

Cloning represents a very clear, powerful, and immediate example in which we are in danger of turning procreation into manufacture.

-Leon Kass

# COLLECTION OF HORRORS

## DEAD TO ME

A Storytelling Adventure System  
anthology for Hunter: The Vigil

WHITE WOLF PUBLISHING, INC.  
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# Dead to Me

MENTAL ••

PHYSICAL -

SOCIAL -

## Overview

The events that take place in **Dead to Me** can be run as an interlude in an ongoing chronicle to reinforce just how twisted the things that lurk in the shadows can be, or they can be tied into other events in the chronicle to present a seamless whole. However, **Dead to Me** works best when the events occur out of the blue.

**Dead to Me** is about a cell of Aegis Kai Doru hunters known as the Doctors that have been driven insane by a powerful and insidious Relic. The players' cell stumbles across the remains of a neatly dissected corpse which looks identical to one of the cell's hunters. Additionally, the corpse hasn't begun to show any signs of decomposition, and the corpse's blood, tissue and organs all remain stubbornly in place.

You will need to choose which character the Doctors have cloned. The events in this scene can occur anytime after that character has left DNA-rich material behind, such as blood spilled during a fight, a used water bottle tossed aside or even a hairbrush discarded in the character's trash.

### RELIC: PROMETHEUS' BLOOD (•••••)

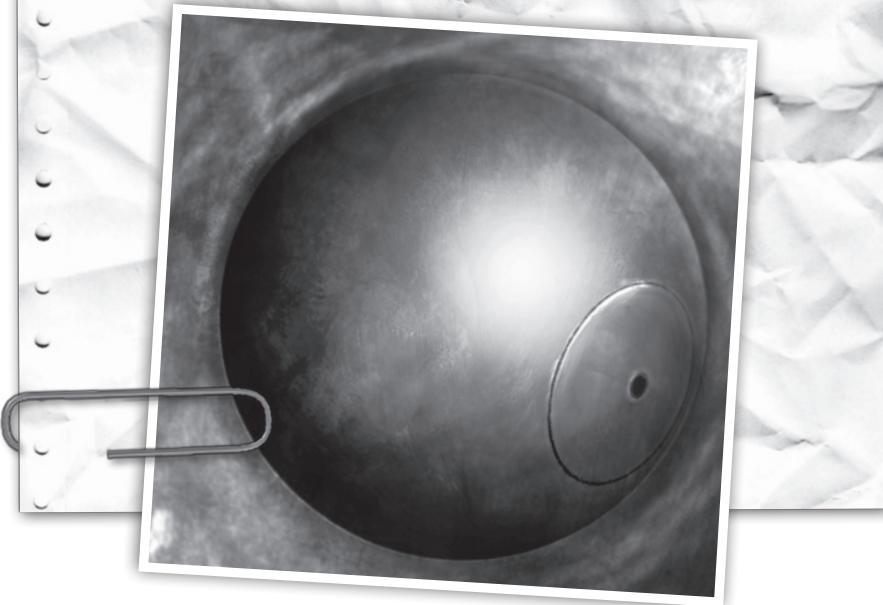
The Doctors' Relic is a silver disk about six inches in diameter and two inches thick; the exact number of "drops" of Prometheus' Blood in existence is unknown, but the Doctors have at least a handful of them. Legend claim that they are drops of the mythical Prometheus' blood, baked in the sun on the mountain of his imprisonment.

**Cost:** None.

**Benefits:** The first is a form of regeneration. When the Relic is placed flat against the abdomen of a living person, it slides through flesh with ease and leaves no trace of its passing. Once inside the body, the Blood begins to go to work, altering the living flesh, organs and blood of the person. Any character with Prometheus' Blood inside her is immune to disease, poison and infection as long as the Relic remains inside her (though she still ages normally). Additionally, once per scene, the character can spend a point of Willpower as an instant action to downgrade all of her lethal wounds to bashing damage. Removal of the Relic from a body results in instant death.

The second is the ability to grow clones. When the Blood is placed in a solution containing enough DNA and the proper ritual is performed, the Relic will use its regenerative powers to restore a full body from the genetic material. This regrowth process takes several weeks and can be stopped by removing the Relic from the biological matter.

Finally, the Blood causes all organs and bodily fluids to remain in stasis when its host body is killed. This allows organs to be transplanted as if they were from a fresh cadaver, regardless of how long the individual has been dead.



