



une vie de Chien

Dog's Life - une vie de chien

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I SYNOPSIS:

A group of Conjurers manipulate the PCs with magic in order to make them commit horrible things on homeless people (hobos, junkies, runaway children...). These gruesome scenes are recorded by the PCs and supply the Snuff movie market. Of course, the unwilling PCs will realize, little by little, that something wrong happened to them and that they're involved in people's disappearance. A time trial begins in order to prove their innocence.

PRELIMINARY INFORMATION:

1. This document is the first part of the story. The PCs have to understand why they are wanted by the police, how those people are abducted and who is responsible for those horrible tapes!

The second part isn't included in this document but isn't needed to play this adventure. This 2nd part consists of exploring the legends & myths surrounding these snuff movies and discovering who is behind this project.

As I said, don't worry, this first part is sufficient and autonomous.

2. This adventure is conceived on the fact that PCs are homeless people. However you can play these events with your usual PCs but in this case you'll have to adapt some details and explain why the Conjurers have chosen the PCs as puppets instead of homeless people? Furthermore if your PCs aren't hobos, junkies,

¹ <http://marjoriecarmona.deviantart.com/gallery/>

prostitutes... They'll certainly have more resources to investigate, but on the other hand won't be welcome in many places of this adventure.

3. Finally, we use the term tape, but it could be recorded on DVD or memory card too. Just adapt the technologies according to epoch (90's, 2000's or 2010's). That's just a detail, but be logical.

II APOS

THE CONJURERS: In this first part they will not interfere directly, only through their "puppets" or servants. Their goal is simple: As many occult groups they seek more knowledge, power and influence. A small number of them are Passions sorcerers (at least one by player). They have signed a pact with a minion of Gamaliel: in exchange of perversions and soul damnations, this minion keeps imprisoned some souls in Inferno for the cabal. When the cabal's plan comes to fruition the Minion will have to liberate those souls and the conjurers will be able to fuel a big ceremony. Knowing if the Minion will keep his part of the bargain is another story that has no impact on this first adventure...

In fact, the victims murdered are offered to Gamaliel while the souls of the tape's spectators are trapped in Inferno for the Cabal.

THEIR METHODS: To achieve their mission, the Cabal casts the spell "master & slave" in order to possess homeless². Then they manipulate those flesh-dolls to seek new victims (only others wretch peoples: vagrants, hobos,

prostitutes, runaway children, junkies...), kidnap then torture & even rape him or her. Of course, they don't kidnap too many peoples in the same district, they periodically change districts and time to time even stalk in other cities...

Furthermore, they have an agent who's working in a homeless center /community center. His mission is to seek a potential new victim and collect his/her hair on his bed, as component of the spell.

He also buys video recording and BDSM/torture equipment then drops this equipment in the "Old Jameson House".

Finally, he has hired a gang to watch over the old House where the tapes are recorded.

NOTE: You have to choose if this agent has supernatural abilities or not... For ourselves, we consider that he has no such abilities.

NOTE: In order to confuse the trails the cabal possesses other people, so the PCs aren't the only ones. In order to concentrate the action on the same few places, consider that (in this town) they always do their horrendous deeds in the "Old Jameson house" and kidnap homeless people from the same shelter.

GEBURAH'S LICTOR: this lictor is in charge of a police station which is (by chance!) responsible of the district where the kidnappings are reported. He knows about an obscure rumor concerning snuff video tapes but he doesn't have enough clues to build a strong theory. Furthermore, to him, those rumors and those kidnappings aren't related. However his instinct push him to investigate the case deeper.

As he has other problems he will certainly force the PCs to investigate for him as they seem totally bogged down in

² If the PCs aren't homeless, it's up to you to adapt this scenario. But don't worry it isn't a big deal... Up to now, I'll write this adventure as if your players impersonate Homeless characters.

this story. If they are not guilty then they'll have to prove it! If the PCs find evidence of an occult plot he will become "friendly" and help them. As he is in war against other Lictors or Fallen Angel's minions he won't implicate himself too much but he still could help them.

In fact, his presence is a tool to the GM: His main role is to frighten the players and make them investigate. It's only if they find evidence of occult activities that he could become really interested in those events and so... will help the PC's. He doesn't care about the disappearances of homeless people.

