

Nuprin Stagh

By Jason Vey

QUICK SYNOPSIS

Anita is stricken with a severe migraine and goes home to lay down. When she wakes up "the next morning," she discovers that she has actually lost two days of her life. Investigation reveals that she has become a pawn in the machinations of some dark Mythos cult led by the Black Sorcerer, whose intentions are not yet clear, but with whom Draco is involved...

CUT SCENE

"Ah, God dammit!"

Anita sank into her chair, clutching at her head. Cyan ran over, concerned.

"Anita? What's wrong?"

Anita sighed and gave a dismissive wave of her hand, "It's nothing. Migraine. I got them when I was a kid. Haven't had one in a long time. This one hit like a fist."

"You going to be okay?"

"Yeah, yeah I will. I just..." Anita tried to stand, and nearly collapsed. Cyan put out a hand to steady her.

"Maybe you need to go home and lay down."

"Yeah," Anita said. "a couple Nuprin and a dark room might be what the doctor ordered. Will you guys be okay here?"

"We'll be fine. Go get some rest."

"Thanks. Stressful week, I'll see you all tomorrow."

Anita went home to lay down. That's when the dreams came...

ACT ONE: INTRODUCTION

RUNDOWN

Anita returns to work after taking a day off to deal with a migraine. Alas, when she arrives she discovers she's actually been missing for *three days*. No one has been able to track her down or find any evidence of where she's been, and she has no memories, save those of a fever dream, to be of any assistance in solving the mystery. Finally, the group gets a visit from a disgruntled Wolfram and Hart lawyer with a threat...

ACTION

Anita returns to work; as far as she's concerned it's just a normal day. She had a nasty migraine headache yesterday, but she went home, lay down, had some weird dreams, and woke up fine. Alas, upon arrival, she'll get a shock: everyone has been scouring the city looking for her for three days. Her dreams may provide the only clue to her whereabouts.

As the Cast exchanges notes and researches, they get a visit from an unhappy representative from Wolfram and Hart: Lilah Morgan, back from the dead and head of the Pittsburgh branch. It seems that someone has been knocking off W&H's clientele in the city, going through them like a hot knife through butter. In the past week, ten clients have been killed. At the last scene, the business

card for Blake Investigations has been discovered. The Cast, naturally, is not familiar with any of the killed demons or cultists. Lilah will leave the Cast with a few not-so-veiled threats about what she can do to them and their business if they don't keep their noses out of Wolfram and Hart's business.

ACT TWO: COMPLICATION

RUNDOWN

Draco vanishes right in front of the Cast's eyes, as another prophecy appears magically in one of Anita's books. After having another fever dream, Anita returns to work feeling *tainted* to all of her friends. In addition, she is physically ill and shows the signs of having been violated. Draco gets the girl and makes a choice. The mysterious assassin who is carrying out the executions of Wolfram and Hart's clientele is revealed on a surveillance tape; she is the same woman who Anita saw watching her outside of Alan's, and the same woman who confronted John about Draco while he was in training with the Templars.

ACTION

Draco Ascendant

At some point during this mess, the group is doing research, when the book's words change right in front of them, again. This time, the words read as follows:

*When the balance is shifted, twist the two that were one
The End Times draw nearer, the black magics done
The Dark One ascendant, his seed planted deep
The vessel of life in the Death Lady's sleep.*

At this very moment, Drake vanishes, right before the eyes of the Cast. Things are going to come to a head, now, as Drake won't be back until "Blood Brothers, Part 2."

Draco's back in town, and now the Black Sorcerer gives him an amulet that will keep him here. In addition, they now have a concrete mission for the vampire. Brigit has discovered that Wolfram and Hart are moving the prophecy girl Slayer to a "safe house" tonight. Draco is to retrieve the girl; to this end, the Sorcerer gives him a bag of dust, a magical drug of sorts that will keep the girl docile and make her susceptible to suggestion.

The Black sorcerer also reveals his plan to Draco: the sorcerer has acquired an ancient tome, a book of dark writings which the occultist Von Junzi would later reference in his work *Unauschprechen Kulten*. The book tells of the coming of the Great Old One, Leviathan, and that he shall rise in the soul of a manchild in the early half of the 21st century of Christ. The Black Sorcerer, a devout follower of Leviathan, plans to fulfill this prophecy. Kidnappings of Anita served a specific purpose. The ritual is designed to allow the Black Man to impregnate Anita with his seed, so that she can carry the living embodiment of the Mad God Leviathan into the world. In effect, they're trying to get Anita pregnant with the Anti-Christ. And once Anita is pregnant, all they need is the girl to write a complimentary prophecy that completes the process, cementing Anita as the mother of Leviathan. All he will say about why he chose Anita is "Aside from her formidable powers over life and death...I have my reasons."

