as a random primary and two random secondary weapons. Behind a screen wall there are showers and toilet stalls.

The **laboratory** contains chemical, medical, and alchemical equipment for nefarious research-purposes. Characters willing to improvise will find a lot of useful stuff among the apparatus and stored ingredients and chemicals, but searching the place may reveal some minor sanity-reducing horrors such as pickled foeti. There are **D3 cult scientists** here.

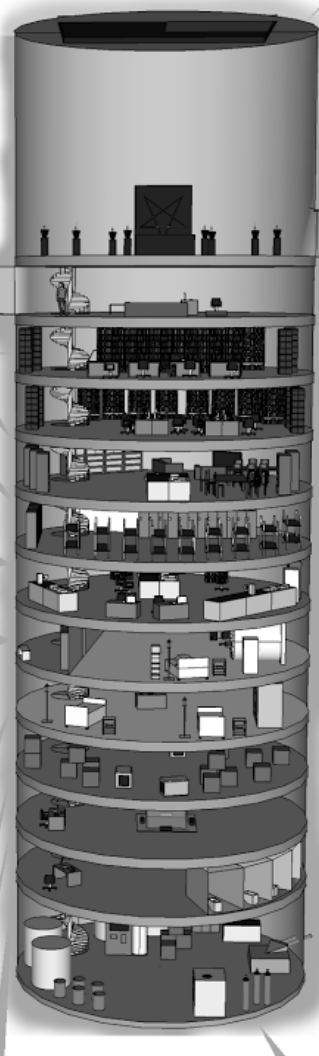
The **Ward** is separated from the staircase-area by a wall of plastic-sheets, outside of which there are lockers with sterile clothes to wear over the regulars, this room full of high-tech medical equipment such as an MRT-machine and other diagnostic tools houses the birth-mother on her bed. The woman has been brain-dead for three years now, being kept alive by the machinery surrounding her, unnaturally pregnant for all this time. She has been kept alive by a combination of medical science and arcane magic including the use of vampire-tissue transplantations and her womb has swollen to disturbing proportions in order to contain the body of a three-year old child-demon. There are **two cult guards** and **two cult scientists** here, guarding her and the creature growing in her huge womb with their lives. The scenery may induce a hit on an unprepared intruders sanity.

The **draining room** contains a few hospital-beds but with far less care for cleanliness or order in comparison with the birthmothers ward. This place is used to drain blood from prisoners, both to feed the vampire prisoner and to keep the birthmother alive by injecting her with red blood cells. Player characters who have been here will find the place icky at best, sanity-reducing at worst. There is a fridge full of blood-packages here, as well as some medical equipment to be found lying around.

The **storage area** contains not only boxes full of food and sanitary supplies, but also contains holding live cats and chicken for sacrificial purposes upstairs. Intrepid investigators may find themselves some random primary and secondary weaponry in here, should they spend time to search.

Vampire Containment Room: This entire floor is well lit and, besides a desk where a **single cultist guard** is stationed and the containment chamber in the middle, empty. The containment chamber is a box with sides of bullet-proof glass and a roof and floor of hardened steel. Around the base and top of the overhanging floor and roof are strong lights shining into the chamber from four directions, preventing its occupant, **Svenja Magnusson**, to change into her shadow-form to escape through the glass. The cultist here is on the edge, being somewhat afraid of the half-starved supernatural monstrosity he is guarding, whilst Ms. Magnusson is currently somewhat passive, as she is very thirsty and has tried escaping in vein often enough.

Players start out in the **cells** as prisoners, each in their individual cell, each having been bled one or two times prior, each half-starved and desperate. **Richard Hendry** is in one of the nine cells, each of which is equipped with a toilet that also serves as a sink where the prisoners may drink. The cell walls are made of sheet-metal and can be dented but not breached with bare-handed force. The cell doors are regular fire-doors as one would find in any warehouse or office-building. As the players start here, getting out is the first obstacle although one of them may have prepared something before the adventure proper starts. There is **one cultist guard** sitting at a desk here, perhaps reading a book and waiting for something to happen. A group starting here has the advantage that they have seen much of the facility on the way down but have the disadvantage of not having any real equipment to start with.



The **house** is a generic home trying hard to look inconspicuous somewhere in the middle of nowhere, with a basement entrance to the bunker system. There are **D3 + 1 cultist guards** just hanging out.

The **lobby** is where visiting cultists would be greeted. Today it's manned by **two cultist guards**, playing solitaire on the computer at the security desk. The guards have a live camera-feed from the house and both other bunker-entrances but are unattentive and will only glance at the feed-windows from time to time. The computer connects to the local intranet and there is a couch.

TimeLine
This is what happens if the player characters do not interfere. The cultists will attempt to keep this timeline from straying to much off course.

- 22:00 The adventure starts. Players may start their escape attempt down in the cell level, as the guard down there nears the end of their shift, making them unattentive.
- 22:05 The cult leadership gathers in the temple and starts preparing the rituals for the night, lighting the candles and all that. Some cultists in the recreation-area are watching TV.
- 22:15 The guards in both the cell level and the vampire containment room get relieved by other guards from the quarters-level.
- 22:25 The cult leadership starts their incantations in the temple.
- 22:45 Something happens to the birthmother as her life-signs change drastically. The scientists in the room get frantic, someone is sent to get some blood-packages from the draining station.
- 22:50 The cult leaders start calling out to their dark lord, the birthmother breathes a last, shuddering breath as her life-signs fade.
- 23:05 The cultists that don't have any specific guard-duty to do start converging towards the temple-room to join the final ceremony.
- 23:30 The missile hatch above the temple room is opened to the stars as the ceremony nears its peak. The child in the birthmothers corpse starts to stir more and more violently.
- 23:50 The child breaks out of its mothers womb, spilling blood and entrails over the bed and ward floor. Any scientists there will try to flee now. Cultists start abandoning their posts to get to the temple.
- 23:55 The bloodsoaked demon-child is ascending the stairs towards the temple where the cult elders and their flock are chanting and preparing to sacrifice one of their prisoners or, lacking that, one of their own on the altar.
- 24:00 The child reaches the altar and performs the blood-sacrifice. The sky turns from black into dark red and the world ends.

