



DEMO GAME

**THE
ESOTERRORISTS**

BY ROBIN D. LAWS

KILL THEM AND TAKE THEIR STUFF

A Demo for The Esoterrorists
by Steve Dempsey



THE ESOTERRORISTS

Kill Them and Take Their Stuff is a 15 minute demo for
The Esoterrorists written by Steve Dempsey.

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The Esoterrorists Core Rulebook written by Robin D Laws

Based on the GUMSHOE System by Robin D Laws

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KILL THEM AND TAKE THEIR STUFF

A LARP GM has accidentally got hold of a real demon summoning ritual. The ritual takes place in a circle with the one person in the centre, known in the ritual as the “feast”. The others, known as the “feasters” stand around the outside circle and chant. A demon, known as the “bounty” is summoned into the “feast”. The “feasters” eat the “feast” and share the “bounty” amongst themselves. That is they devour the intestines and organs of the guy in the middle and the demon is split amongst them. This ritual was used for gaining strength in battle. The downside is that the only way to dismiss the demon is to reassemble it in one of the participants and kill that person.

The PCs are Ordo Veritatis agents pursuing the manuscript.

The Hook

You’ve been chasing a demon-summoning manuscript across the country. You’ve had it removed from the internet but it keeps cropping up. Now you’re at a ‘games fair’ in [wherever you are now], undercover as FBI/Police. The cover story for local law enforcement is that you’re after some stolen art. The games fair is in a convention centre, a large building on several levels with a maze of corridors and rooms of different sizes. The main hall is filled with a trade fair catering to every gamers’ needs. The whole place is heaving with strange people in strange clothing. They seem to be talking your language but not in way you can understand.

Scene 1: The Roof

Suddenly a blood covered man rushes past you screaming. The crowd parts, some even applaud but something is very wrong - you’ve seen real blood before and he’s covered in it. You pursue the man to a hotel roof. He gibbers and gestures at you wildly. Barely out of his teens, his beard is sticky with blood and on his t-shirt you can just about make the words “Kill them and take their stuff”.

Core Clue: Trivia - talking about gaming to this guy puts him back in the driving seat. The last thing Bob Angel remembers is playing in a LARP with his chums. He can lead the PCs to the room where this happened. He says that 4 of them are in the LARP competition, the Quest for the Crystal of Mil-Lar. They had paid an NPC necromancer to summon up a shade who was going to tell them the location of the crystal.



SUPPLEMENTARY CLUES

- **Language (Ancient Babylonian)** – 1pt, you can understand the guy, he's calling down dire imprecations on you and your lineage
- **Occult studies** – 1 pt, this guy is possessed. Demons can be suppressed by appealing to the core of the possessed being, something they really care about. 2pts, even when suppressed shocks can cause the demon to regain ascendancy.
- **Reassurance** – Spending a point of this will also get you the core clue as you realise that maybe talking about gaming will calm this guy down.

Scene 2: The Room

This is a small meeting room. Gamers pass by and compliment you on your 'leet FBI/ police threads', whatever that means. The door is hard to open to because there is a body slumped behind it. The lights are out but a switch is just inside the door. Inside it is carnage. Stability checks, loss 4. There are three bodies, one lying eviscerated on a tarp covered with mystical symbols, human bite marks surrounding a gaping stomach wound, organs are missing. The others died in a struggle - their necks are broken. Along the back wall there are five rucksacks. Spell scrolls are strewn around the room. They are all written phonetically.

Core Clue: Evidence Collection - there are three bodies, one live guy and five bags. The other bag belongs to Clara Jones. She has left her programme behind and in it she has ringed her booked games. Next up for her is the D&D open.

SUPPLEMENTARY CLUES

- **Occult studies** – 1pt, the occult paraphernalia point to a Babylonian summoning ritual, similar to those in the Simon Necronomicon (Schlangekraft, Inc., 1977). Typically it's the kind of ritual used to help in war.
- **Language (Ancient Babylonian)** – 0pt, (if you know ancient Babylonian), the scrolls are indeed Babylonian. 1pt, it's difficult to make out the spell from the phonetics but it's a summoning spell, used to call a demon to possess several soldiers at once so they can triumph over their enemies.