Last, but not least, he reveals to Draco that Leviathan has been the Djinn all along; Nyarlathotep was collateral damage, and the Cast have been circling like bumbling clowns trying to figure out how to defeat an entity that couldn't care less about Leviathan or the Djinn's plans.

Draco's part in this is to get the girl and take her to a safe place that not even the Sorcerer and Brigit know about, until the time comes to use her. He is then to discover how her power works (since W&H has obviously experimented with it) and report back to them for the final stage of the ritual.

When Draco gets the girl, he has to make a choice: go along with the Black Sorcerer and watch the world become a nightmarish world of Taint where he'd be little more than a foot soldier of darkness, or go for the true godlike power himself.

Those Little Slices of Death...

Anita has a second fever dream and is thankful (if she notes the date) that she hasn't lost any more time. However, she feels sick to her stomach the next morning and is in real pain, as though she's been torn up inside. En route to work, she starts to bleed, though she's not "due" for another two weeks.

Upon arrival at the Hive (assuming she goes straight there), her companions note with a simple Perception Test that she is now Tainted. An Intelligence + Mythos Test will reveal that since she hasn't given herself over to any Mad Gods, the Taint should be temporary, but that if she uses any of her powers while Tainted, she'll lose that power. Anita should get a Drama Point for this inconvenience, perhaps two (this episode is the textbook definition of "When Bad Things Happen...") As for how long the Taint will last, that's anyone's guess, especially since Anita doesn't know for certain how she became Tainted.

The dream is clearer this time; she has definite impressions of a massive temple and a cult worshipping the Djinn. As she relates the description of the temple, the dream comes back with horrifying clarity: she remembers being chained to the altar, baptized in blood, and violated by a man in black robes, whose face was obscured by some dark magick, but who felt hauntingly familiar. She remembers Draco being there, in full game face, looking on with glee. And she remembers him arguing with the Black Sorcerer. There was a rumbling sound, like a train...or a subway, and a kind of musty smell, as though the cavernous room might be underground. She also remembers feeling as though her own life force were being drained, channeled, and replaced with Tainted energy. As though someone were siphoning off her power for some dark purpose...

Searching for underground areas that could house a temple requires hacking into the city's computer system to access underground plans - an Intelligence + Computers roll at -2. Depending on the number of successes achieved, the following information is revealed:

1 Success: There is a labyrinth of tunnels running under the city, many of which connect to sewer systems and subway tunnels. Demons use them to get around unnoticed. The tunnels were used during the Civil War to hide slaves smuggled north. Later, they were used as access tunnels for various parts of the city; in the 50's and 60's, the tunnel network was expanded to connect various fallout shelters

in case of nuclear war. Once the paranoia of war passed over in the 70's, the tunnels fell into disrepair.

2 Successes: In the mid-80's there was an inquiry by members of the Rosicrucian order regarding rights to various areas of the city's underground. The Rosicrucians, it seemed, wanted to perform excavations in various areas of the city, as they believed some sort of artifacts might be hidden in some of the old tunnels. As the organization had no valid, empirical proof of the existence of these artifacts, permission to excavate was denied.

3 Successes: Reports in the 80's surfaced about cavernous areas underground during maintenance on the local metro rail system. Other than the existence of these areas, nothing unusual was reported, and several were filled in with concrete to cut down on the danger that collapsing roadways could pose.

4+ Successes: Several months ago a memo hit the mayor's desk about the discovery of a vast underground temple near the Penn Station metro stop - an all-but-abandoned stop that is in disrepair and mostly unused now. Included with the memo are sonar and radar scans of the area, clearly indicating a tunnel connected to a large open space behind the walls of the Penn Station stop. The memo is marked, "Lose and Bury."