## Description

The nude body is your mirror image. Someone or something has split the corpse right down the center, with a degree of precision that seems almost inhuman. The cadaver's contents have remained precisely in place in an apparent defiance of gravity. Blood, tissue and internal organs glisten like some kind of macabre anatomical cornucopia.

# Storyteller Goals

Ensure the discovery of Prometheus's Blood. Play up the horror of discovering your own corpse (or that of your friend).

After the characters have investigated the scene and the corpse, they need to decide what to do with the body. Leaving the body for others to find risks bringing others into the picture (like the police) that are apt to ask questions to which the characters don't have answers. Moving the body comes with its own set of problems, particularly the possibility of witnesses that saw the characters transporting a corpse. You can make the process of dealing with the corpse as difficult or as easy as you like, but keep in mind that the removal of the Relic from the corpse causes it to gush blood and gore all over the place, which will make cleanup more challenging.

## Character Goals

Learn as much as possible about the body and decide what to do with it.

### Actions

#### Examine the Body

**Dice Pool:** Intelligence + Medicine

**Action:** Extended.

The target number of the extended action is 10 and each roll is equal to five minutes worth of observation.

**Hindrances:** The characters are disturbed or nauseated by the corpse (-2)

**Help:** Body is thoroughly examined, including an analysis of the stomach contents or an autopsy (+2)

#### Roll Results

**Dramatic Failure:** Prometheus' Blood is dislodged from the stomach, but no one notices as the body collapses into a bloody mess. Further examination of the remains may still reveal the presence of the Relic.

**Failure:** No useful information is found.

**Success:** Success on the extended roll will reveal the presence of a silver object in the abdominal cavity (Prometheus' Blood). If the Relic is discovered and removed, the force that held the insides of the corpse in place will dissipate and the body will implode into a mess of blood and displaced organs.

For the character the corpse is a clone of, success reveals that the body is a near-perfect copy of her, but is missing the marks that come with life. It has no scars, calluses, piercing holes or tattoos.

**Exceptional Success:** No benefit beyond number of successes gained toward target number.

## Crime Scene Investigation

**Dice Pool:** Wits + Investigation

**Action:** Instant

The body is likely to be found in an alley, behind a dumpster or some other out-of-the-way area that would have allowed the Doctors plenty of cover when they made the dump.

**Hindrances:** Discovered body at night (-2)

**Help:** Crime scene investigated under optimal conditions (plenty of light, little foot traffic to disturb scene) (+2)

#### Roll Results

**Dramatic Failure:** While poking around, the character accidentally cuts herself on a shard of broken glass or a discarded needle, taking one point of lethal damage.

**Failure:** No useful information is gained.

**Success:** The character finds a number of human-looking barefoot footprints in the area that don't match those of the corpse.

**Exceptional Success:** As well as the above information, the character can determine the footprints were made by three separate individuals.

## Consequences

If the characters either choose to leave the corpse or make a poor effort at cleanup, it's entirely probable that the scene will be noticed by the police or reported by a nosy neighbor. Any evidence left by the characters at the scene could bring the police to the characters' doors.

Members of Aegis Kai Doru that turn over their findings to their superiors in the conspiracy are likely to be contacted to provide a more in-depth report of their discovery. A conspiracy operative might recognize the description of Prometheus' Blood, and will ask for the Aegis Kai Doru property to be returned. Even if none of the characters have dealings with the Guardians, it's entirely feasible for either that conspiracy or the Cheiron Group to somehow learn of the incident and become interested.

If the characters obtain the Relic and either retain it or hand it over to one of the conspiracies, they'll likely want to find out what it is and what it does. Some intensive internet research (possibly aided by an anonymous tip) will eventually lead them to a website with what seems to be some relevant information, buried in a flood of paranoid ramblings and bad grammar. The website and the locations described could become the focus of a continuing chronicle. Perhaps people that live near the locations indicated begin to disappear or complain of hearing strange noises in the night. Maybe relevant files vanish from police records and show up in the cell's mailbox with no return address and no way to trace the package's origins. Feel free to use the website in whatever way works best with your chronicle and your players' style.