The **utilities basement** is a vital part of the silos infrastructure. There are large oil-tanks and gas-bottles here. There is an oil-based central heater, a central air-conditioning system running through the entire complex, and even a power-generator supplying the entire thing with electricity. Taking out any of these would put a serious hamper on the cults plans, although the temple chamber is lit by candles...

Enemies to be encountered

Cultist Guards are men and women enthralled by the teachings of cult leader Halcyon. They aren't really trained to fight but make up for that with fanaticism and vigor. Each of them carries a **random primary** and a **random secondary weapon** and is protected by a **gas-mask** and a **light ballistic vest**.

Cult Scientists have been hired to study and advance the Dark Messiah project. They usually only carry a **random primary weapon** they aren't even trained with and can indeed be negotiated with, as they lack the fanatical devotion to Halcyon that the guards have.

Cult Elders, including Mr. Halcyon himself form the leadership of the coven and perform ceremonies within it. Although they do carry **scrificial knives** they will turn on an intruder, they prefer using **magic**: Each of them has access to **D3 random spells** and they won't hesitate to use them.

The **Child** is physically a toddler but has the mind of a demon from the inner circles of hell. While it is **unusually strong**, it's not faster than a regular toddler would be but, whilst speaking ancient words in a much-to-low voice it will use **magic** against all that do not bow down before its power: It can freely employ **all the spells** from the spell list.

Non Player Characters (who aren't evil cultists) to talk to

Richard Hendry – a former cult-member who has come clean and tried to flee. He got caught and now occupies one of the cells in the prison-block. Malnourished, tortured and nearly bled to death he is weak but players willing to help him get out of here alive will find him to be a wellspring of information on the complex and its occupants as he has lots of inside information. He has a **shiv** made from half a pair of scissors and some cloth (counts as a knife).

Svenja Magnusson – a female vampire who got caught up with the coven only for them to turn on her and locking her up in a box to perform hideous experiments on her. She is nearly impossible to kill, **inhumanly strong** and can **turn into a shadow**. Should the players free her she will rampage her way to the nearest exit, killing all who stand in her way. She can be talked to and parlayed with but is in dire need of fresh blood, half-mad from starvation. Use her as a wild-card option during the escape.

Burt Parker – an old park ranger who got the player characters across the fence surrounding the silo property. He may show up to the rescue if things do go bad, but he is just an old guy with a rifle and he is definitely not ready for anything supernatural going down. Will contact federal authorities if radioed to do so but that will take a day to have any effect. Parker carries a **shotgun** and a **revolver** and should be able to handle himself with both of them.

Weapons to be employed

Primary Weapons:

1. **Knife** – Just a blade. Maybe a combat knife, maybe one of the kitchen-variety or a box cutter.
2. **Nightstick** – a baton that can retract into the handle. Brutal if used with enough strength.
3. **Pepperspray** – Stings in the eyes unless you wear a gasmask...
4. **Taser** – a small device used to deliver electric shocks. Not deadly but painful and stunning.
5. **Revolver** – a snub-nosed handgun with five shots. Not to great a range but lethal up close.
6. **Brass Knuckles** – makes a deadly weapon out of a human fist but lacks any range.

Secondary Weapons:

1. **Fire Axe** – Designed to break down doors, this impressive tool can hack people to pieces.
2. **Automatic** – A large caliber handgun with a ten-round magazine. Fast and deadly.
3. **Shotgun** – A pump-action shotgun that holds five shells. A bit unwieldy but very lethal.
4. **Carbine** – A small caliber rifle fed with 15-round magazines. Fires semi-auto, at least.
5. **Submachinegun** – thirty rounds that can be fired in three seconds – good for those who can't aim.
6. **Gas Grenade** – a tear-gas canister. Not good for all situations but works well in those where it is.

Spells to be researched and cast

1. **Asags Affect** – whoever is affected by this spell will lose all impulse control, fall into a frothing rage and attack anyone close by, be they friends or enemy, until the spell loses its control or the victim is subdued.
2. **Edimmu Ambers** – the victim feels little sparks of pain all over their skin, inflicting enough psychological trauma for most people to be completely immobilized and cramping on the floor.
3. **Lucifers Flame** – the caster sets their target ablaze, flames from hell itself engulfing an object or person, setting them alight. Being on fire is, of course, a problem for the victim but can also pose a threat to the caster themselves in an indoor-environment...
4. **Eye of the Abyss** – the victim is made to see into the depths of the Abyss itself, losing sanity and self-control in the process. Anyone afflicted by this spell will be mortified and either flee to any random place in panic or start breaking down sobbing.
5. **Shedu Thrust** – the caster thrusts out their hands and pushes something from across a gap of several meters as if it were shoved with superhuman strength. Tossing another person into a wall like this is like being hit by a car...
6. **Erras Affliction** – the victim feels a growing sickness in their stomach until they start retching and vomiting uncontrolledly. A failure of self-control in this situation may lead to actually puking out ones organs...