The Shooter Revealed

As the Cast deals with all of this, Joe shows up with a video tape. He needs the Cast's help as the police's independent task force on occult affairs. He asks if they're aware of the recent rash of murders going on, all clients of Wolfram and Hart. Most of the dead so far have been street grease, punks, nobody high up. They're all gutter trash, and as far as Joe is concerned the killer is doing them all a favor. Unfortunately, the police can't condone vigilantism, and he needs to look into things. He has a surveillance tape from the back alley of a club in the Strip District, which clearly shows the shooter taking out a victim.

Anita and John may be surprised to note that they have both seen the shooter before; she is not only the same woman that Anita saw watching her at Alan's, but the woman who John had a run-in with at the Templars.

Joe produces a copy of the Blake Investigations business card. He explains that it was left at the most recent site. Anita and co. are not suspects; however, Joe believes the

shooter is trying to get their attention. He came to warn them, and to ask them to keep their eyes open. He leaves the videotape with them, for safe keeping.

About an hour after Joe leaves, our mysterious woman pulls up in front of the Hive Arcana in a red convertible Porsche 911, gets out, and walks bold as day into the building. If none of the Cast are downstairs, she goes upstairs to Anita's office and stands with her hands on her hips. In an Eastern European accent, she says, "Now that I have your attention, my name is Amara Dolunay, and I am looking for Draco."

If/when the Cast asks her how she knows Drake, or what she wants with him, she smiles at them, her teeth becoming almost imperceptibly pointed, and a quick red glow in her eyes, and says, "I made him, six hundred years ago."

It should be noted that Amara, being neither human nor demon, is quite immune to the anti-violence spell that Silas put on the Hive. She's not looking for trouble, but is willing to oblige if anyone starts anything. She is more than willing to answer any questions the cast puts to her.

Amara's Story

In the late 1400's, Amara lived in Ireland, tracking her Romany clan through Europe, though they had disowned her due to her "unclean" status as a Moroi vampire. Unable to exist without companionship, Amara followed them at a distance, acting as a sort of guardian angel against the gadje who would wring them, but the emptiness inside her grew.

It was in 1510 that she first saw Draco. He was a nobleman at the time, and carried nobility in his spirit as well as his title. He was enamored of the Slayer, though, and the two seemed deeply in love. Draco fought at the Slayer's side for two years, and through it all, Amara was there, watching, admiring from the shadows. She took to leaving him tokens; roses both red and black outside of his window, but reconciled her heart to loving him from afar. When she was able to do so without drawing attention, she aided Draco and the Slayer in their battles.

Then came that fateful night; it was autumn, nearing Samhain, and Draco and Katherine had tracked a cult of demon worshippers—corrupted druids—into the forests, with the intent of shutting down their cult once and for all. Unfortunately, it was a trap. Draco and Katherine did

interrupt the ritual, but during the battle, one of the cultists drew back his hood, and Amara saw that he was a Tempros Demon, one of a species of demons who had innate magic that could control time and space. He pointed a hand at Katherine and began to incant a spell.

In that moment, Amara's heart was torn in two. If she allowed Katherine to be struck by the spell, the girl would be gone and Draco would be free to pursue. But Amara would always know what she had done to win his affections, and her honor could not allow that. But there was no time to stop the spell; she couldn't close the distance quickly enough, and she knew what kind of spell it was: a temporal portal. If Katherine was transported to another time, no new Slayer would be called. The line would be upset forever.

There was only one thing to do. For the good of the world, the Slayer had to die here, and Amara had to leave Draco forever. Without further thought, she leapt forward, grabbed the Slayer from behind, and sank her fangs into the girl's neck. She dropped the girl the moment she felt the heart stop and made for the woods, slaughtering demons and cultists as she ran. Behind her, she heard Draco's agonized scream, and felt the sizzle of the spell's energy, as it erupted around the dead Katherine.

Like Amara, the demons made for the hills. The battle was ended, the cult routed. But Katherine was gone, her body transported to some unknown spot in time. Draco was crushed, and turned his anguish into a one man crusade against the undead. He patrolled nightly, destroying demons, cultists, undead, and more than a few wrongly-accused innocents in the process. Amara knew that it was her Draco was searching for; her that he saw in the face of every enemy he slew, and it broke her heart. She'd done what was best for the world, and lost any chance at knowing him in the process.

As was bound to happen, Draco met his match eventually. A group of vampires lured him to a clearing in the woods, and attacked. The man was overwhelmed. Amara came upon the scene in time to see him fall, and to see one of the vampires press a slashed wrist to Draco's lips, forcing him to drink.

He was being sired.