Scene 3: The Room, Again

The PCs find the missing gamer, Clara. She has the original summoning spell as well as a dismissal. To dispel the demon, reassemble it in one of those who partook of the feast and kill that person, either Clara or Bob. Play the scene for a bit, to give the players time to make a decision as to what to do next. This is the point of the demo, to show that the clues aren't everything, the players have to make difficult choices. Once the PCs decide what to do, ask them about the Veil Out. How are they going to cover this up?

THE ESOTERRORISTS

Character Name - Jimmy "Buzz" Bazoli

Off-duty Occupation - Witness Protection Scheme

Extra Information

Ex-Hood

Investigative Abilities

ACADEMIC	Rating	Pool	TECHNICAL	Rating	Pool
Anthropology			Astronomy		
Archaeology			Ballistics		
Architecture			Chemistry		
Art History			Cryptography		
Forensic Accounting			Data Retrieval		
Forensic Psychology			Document Analysis		
History			Electronic Surveillance		
Languages*	1		Forensic Entomology		
Law			Evidence Collection		
Linguistics			Explosive Devices		
Natural History			Forensic Anthropology		
Occult Studies			Fingerprinting		
Research			Photography		
Textual Analysis					
Trivia					

General Abilities

INTERPERSONAL	Rating	Pool		Rating	Pool
Bullshit Detector	2		Athletics†	2	
Bureaucracy	1		Driving	2	
Cop Talk	2		Filch	8	
Flattery	2		Health	8	
Flirting	2		Infiltration	8	
Impersonate	2		Mechanics	2	
Interrogation			Medic		
Intimidation	2		Preparedness	8	
Negotiation	2		Scuffling	6	
Reassurance	2		Shooting	6	
Streetwise	2		Shrink		
			Stability	8	
			Surveillance‡	2	

* 1 language per rating pt.

† rating of 8+ increases Hit Threshold by 1

‡ rating of 8+ grants 1 pt Electronic Surveillance

Player Name :

THE CHARACTER SHEET

THE ESOTERRORISTS

Character Name - Sam Prekowski

Off-duty Occupation - SWAT Team Member

Extra Information

New York resident
and tough cookie

Investigative Abilities

ACADEMIC	Rating	Pool	TECHNICAL	Rating	Pool
Anthropology			Astronomy		
Archaeology			Ballistics	2	
Architecture			Chemistry		
Art History			Cryptography		
Forensic Accounting			Data Retrieval		
Forensic Psychology			Document Analysis		
History			Electronic Surveillance	1	
Languages*			Forensic Entomology		
Law	1		Evidence Collection	3	
Natural History			Explosive Devices		
Occult Studies			Forensic Anthropology		
Research			Fingerprinting	1	
Textual Analysis			Photography		
Trivia					

General Abilities

INTERPERSONAL	Rating	Pool		Rating	Pool
Bullshit Detector	3		Athletics†	8	
Bureaucracy			Driving	4	
Cop Talk	3		Filch		
Flattery			Health	10	
Flirting			Infiltration	4	
Impersonate			Mechanics		
Interrogation	1		Medic		
Intimidation	3		Preparedness		
Negotiation	1		Scuffling	8	
Reassurance			Shooting	8	
Streetwise	1		Shrink		
			Stability	10	
			Surveillance‡	8	

* 1 language per rating pt.
† rating of 8+ increases Hit
Threshold by 1
‡ rating of 8+ grants 1 pt
Electronic Surveillance

CHARACTER SHEET

Player Name :

THE ESOTERRORISTS

Character Name - Dr Andy Widecombe

Off-duty Occupation - Crime Writer

Extra Information

Ex-FBI forensic expert

Investigative Abilities



ACADEMIC

Rating

Pool

TECHNICAL

Rating

Pool

Anthropology 2
Archaeology
Architecture
Art History
Forensic Accounting
Forensic Psychology 2
History
Languages*
Law
Linguistics
Natural History 2
Occult Studies
Research
Textual Analysis
Trivia