III IMPORTANT PLACES:

THE SHELTER/CRACK-HOUSE:



It's an old abandoned building where the homeless and penniless live with runaway children and junkies. It's the PCs' home.

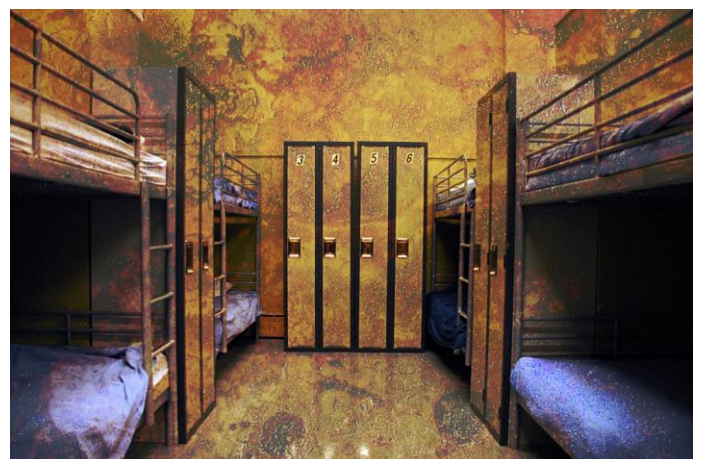
THE COMMUNITY CENTER:

This center is placed near the shelter and two to three blocks away from the Jamesons' house. It receives and hosts homeless peoples for the night in exchange of a really low and symbolically cost. Here, the street people can rest and sleep on a bed, have access to showers and have a small meal. There's even an old Tv in a communal room.

Social workers keep track of all residents even if it's for one night. But they never ask for official papers and lot of homeless use nicknames. General events and backgrounds are also written down as it could be useful for officials (health department in case of epidemics or Police when residents are violent or when dealing with runaway children).

Their work is hard and they need subtleness to gain the residents' confidence.

Eliot is a night-watchman and the agent of the cabal. He uses the "day book" in order to seek victims. Sometimes he falsifies this book to cover disappearances. *"No officer as it's written there, the girl only spent one night here. So I don't know where she's gone."*



OLD JAMESON HOUSE:

Aka, the “Jameson’s house” or the “Weird house”. It’s an old house standing lost on a wasteland (following abandoned rebuilding works); surrounded by rusted nails, wire netting, *etc.* In this district (one or two districts away from the Shelter), this house is related to lot of rumors:



In the 70’s, a couple lived here with their two children, their family name was Jameson. One day, nobody knows why, the father took his old fashioned razor, killed his family and slashed his own throat. Since that time, the house was never bought or rented and became the “Weird house”, you know the kind of house full of stories... Each generation has one or two (generally completely false). The kids speak about monsters and ghosts, teens tell strange tales about psycho killers; and adults relate rumors about gangs and dealers prowling around this house...

In fact, no one is that far away from reality. Sometimes hookers use this house, a few dealers have sold drugs here, and even a psycho-killer has used the house as a shelter for two nights... It seems that fear, hatred, misery and sadness are crystallized around this

house. And there’s an explanation to it: it is also a gate to Metropolis! This explains the strange voices or shadows seen by some people...

Each time blood is poured on the floor people in the house land in Metropolis (but still in the same house). The Weird house is then surrounded by strange buildings (see the Metropolis Book)...

IV INTRODUCTION:

At the beginning of this adventure, the PC’s are imprisoned after a police Raid on the Shelter. I advise you to not playing the raid for two reasons:

- 1) The PCs have to start at the police station and then meet the Lictor.
- 2) It could take time to play this scene, a scene that is not that important. Furthermore a PC could escape and all PCs have to meet the Lictor...

Anyway, the scenario begins with a vision, a dream (see the appendix at the end). After a so long exposition under supernatural forces (spells, Metropolis, Geburah...) the PCs minds begin to catch glimpses of what’s hidden of their memories.

They’ll see more and more visions that will become more and more explicit. But firstly, those visions have to be seen as dreams.

After you narrate the vision they have seen (not necessarily the same for each PC). Tell them that they’re waking up with a burst of pain!