Amara leapt into the fray and dusted all of the vampires. She knelt by Draco's side, but it was too late; he'd already been turned. There was only one hope for him, now. She projected her soul into the Threshold, and dragged Draco's soul back to the world, back to his body. She would guide him, teach him to overcome the demon...if it worked. No Moroï had ever been brought across after the Strigoi transformation was so complete.

Amara never got the chance. While she was installing his soul into his body, another Strigoi emerged from the woods and impaled her with a long sword. With her soul still trapped in the ether, she was well-defeated and almost failed to re-enter her body successfully. By the time she came to, Draco was gone.

For the next two hundred years, she tracked Draco as he cut a swath of destruction across Europe, reveling in the bloodshed that he thought he was supposed to wreak. But she knew; she knew the emptiness that grew inside him. Knew that there was no satisfaction in what he did. And she knew that as the emptiness and frustration grew, so would his bloodlust. But every time she managed to track him down, she was too late. Sometimes weeks, sometimes mere hours. But always, Draco had moved on.

That was when she heard the stories of the girl. The girl with the fire-red hair and jade-green eyes, who claimed to be the Slayer from hundreds of years before, sent to the future. It couldn't be true, but it was. Somehow, Katherine had been revived. Whether it was by the temporal spell, or by some other means, Amara never did learn. But the girl was alive and active, and had discovered Draco's fate. She had sworn an oath to put him to rest and was also on his trail.

The race was on, and on a dark winter night in 1714, Amara came upon the aftermath of the battle in which Katherine died. She found the girl's body in an old church, laid out with reverence in front of the altar. The Slayer had been run through with a sword, but was never bitten. Draco was nowhere to be found. He completely disappeared not long after, and for the past nearly three hundred years she has been scouring the world looking for some clue as to his whereabouts. It was only in the past two years that she began hearing reports again. Now she has come to set right the mistake she made so many years ago, one way or another.

She is apologetic to John for their first meeting; she had been led to believe that the group were enemies who may have destroyed Draco. To Anita she admits that she has been watching her, hoping that Anita would lead Amara to Draco. But it seems her timing has been bad. Draco has never been around at the same time as Amara. The Powers work in mysterious ways.

As the Cast finishes questioning Amara, she suddenly perks up and says, "AH! But I nearly forgot; you, my dear," she indicates Anita, "are in great danger, as you may have surmised by now. I've brought a gift that might be of some use. It's in the trunk of my car. Is there somewhere we can go where we will be unseen? You are all welcome to come along, naturally."

In the trunk of Amara's car, scrunched up and bound with rope, his mouth duct-taped shut and looking scared but defiant, is a man who would appear otherwise normal, but for the faint image of the (altered) Mark of the Djinn that Amara reveals upon the palm of his hand.

The moment the cultist sees Anita, his eyes go wide, and he averts his gaze. If given the chance, he will prostrate himself in front of her and begin calling her "the mother of darkness."

He is forthcoming that his Lord High Priest has declared Anita to be the vessel that will bring forth the Djinn into the world, who he refers to as "the lord of entropy and despair," and that all those who accept the Djinn into their hearts will receive anything they desire. He will not give any concrete answers beyond normal cultist blathering, posturing, and proselytizing, save to tell Anita, "He will come for you until you receive the seed of the god and take your place on the throne at his side." If the group pushes too far, threatens (or starts) to torture him, or turns him over to the police, he will cry out to the sky, "I am ready my lord! My soul is for you!" Then there will be a buildup of Taint, and he will suffer a massive simultaneous coronary and stroke.

So the answer arises: Anita has been taken from her home and used in some dark ritual for the past lord knows how many nights. But how have they gotten to her? What have they done to get her to leave her house with them?

Going to Anita's house will reveal that the entire place is Tainted; a cleansing of some sort will have to be performed

here. With a Perception + Sorcery roll, Cyan can detect that some kind of mystical gateway has been opened here.

It seems that the cultists have come right into her bedroom through a dimensional portal and called her into the ritual.

ACT THREE: CLIMAX

ROUNDOWN

The big obligatory fight scene. The Cast goes down into the temple, one way or another, and does battle with the cult. Anita sees something that rocks her sanity to the core. Questions are left unanswered.