Astronomy
Ballistics
Chemistry 2
Cryptography
Data Retrieval 1
Document Analysis
Electronic Surveillance
Forensic Entomology 2
Evidence Collection 1
Explosive Devices
Forensic Anthropology 2
Fingerprinting
Photography

General Abilities

INTERPERSONAL

Rating

Pool

Bullshit Detector 2
Bureaucracy 2
Cop Talk
Flattery
Flirting
Impersonate
Interrogation
Intimidation
Negotiation
Reassurance 2
Streetwise

Athletics† 4
Driving 2
Filch 2
Health 8
Infiltration
Mechanics 2
Medic 12
Preparedness 2
Scuffling 6
Shooting 2
Shrink 8
Stability 12
Surveillance‡

* 1 language per rating pt.
† rating of 8+ increases Hit Threshold by 1
‡ rating of 8+ grants 1 pt Electronic Surveillance

CHARACTER SHEET

Player Name :

THE ESOTERRORISTS

Character Name - Walter Smith

Off-duty Occupation - Marathon Runner

Extra Information

Studied history at Yale and runs for the US Olympic team.

Investigative Abilities

ACADEMIC	Rating	Pool	TECHNICAL	Rating	Pool
Anthropology			Astronomy		
Archaeology			Ballistics		
Architecture	1		Chemistry		
Art History	1		Cryptography		
Forensic Accounting			Data Retrieval		
Forensic Psychology			Document Analysis	1	
History	3		Electronic Surveillance		
Languages*	2		Forensic Entomology		
Law			Evidence Collection		
Linguistics			Explosive Devices		
Natural History			Forensic Anthropology		
Occult Studies	1		Fingerprinting		
Research	2		Photography	1	
Textual Analysis					
Trivia	1				

General Abilities

INTERPERSONAL	Rating	Pool		Rating	Pool
Bullshit Detector			Athletics†	15	
Bureaucracy	1		Driving	5	
Cop Talk			Filch		
Flattery			Health	15	
Flirting	2		Infiltration	5	
Impersonate			Mechanics		
Interrogation			Medic		
Intimidation			Preparedness		
Negotiation	2		Scuffling	10	
Reassurance	2		Shooting		
Streetwise			Shrink		
			Stability	10	
			Surveillance‡		

* 1 language per rating pt.
† rating of 8+ increases Hit Threshold by 1
‡ rating of 8+ grants 1 pt Electronic Surveillance

CHARACTER SHEET

Player Name :

THE ESOTERRORISTS

Character Name - Alex Somerset

Off-duty Occupation - TV Producer

Extra Information

Part-time CIA spy

Investigative Abilities

ACADEMIC	Rating	Pool	TECHNICAL	Rating	Pool
Anthropology			Astronomy		
Archaeology			Ballistics		
Architecture			Chemistry		
Art History			Cryptography	2	
Forensic Accounting			Data Retrieval	2	
Forensic Psychology			Document Analysis		
History			Electronic Surveillance	2	
Languages*	2		Forensic Entomology		
Law			Evidence Collection		
Linguistics			Explosive Devices	2	
Natural History			Forensic Anthropology		
Occult Studies			Fingerprinting		
Research	2		Photography	2	
Textual Analysis					
Trivia					

General Abilities

INTERPERSONAL	Rating	Pool		Rating	Pool
Bullshit Detector	2		Athletics†	4	
Bureaucracy			Driving	4	
Cop Talk			Filch	4	
Flattery	2		Health	6	
Flirting			Infiltration	4	
Impersonate	2		Mechanics	4	
Interrogation			Medic	4	
Intimidation			Preparedness	6	
Negotiation			Scuffling	6	
Reassurance			Shooting	4	
Streetwise			Shrink	4	
			Stability	6	
			Surveillance‡	4	

* 1 language per rating pt.
† rating of 8+ increases Hit Threshold by 1
‡ rating of 8+ grants 1 pt Electronic Surveillance

CHARACTER SHEET

Player Name :