BEWARE: they mustn’t catch on that these are their memories (at least until the end).

NOTE: Don't forget to use those visions along the adventure (again, see the appendix for examples).

A cop wakes up the PCs with his tonfa and leads them to the police Superintendent (Lictor) in order to be interrogated.

In the superintendent office they'll learn that they're charged for the disappearance of a 17year old girl named Hermione Lovelace.

Lead the interrogatory roughly and to each out of place answers (each time they claim their innocence) the cop behind the PC will call them to order with is tonfa (his aim is to make them confess their guilt, but as they don't remember doing this kidnapping they surely won't confess anything).

As the GM your role is to heighten the pressure on the PCs. Beware to not push them too much, so that their characters confess the kidnapping! The PCs have to investigate in order to exculpate themselves.

During the interrogatory, clues the PCs could find depend on their actions: the real girl's name, who is her parents, the date she ran away...

After few minutes of interrogatory and no evidence of the PC's guilt, the Lictor will liberate the characters with this warning: *"I know you're guilty, I smell it. Beware, the sword of justice is upon your head. And justice has eyes everywhere. I'll find evidence and you'll be sorry for not confessing your guilt. So now get out of my sight!"*

You could hint that the superintendant seems quickly annoyed by the PCs. As a Lictor, he can probably read minds. But he can't find anything useful in the player characters' minds as thir memories are hidden away.

This first part is important, because it sets the feeling for this adventure. The PCs must **now** be pro-active and not just wait for events!

V THE VICTIMS

Players don't have many trails for the moment. During the interrogatory, they could have heard some information about the victims. From now on, you certainly will have to improvise upon their peregrinations.

BEWARE: Horror and investigation don't mix very well. Too much investigation and you'll lose the players tension, too much horror and they will only feel that they have no choice but waiting for the next move you'll take as the GM. You have to carefully balance the clues you'll give them. Not too hard to find, not too easy!

PRELIMINARY NOTES ABOUT THE DISAPPEARANCES:

Before the beginning of this adventure, take time to explain to your players that their characters saw many homeless people in their shelter, One day "X" was here, the other he wasn't and was replaced by "Y" a runaway girl then after her departure, "W" the vagrant came back after six months...

You have to make them understand before and during the adventure that even if people have disappeared, no one cares (even amongst the homeless) because:

- 1) Many simply don't notice.
- 2) Very few peoples care about hobos or junkies.
- 3) Those disappearances are rarely seriously taken: between vagrants

or runaway children taking a rest for few days, junkies dying from overdose, prostitutes beaten to death by pimps or “patrons”... Homeless and penniless people’s life is really hard.

This is an important point; your PCs mustn’t think that all disappearances are kidnappings.

During our tests, the players have well accepted the fact that one day you could share meal with someone you’ll never see against and there’s nothing unusual about it and there’s no reason to worry. So when they finally realized that the majority of the disappearances in their district were in fact kidnappings they were really scared!

ALICE LOVELACE AKA **HERMIONE**
The latest victim



DESCRIPTION:

She is a petite runaway girl with long, curly red hair. She is 17 years old, but she seems a little bit older. Her manners

and clothes (though dirty now) indicate that she’s from the upper class.

BACKGROUND:

Her family is rich and well known in the city where you set this adventure. That’s why the police actively investigate upon this case (despite this fact that the Lictor doesn’t care about her).

She left her home three weeks before the beginning of the scenario.

WHAT THE PCS KNOW ABOUT HER:

Any PC seeing a picture of the girl (maybe during the interrogatory) will be able to remind that he had seen her in the shelter, in the past 10 days. But her name wasn’t Alice, but Hermione (she used a nickname). If one player has a young character (preferably a runaway child) he had certainly make acquaintance with her.

KIDNAPPING:

In order to take a shower, she slept one night at the community center. She arrived before night and so was welcomed by Eliot. He drugged her meal and entered her room during the night and then sneakily took her to the Weird house. His move was a pure witless reaction. Thankfully to him, no one saw him transporting the girl. It was two days before the beginning of the adventure. Just after his return, he reported what he did to the Cabal. Then the conjurers possessed homeless in order to begin a new movie (which isn’t a good thing for Alice/Hermione!).