ACTION

There are several ways in which the action could play out. The Cast can attempt to make their way down into the temple (difficult without excavation equipment; the physical way into the Temple is through the demon underworld. The tunnel behind Penn Station is still walled over). Or they can try to either re-open the Portal in Anita's bedroom (dangerous, since it's Tainted). Or they can use Anita as bait and try to follow her through the portal.

If they do blast through the wall, they'll have to fight their way to the temple, and having Brigit open a portal to kidnap Anita through might not be out of line. Her bond to the Black Sorcerer is strong enough, now, that he can find her through their mental link.

The temple is indeed vast, like an underground cavern. Braziers burn with red fire at various points throughout the place, emitting a pungent smelling smoke, an hallucinogenic drug with a Strength of 5. Cast Members who fail their Con (doubled) roll will suffer a -3 to all actions while in the temple, and will suffer visual and audio hallucinations for 3 hours afterward. Anita suffers a -5 to her roll against the drug due to multiple exposures to it.

Behind the altar at the far end of the temple stands a man cloaked from head to toe in black. At his left hand stands none other than our friend Draco, and at his right, Brigit.

The temple is full of cultists—at least 30 of them, and many are vampires in game face. All sport the Mark of the Djinn.

Once in the Temple, the Cast will have to deal with the Black Sorcerer, Brigit (now sporting the altered Djinn Mark on her forehead), Draco, and a number of human and vampire cultists. The human cultists will mostly break and run at the first sign of trouble. Anita, upon seeing the Black Sorcerer, will immediately fall into a trance at his beckon (give her 3 DPs for this) and go to him; she will fight to do so, using her powers against her teammates. Brigit will use her Gateway Invocation to create portals for Anita to get to the altar.

His goal is to impregnate her; his cultists are to stall the Cast so he can do so. Draco, as far as he's concerned, is cannon fodder, a pawn in his game. He will leave Draco to the Cast's mercy (or lack thereof), as he figures he can always use a locator spell to find the prophecy girl (see *Blood Brothers* part I).

This time is different than the others, however. He can get Anita partially disrobed and on the altar, and then the distractions around have a chance to awaken her. Each round she can make a Willpower (not doubled) roll, starting at -2, with the penalties reduced by 1 each round until the ritual is complete (15 rounds) or until she makes the roll, at which point she snaps out of it and can fight back. If at any time Anita tries to unmask the Sorcerer, what she sees horrifies her so badly that she screams in sheer terror and blacks out...and gains a Madness Point. Once this happens, the sorcerer yells, "Brigit! A Portal! Quickly!"

Brigit opens a portal, and both leap through, leaving Draco to the mercy of the Cast.

ACT FOUR: RESOLUTION

Act four will mostly be improvised wrapup. The Cast cleans up the remaining cultists, rescues Anita, and gets home. Drake is lost and Draco is on the loose. Further, they have evidence that the Djinn is up to something BIG. Why does he need a "vessel?" He's already active in the world...that is, if he's who the Cast assumes he is.

A visit from ol' Nyarlathotep might well be in order, here.

Sandra can perform a cleansing Miracle on Anita to remove the Taint from her soul, and from her house. Cyan can research a spell that will seal the portal into Anita's bedroom, and Katherine arrives to inform Anita that she's been given leave to stand as a guardian in Anita's home. The Cast has a new erstwhile ally in Amara, who wants to stop Draco's madness, and save Drake if at all possible. And the plot, as they say, has just gotten as thick as a bomb shelter wall.

Name: Brigit
Critter Type: Half Demon, touched by a Hellgod
Motivation: Serve Leviathan and the Black Sorcerer
Attributes: Str 4 Dex 7 Con 8 Int 4 Per 3 Wil 5
Ability Scores: Muscle 14 Combat 18 Brains 14
Life Points: 93
Drama Points: 10
Special Abilities: Access to all supernatural powers, Emotional Influence 6, Fast Reaction Time, Hard to Kill 5, Increased Life Points 2, Natural Armor AV 25, Natural Weapon (claws), Sorcery 7, Supernatural Attack, Zealot
Maneuvers

Name	Score	Damage	Notes
Claw	18	17	Slash/Stab
Heat Blast	18	30	Can use Ranged
Sorcery	18	--	By Magic



Name: The Black Sorcerer
Critter Type: Adept of Leviathan (Tainted Human)
Motivation: Bring Leviathan into the world, one way or another
Attributes: Str 3 Dex 4 Con 9 Int 4 Per 4 Wil 7
Ability Scores: Muscle 12 Combat 18 Brains 18
Life Points: 93
Drama Points: 10
Special Abilities: Access to all Adept powers, Fast Reaction Time, Hard to Kill 5, Increased Life Points 2, Mystical (Taint) Armor AV 25, Sorcery 10, Supernatural Attack, Zealot
Maneuvers

Name	Score	Damage	Notes
Knife	18	11	Slash/Stab
Taint Blast	18	20	Can use Ranged; Victim suffers -2 (cum) to all actions until cleansed.
Sorcery	20	--	By Magic



Handouts and Player Info on next page...