## The Doctors, Bizarre Scientists

**Quotes:** *(a throbbing buzz reverberates in your mind)*

*(heard telepathically) "You are too limited to understand the answers to your questions."*

*(heard telepathically) "You are but another obstacle for us to overcome."*

**Virtue:** Faith. Previous errors can be overcome through the application of vigorous scientific method.

**Vice:** Gluttony. Lesser beings must be sacrificed to realize our full potential.

**Background:** In 1931, the Aegis Kai Doru cell that would become the Doctors unearthed Prometheus' Blood at the base of Mt. Kilimanjaro. Even after years of research and experimentation on animals, the powers-that-be in the conspiracy still wouldn't



give the cell permission to implant and use the Relic, so they went rogue. The cell stole Prometheus' Blood from its keepers and proceeded to implant the Relic into their own bodies. The effects were both more and less than the cell had hoped. Though they did become functionally immortal, their bodies still aged and they were trapped in the decaying shells. Over time, their mental faculties increased, unlocking dormant psychic powers. It's not clear whether this is a side effect from Prometheus' Blood or due to their regular exposure to a variety of unusual artifacts during their time in Aegis Kai Doru.

The Doctors believe they can find the cure to their ailment by experimenting on others, and they haven't been dissuaded from this notion by the failures of decades. Somewhere along the way, they stopped making progress but continued with their experiments out of habit and hubris, reassuring themselves about the importance of their work. More recently, the Doctors have reverse-engineered the ritual that allows the Relic to grow new bodies from samples. They experimented with the clones in the hope that they might be able to transfer their own minds to the new bodies. So far their experiments haven't been successful, but it's easier to create a clone and experiment on it than to abduct a person off the streets. When a clone dies, which the Doctors try to keep from happening for as long as possible, they dump it in a convenient alley or concealed location.

**Description:** Old age has affected the Doctors. They've become shorter, thinner and lost most of their body hair. Thanks to the Prometheus' Blood regulating their systems, though, they haven't become ill or suffered a decrease in mental capacity. The Doctor's skin has taken on a bizarre silvery color as a result of both their extremely advanced age and the effects of the Relic on their systems. In poor light it would be easy to assume the Doctors were alien creatures: their slim physique, proportionally larger heads and their gray skin all combine to form a picture of something that appears not-quite-human. With modesty lost to the ravages of time, the Doctors frequently don't bother with clothing, finding they are more comfortable in a natural state.

**Storytelling Hints:** Hardened by years of committing atrocities, the Doctors have become coldly, clinical in their dealings with others. None of them retain much in the way of actual emotion and every move they make is done with a mechanical precision.

# COLLECTION OF HORRORS

The Doctors genuinely believe their lives are more valuable than the lives of those they experiment on. The Doctors realize they can still be killed even if they can't die from other causes. In light of this, they don't take any unnecessary risks, and seek to flee from potentially violent situations rather than standing their ground.



## HUNTER THE VIGIL

Name: The Doctors      Virtue: Faith  
Concept: Bizarre Scientists      Vice: Gluttony

Profession: Compact:  
Conspiracy:

Intelligence	●●●●	Strength	●○○○○	Presence	●●●○○
Wits	●●○○○	Dexterity	●●●●	Manipulation	●●○○○
Resolve	●●●●○	Stamina	●○○○○	Composure	●●●●○