It’s up to you to decide if all the PCs, just one, or none, were possessed.

EVIDENCE:

- The night Alice/Hermione was kidnapped: some residents have heard noises in the the wall. Eliot had tied her and took her down the garbage disposal of this floor.

The noise in the wall was in fact her body knocking on the conduits.

- The girl lost a shoe in the garbage, to be found if players search in the garbage can outside the center (below the conduits).
- Another runaway girl will find Alice's clothes and start to wear them. This girl will be able to lead PCs to the trashcan in the same street where the Weird house stands.

As one goes along, the investigation on Alice/Hermione will open trails on other disappearances. You have to lead the PCs subtly on these others events. Below, you'll find two other disappearances, but feel free to create others.

JAMESON THE HERMIT

DESCRIPTION: 50 years old and seems really older with his patriarchal beard, nasty clothes and lack of hygiene.



BACKGROUND:

Lot of people called him "The hermit" or sometimes "Jameson", because he lived near the "Weird house" (not in the weird house, just the same street).

He isn't dangerous. He just doesn't like society and prefers to live alone. He has only one friend, Oswald, who "lives" in the community center. Occasionally, The Hermit goes to this center, to bathe or see his friend.

He lives near the Jameson house, because he sees things beyond the veil, and his chivalric spirit leads him to protect humanity and so watch what he names the "Hell's Mouth". Only Oswald knows the reason why he spends all his days and nights in this street. He doesn't know much about Metropolis, or Elysium but surely was on his way to the Awakening.

WHAT THE PCS KNOW ABOUT HIM: Anything you want.

KIDNAPPING: 10 days ago, an afternoon after he visited his friend, he was approached by possessed hobos who convinced him to enter the Jameson's house... He never got back.

EVIDENCE:

- He spent a night in the center one day before disappearing. He had even planned to come back soon, but never did!
- If Oswald is interrogated, the PCs could learn that the Hermit told his friend that he fears great dangers and wants to investigate more. Unfortunately he didn't told what he feared.

BETSY THE PROSTITUTE

DESCRIPTION: 19 years old, Hispanic with flirty clothes...



BACKGROUND: her real name is Manuela Filipe and as her name tells she is from the local Hispanic community. Her pimp's named Andres and his lair is a bar called "El Himno". It's a filthy local where you can buy cheap alcohol, play pool, and meet some very gentle woman especially if you have money... By day, you'll only meet boozehound while in the night it's livelier.

WHAT THE PCS KNOW ABOUT HER: She's a nice bird-brained girl whose poverty leads her on the oldest profession of the world. Her pimp isn't a bad guy; yes he exploits her but he really cares about his girls and he's able to go berserk if someone threaten or worse beat them: *"It's a business like any other"*.

KIDNAPPING: three weeks ago, a possessed hobo (a PC?) paid her and both went to the Jameson house. She never came back.

EVIDENCE: from her pimp or colleagues:

- She never comes back after a

trick.

- Someone phoned her (in the bar) and she wrote something on her notebook. 15 minutes before she left. The (possessed) hobo called her (from a booth), to be sure she was available. She wasn't afraid or tense (because she knew the client).
- 15 minutes after the call, she went out to meet a man. The PC can have a sketchy description. Judging by his clothes he is a poor man, standing in the dark (maybe shy)... In fact, it could even be a PC!
- She done her job, usually on client's car or in the weird house.

VI IF YOUR PCS ARE TOO SLOW:

The Lictor had sent his minion (the bad cop with the tonfa) to investigate and watch over the PCs and this case.

So if the Players are too slow, just remind them that someone "cares" about what they're doing. Play this cop like Alice Cooper in *"Prince of Darkness"* from Carpenter; which means a standing lurid man watching their steps.

During our tests: to threaten our PCs: this Cop was just standing still under a street light, before the Shelter. And kept saying: *"I know you did it, you're sweating guilt" ...*

Of course, the goal is pressuring the players, and forces them to act rather than talk.

NOTE: Just few words to remind you that during this adventure PCs will have visions, so don't forget those events!