Amara Dolunay



The Current Mark of the Djinn

Anita Handout 1

A massive cavern

Wildly flickering red lights

Faces, obscured by black robes

Dozens of people dancing, ecstatic, chanting...you can't make out the words.

You, in the midst of it all, naked, on a platform.

No, not a platform.

An altar.

Hands moving over you.

Ecstasy, horror, lust, terror, betrayal, nirvana.

For what seems like days you lie wrapped in mindless sensual bliss as the images of dancing people, robed, naked, demonic faces become a blur, whirring by you, creating a deep rumbling sound that fills the cavern.

A familiar face, a vampire's face, leering over you.

Draco.

You awaken in a cold sweat, sit bolt upright, whimpering, "no..."

But at least your migraine is gone.

Anita Handout 2

You're in a temple, chained, naked, to an altar. The temple is immense, cavernous. Braziers burn with red fire at various points throughout the place, emitting a pungent smelling smoke. You're sure there are no temples like this in the city. But then, this is a dream. You can tell because it all feels so surreal. All of your senses are magnified and dull at the same time.

Filling the room, dozens of robed cultists, some human, some vampiric, surround you. They chant. You have to struggle to piece together the sounds into words. It sounds like, "IA! IA! Life is the Djinn, Ftaghn!" But everything is so garbled, you can't be certain.

"As much as I'm enjoying her suffering, I'm terribly bored," says a familiar voice from the shadows. "Will this take long?"

"Hush," says another voice, this one less familiar, "You will be silent during the ceremony."

Pain...physical, tearing pain. You scream, you thrash around, yanking at your chains. It's as though in addition to the physical violation, your very soul is being torn asunder and replaced with something else, something darker.

You awaken in your bed, sheets soaked in sweat, trembling. The sun is just starting to rise on the horizon.

Full Dream Sequence 2

The scene is clearer, now. You're in a temple, chained, naked, to an altar. The temple is immense, cavernous. Braziers burn with red fire at various points throughout the place, emitting a pungent smelling smoke. You're sure there are no temples like this in the city. But then, this is a dream. You can tell because it all feels so surreal. All of your senses are magnified and dull at the same time.

Filling the room, dozens of robed cultists, some human, some vampiric, surround you. They chant. You have to struggle to piece together the sounds into words. It sounds like, "IA! IA! Life is the Djinn, Ftaghn!" But everything is so garbled, you can't be certain.

"As much as I'm enjoying her suffering, I'm terribly bored," says a familiar voice from the shadows. "Will this take long?"

"Hush," says another voice, this one less familiar, from a man whose face is hidden by a black veil. "You will be silent during the ceremony."

The owner of the first voice steps forth from the shadows. Draco, in full game face. "I don't understand why I need be here. I've work to do with the Slayer and her prophecies."

"ENOUGH!" Yells the Black Man. "Begone from here! You try my patience."

Draco snarls at the Black Man. "It's not a good idea to speak to me that way," and storms out of the room.

Someone mounts you. Wide-eyed, terror beginning to fill your being, you snap your head back to look,

It's Brigit, straddling your stomach, smiling wickedly, also disrobed and anointed in blood, the Mark of the Djinn now burned onto her forehead. "Try and relax, lass," she hisses. "My lord will be finished in a moment."

Pain fills you, physical, tearing pain. You scream, you thrash around, yanking at your chains. It's as though in addition to the physical violation, your very soul is being torn asunder and replaced with something else, something darker.

The Black Man cries out in ecstasy as you scream out in agony, and warmth fills your body. Warmth, and that sense of utter nirvana once again. Then: "It is done. Take her home, and heal the rope burns on her wrists and ankles."

As the dream fades, you hear one last exchange.

Brigit: This is deliciously fun. How many more times do we get to do it?

Black Man: As many as it takes.