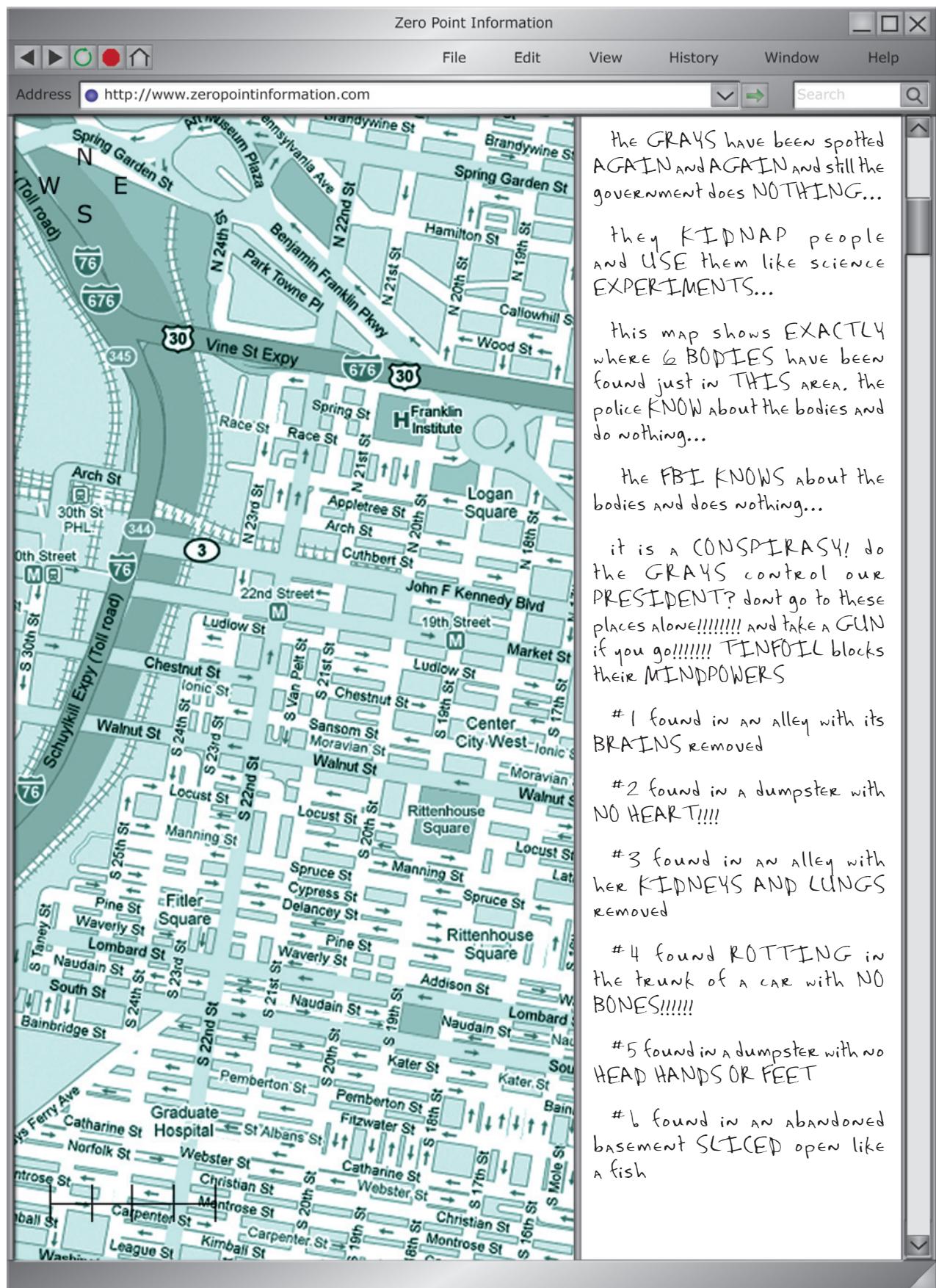
SKILLS	MERITS	HEALTH
<input type="checkbox"/> Academics	●●●●	Eidetic Memory
<input type="checkbox"/> Computer	●●●○○	Encyclopedic
<input type="checkbox"/> Crafts	●●●○○	Knowledge
<input type="checkbox"/> Investigation	●●●●○	Meditative Mind
	Medicine	●○○○○
<input type="checkbox"/> (Surgery)	●●●●○	Relic
<input type="checkbox"/> Occult	●●●●○	(Prometheus' Blood)
	00000	00000
	Science	00000
<input type="checkbox"/> (Physiology)	●●●●○	00000
<input type="checkbox"/> Brawl	●○○○○	00000
<input type="checkbox"/> Drive	●○○○○	00000
<input type="checkbox"/> Firearms	●○○○○	00000
<input type="checkbox"/> Larceny	●●●●○	00000
<input type="checkbox"/> Stealth	●●●●○	00000
	Weaponry	00000
<input type="checkbox"/> (Improvised)	●●○○○	
<input type="checkbox"/> Intimidation	●●○○○	Morality 1
<input type="checkbox"/> Streetwise	●●○○○	Size 5
	00000	Speed 7
	00000	Defense 1
	00000	Initiative Mod 9
	00000	Armor

### NOTES

Dread Powers:  
Agonize 2, Hypnotism 5, Telepathy (see Notes)

Notes: The Doctors rarely communicate using verbal sound, instead preferring to communicate directly mind-to-mind via telepathy. Targets "hear" the Doctors as though they were speaking at a conversational volume. Unwilling targets can block the telepathy for one scene by spending a point of Willpower.

# COLLECTION OF HORRORS



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