VII INTO THE WEIRD HOUSE

If your PCs are going to enter the weird house too soon, just make them encounter the Bikers gang hired by the cabal. Beware; this gang doesn't stand 24 hours a day in the weird house.

If it seems that's the good timing, let them enter the House.

Furthermore a fight against this gang could be also a good pretext to force the PCs to enter the house. Wounded they surely pour blood on the floor, which, I remind you, is the key to Metropolis.

WHAT PCS COULD FIND IN THIS HOUSE (IN ELYSIUM)

- 1st floor: there's a handbag under an old dusted couch. In this purse, there's a (fake) driving license with Betsy. This ID attests she's 21 years old. There's also a notebook in which she noted her tricks, dates and kind of services. If you're generous there are clients' full names (of course, if she knew it) or just initials. The last date is the day she disappeared.
- PCs can find blood stains in the basement's floor. But no evidences of tortures...
- If blood is poured on the basement's floor, anybody in the house will be sent in Metropolis with the house.

WHAT PCS COULD FIND IN THIS HOUSE (IN METROPOLIS)

- Camera, camcorder, wire, tapes, CDs, *etc.* can be found in the basement. (see below)
- BDSM gears: chains, manacles, whip, St. Andrew's cross, *etc.*

- Tortures instruments: syringe, nails, hammers, knives, scalpel, clamps, *etc.*
- And the last victim (dead or agonizing) hanged naked on the St. Andrew's cross. Her body is full of wounds and scars.

VIII MOVIE RECORDS

In the basement (in Metropolis), PCs will find a DV on camcorder. This video is just tests and rushes of tortures and rapes: which means no recognizable face (hoods and masks), just some hands and the fact that there are many torturers.

If PC's watch until the end (or accelerate and skip white noise) they'll find a complete rush of the last victim's torture. They'll see Hermione/Alice enduring pain. Furthermore, they'll see faces: it was all of the PCs!

➔ Maybe an Ego check is required?!

If they have the guts to watch all video tests, they'll find that some torture sessions have been set in other places with different torturers (judging from their shape)

PCs should be really shaken after discovering they're responsible for kidnapping, raping and torturing peoples! They'll certainly want to understand:

- 1) Why have they forgotten their horrendous deeds?
- 2) Why did they do those things?
- 3) Who are the unrecognized others seen on video ?

IX OUTSIDE THE WEIRD HOUSE IN METROPOLIS:

Your PCs don't have to go out, everything is inside the house. But as PCs are unpredictable... If it's their first time in Metropolis show them that it's a really dangerous place but don't kill them. If they hide in the house they will be safe, if they go out... well, improvise.

In order to go back to Elysium, they have to pour blood at the frame door entrance. Another option is to let them reach "the Bazaar". There, they'll be able to buy ticket to Elysium. Remember: *"everything is for sell and everything has a price!"*



During our tests: players refused to go out the house and camped in the basement but as times goes by, we used the conjurers to unblock this situation.

So, we considered that the cabal had chased another runaway girl (living in the Shelter with the PCs) and entered the Weird House to make a new movie.

Note: remember that the PCs aren't the only homeless peoples to be possessed.

Thus, they appeared from nowhere in the middle of the basement with a tied girl the PCs know.

There followed a bitter debate with conjurers (possessing some PC's friends). Each part trying to understand what the other was doing there.

At the end, Conjurers told the PCs that: "to escape this place you have to kill someone and think hard about going home". PCs, deranged, just done what the conjurers want, which, of course, led them back in Elysium with dead bodies on the floor and cops surrounding the house!

Yes it's drastic, but as it was late (or early in the morning) and we had to stop there. In fact, it was a good ending with the Lictor promising them real hard and unpleasant future moments.

It was a cliffhanger to introduce the second part, about really investigating mythic snuff movies... but it's another adventure. And even if you don't do this second adventure this ending is a good one for Kult:

Imprisoned for murders they willingly accept to perform one in order to escape a despairing and dangerous realm!

X HOW TO UNDERSTAND

The tricky part in this adventure is that the players can't really find who is responsible. They'll just be able to follow the trail to Eliot and only if they are good enough!

We tested this adventure 3 times: no ending was the same and no group found the truth. Just one understood that someone in the center know something (but don't know who). Unfortunately, they couldn't investigate furthermore, because they were arrested before.

THROUGH VIDEO RECORDING EQUIPMENTS

Indeed, from these equipments found in Metropolis, PCs can obtain these evidences:

- Find that they are the torturers. If they really compare all videos with the last rushes of Hermione Torture, they'll be able to find that (maybe) other torturers are involved (because there's no Female PCs and obviously in a video a torturer is a woman, or because one is missing a limb...)
- All this equipments costs a lot, so if they investigate to find a shop that has sold for such cost, the seller could tell them:
 - That a man had paid in cash,
 - (If you're mean with your players) the seller told them he had still seen this guy in this district.
 - (If you want to help our players) the seller describes this customer in a way that reminds

them Eliot.

- (If you really want to help our players) the seller could show them the security cams!

THROUGH BDSM GEARS

From standard equipments (like hood, manacles, dildos...), it's virtually impossible to track down evidences... But if PCs try to track where the St. Andrew's cross comes from, they'll find that this kind of equipment isn't cheap nor easy to buy. Only one sex shop has ordered one for a customer that paid in cash!

They can have the same clues than with the video equipments search.

If you have time just divide the sum of information between the 2 shops.

→ With the video equipments, they'll find an accurate description and that he goes around this district (but not enough to find who he really is)

→ With the sex shop, they'll see the face of Eliot on the security tapes.

From this point, the PCs should have enough evidences to track down Eliot. What will they do is up to your players!



WHO ARE THE OTHERS SEEN ON THE VIDEOS AND NOT RECOGNIZED?

We advise you to cut down the trail quickly and promptly, especially if you have few times left. This trail leads to others cities and so, takes time.

That's why you should tell your PCs that this trail leads to nowhere and they really shouldn't lost time... that's a good moment to make them encounter the cop, to remind them they should act quickly!

XI ENDING OF THIS FIRST ACT

PCs should be really shaken: they have discovered that they're responsible of kidnapping, raping and torturing peoples; furthermore they don't remember doing it, nor why they did this!

At this point, the PCs are certainly aware of the existence of snuff movies, and that somebody helped (forced?) them to make and sell those films. Maybe they have found the trail to Eliot... or maybe not.

So: What will they do? What about the Lictor? Did the PCs met the conjurer while they possessed their friends? Then what will be the conjurer's next moves? Does Eliot know about the PC's investigation?

They're sure of one thing: They're guilty and to this point, the Lictor certainly has evidences of their deeds.

So, there are 2 endings:

- The PCs have found Eliot and made him talk. He won't talk much, just insisting that the PCs are willing to

perform those acts (that's false). If they torture him he'll just tell them that it's a proof of their dark souls. In fact he's afraid of the cabal, and know that his punishment will be worst than everything the PCs are able to do. So just remember he doesn't know much about the Cabal.

→ In this ending, the PCs may understand that they have been manipulated by a group but don't know how; be evasive and let them hesitate between technologies (neural implant), hypnotic drugs and of course, magic. The only thing they're able to do at this point, is avenge themselves by killing Eliot. It won't do much but certainly ease a little their mind.

- PCs have not found Eliot or have made too much trouble during their investigation. To end this adventure with this version, consider the Lictor has enough evidences and will stop the PC judging them guilty for kidnapping, rape and torture of (at least) one victim (Hermione) and with much suspicion about the hobo and the prostitute!

→ All of our 3 groups have ended this way. We think it's a tragic way and so a good Kult way to end this adventure.

Plus, when the 2nd part will be written³ (or if you write it by yourself), the Lictor will contact the PCs in order to sign a pact: they investigate on the snuff movie they were involved in, find who is really behind and perhaps they will be released... But that's another story!

FIN...

³ One day, one day !

APPENDIX: EXAMPLES OF VISIONS

For our tests, we used scenes of the movie « *The Poughkeepsie tapes* », in order to show directly to the players what their character sees. This is a transcription of those scenes (of course you can imagine others visions).

You must ensure that the vision goes weirder then horrible, from grotesque to disturbing then finally horrendous!

When the PCs will find the videos, use those examples beyond but put evidences of their presence! Characters seen in a mirror, or putting off mask... With the real video there's no doubt of their responsibility.

2 other important points:

- Never forget that those visions are in fact what the PC saw when it was he's turn to film. All of these visions are watchable if the PCs find the tapes.

- Those visions seams "fuzzy" like a VHS of bad quality, but beware to **NOT** telling them this. At the beginning the PCs must think that they are visions and only visions. Or at least, hallucinations or precognitions, **BUT NOT** video tapes!

1) A woman in underwear walks on all fours. She's to be in a sitting room with windows shut. She seems a little bit nervous. Then she shows a balloon to the observer then inflates it. The vision cuts, there's white noise. After that short moment, the woman "rides" the inflated balloon. A voice coming from the observer point of view says "*pop it*". She seems reluctant, and then the voice yells "*POP IT!*" Scared the woman still riding the balloon bumps on it... end.

2) A woman, a plastic bag on her head, is suffocating. The vision stand still, then the woman is riding the balloon and pops it.

3) One more time, the same woman trying to pop the balloon. The vision is in slow-motion and this view is interspersed with images of mutilated dead women.

4) A couple on car from the backseat view: a noise is eared and the driver fall over the steering wheel. The woman starts to scream and the car swerve off the road - A cut- The woman is trying to scream but 2 hands keeps her mouth shut and maintain handkerchief on it. After few second she falls unconscious.

5) From a first person view, someone is opening a door with a knife on hand. This person sneaks into the room, take panty from cabinet. A woman voice from next room asks "*is that you?*"

6) Its dark and there's only one greenish light that enlighten a sitting room. The viewer comes near stairs then climbs it. At the exact moment we'll be able to see what's upstairs the vision stop. (In fact this was few second before the 5th vision)

7) Same sitting room as above and still from a first person view: down the hall, a woman (never seen before) turns into the viewer, then screams and starts running like hell. The viewer follows her then the angle of view change (the PC has let down the camera). From the ground we just see shadows on the wall, the viewer has reached the woman but the most important thing is that the viewer has a huge sharp nose (in fact a plague's mask, but from its shadows it's impossible to tell). So the shadow on the wall shows that this person/creature with huge sharp nose beats really hard the woman on her head.

8) A woman (another one) wearing a ball gag in leather is breathing loudly and seems threatened. She's so afraid that she almost chokes. A voice says *"You'll stay alive as long as you don't blink"*. She keeps her eyes wide open, breaths loudly, panics then shut her eyes and... the vision stops!

9) The viewer seems to be in a car and watch students passing by in a Campus Park.



10) In a basement (from the Weird House) a man is tied with chains. Somebody is draped in a cape, his face is pale and grotesque and he has a huge sharp nose (as the vision is blurry and the man's face is hidden, it's hard to tell if it's his real face or a mask). Anyway, this man is the Master and he is training his slave. He dehumanizes the poor tied man by torturing him (he slaps him, keeps his head under water for long seconds). While he tortures him he keeps saying: *"you're just a slave, you don't have any more family, there's no friend*

to help you, and you're just my toy"...

11) This vision shows someone cutting a body in half. This butcher wears an apron covered with blood and a gas mask.

12) A woman is tied up (in bondage way) under the only light of the basement. Around her there are many humanoid silhouettes with strange face (all masks, but not recognizable) that torment her, insulting, shouting, slapping or whipping her... They ask her restlessly *"who are you"*. With each wrong answer she's beaten. Finally, after another question she answers *"I'm a slave"*. At those words the torturers applaud and cuddle her.

13) In the weird house's basement: a woman is tied to a post, gagged with tissue maintained with duct tape. In one corner, a silhouette approaches on all fours, although human-sized. The woman feels the presence as she tries to look in its direction, but isn't able to move her head. She cries and chokes; the creature (a mask) is gradually emerging from the shadows and, slowly, crawls toward the woman. She's screams or at least tries to, because of the gag. The face is distorted and grotesque (always a mask!). He raises his hand and you can see two strange rings composed of needle (like thimbles with sting). Then he plunges slowly, very slowly his tool in the woman's neck. What does not kill her but makes her suffer horribly.