

10/2/05 Scenario Notes (SEASON 3 FINALE!!!)

Cut Scene:

Lilah Morgan strode down the halls of the Pittsburgh branch of Wolfram and Hart. Rage was clearly etched across her features, and when the C.E.O. was enraged, people flung themselves through windows and into bathroom stalls to stay far out of her way. She kicked open the door to the security office, strode to the chief, and backhanded him across the room.

“I ordered a security contingent composed of every single available, trained operative, hours ago,” she hissed.

“I know you did,” the chief responded, crawling to his feet. “I disagreed with your views on the issue.”

Lilah was aghast. “You what?”

“I disagreed with you,” the chief sneered, as a strange mark faded into view on his forehead: a circle with two curved spines at the top and bottom. Lilah took two steps towards him, and he brought his submachine gun to bear, riddling her with bullets. As she fell to the ground, he moved to stand over her. The inner doors opened, and two more security guards ran in, guns to bear, then stopped in shock at the chief standing over the CEO’s dead body.

“I also disagree with you heading this branch,” the chief said. “It’s time for someone with a bit more of a strategic outlook took over.”

The next thing he knew, the guard was against the wall, gasping for air. Lilah’s hand was around his throat, her eyes black with the fires of Hell.

“Let’s get a few things straight,” she whispered. “You don’t get to decide who runs this company. That’s up to the Senior Partners. And you’re far from a Senior Partner. You’re not even a lackey.” she squeezed, and the chief’s eyes bulged out of his sockets. A sick cracking sound oozed into the room. With a final squeeze and a flick of her wrist, Lilah sent the chief’s body hurling across the room, where it fell limp, the head twisted at a 90-degree angle to the neck. “Finally,” Lilah sneered, “You can’t kill someone who is already dead. Idiot.”

She turned to the two guards who still watched the spectacle, agape. “You,” she said to one of them, “What’s your name?”

“Lifeson,” the guard stammered. “Lt. Lifeson.”

“Well, Lieutenant,” she said, “You’re chief, now. I want every last one of our security officers assembled in one hour. Don’t disappoint me.”

Chief Lifeson turned pale, but saluted and left the room. The other guard gaped for a moment, until Lilah turned to him, “What are you looking at?”

He ran from the room.

Lilah sat down and tapped the intercom. “This is Ms. Morgan,” she said. “I’m going to need a new suit, and a cleanup crew in the security office. I also want everything you can dig up on the Church of Revelations, and I want it in ten minutes. I’ll be in my office.”

She sat back for a moment and stared at the former chief’s body. This little wrinkle was putting a serious cramp in the firm’s time table, and something distasteful was going to have to be done to put an end to it. But then, Lilah Morgan had never been above hedging her bets, or even playing against the odds. And she knew exactly what she needed to do.

Things That Need to Happen

1. We open with three days to go until the ritual begins.
2. Wolfram and Hart shows up to offer a temporary truce. They want their Armageddon, not the CoR’s.
3. Anita gets a video tape of a group of CoR cultists excavating a decayed body from the Hellmouth...wearing the same clothes as Kat was wearing when she died.
4. Anita (or Klaus) finds that very body in Kat’s bed.
5. In a dream, Cyan walks with Nectanebus through an Egyptian Valley of the Dead. Nectanebus begins tutoring Cyan in the ways of dark magic, and gives her a “one time only” invocation that she can use when the time is right, which will give her access to all of Nectanebus’s knowledge at once. He warns her that this invocation is dangerous and could be very costly for her, both spiritually and psychologically, but that it may be necessary. The invocation gives Cyan access to every magical Invocation in WitchCraft and Armageddon for one scene, after which she must make a Willpower (doubled) roll at a -1 penalty for each Invocation she accesses that isn’t one of her normal, learned ones, or fall into a coma.
6. Cyan, assimilating the memories of Nectanebus, realizes that in addition to a *massive* sacrifice (far larger than the number of people who will be at the Arts Festival the night of the ritual), the sacrifice of a Seer, one Blessed of the Gods, and an Innocent, bereft of power, are needed to cement the opening of the portal and hold Leviathan in this reality once he comes forth. Naturally, on the heels of this the Cast gets news that Sandra, Kay, and Lexie have gone missing.
7. John should figure out that he could rig the Crystal Urn (filled with the potion) to fit in a gas-powered portable grenade launcher, enabling him to shoot it into the rift if need be.
8. Michele, Amara, Odin, and Ben Franklin show up to inform the Cast that they’ve gotten a small army of Covenant Refugees together, who are en route to Pittsburgh to help in whatever way they can. Amara turns to Drake and informs him that Katherine has left

her; she simply woke up one evening and Katherine's personality was gone. She has no idea where the girl went.

9. If Anita makes any attempts to contact Kat or Katherine, she'll find the Veil completely sealed; she is utterly cut off from the Death Realms as the shadow of Leviathan rises.
10. Drake has a psychic vision of the city, engulfed in flames, the streets filled with dead bodies...and Alan in the middle of it, weeping hysterically.
11. Armedt moves Daniel to a secured location known only to him and to James, where they continue to make progress in drawing him back from Hod. Armedt assures the Cast that Daniel will be fine, but that he can't guarantee to have the man up and about in time for the final showdown.

The final battle at the Point

A large concert to end the Arts Festival erupts into chaos, as a horde of vampires is unleashed upon the crowd. They begin feeding with impunity. Place the stage at whichever of the two stages the Cast is farthest away from. Explosions ring out through the city; the Covenant War has erupted full scale and people are being massacred all over the city.

Alan comes out onto the stage to begin the ritual. Perception + Notice Tasks by the Cast at a -4 penalty will reveal that he doesn't look so sure about this whole thing anymore. It's as though he hasn't seen things clearly this entire time, but like some fog is lifting from his mind. At a dramatically appropriate moment, reveal the Black Witch: it's none other than Lexie Carver herself. She (naturally) has a Shield up to protect her from physical attacks and sports the Mark of Leviathan gleaming on her forehead.

The City is in flames around the Cast as the battle commences. Anita gets blindsided by Kat—or rather Kat's Twilight World doppelganger. Katherine shows up in physical form to help the Cast. She may well become unraveled here. At some point, Alan turns on Lexie and is brutally beaten; he runs off stage. Anita will (no doubt) give chase; she should encounter Daniel, up and about, also pursuing Alan. Let this play out as it will; Alan will apologize profusely, offer to accept whatever consequences are in wait, but will offer help in beating Lexie and Leviathan.

With each death, more energy is drawn to the Hellmouth, over which a pinpoint of black light erupts. Each round the pinpoint gets slightly larger, until eventually a massive tentacle tears through, ripping a hole in time and space, and the Cast (and everyone else) gets their first look at the Mad God Leviathan. Taint erupts explosively from the rift, hurling everyone away from it, dusting most of the vampires and destroying most of the demons. People scream, fall unconscious, and even die outright from the sight. Everyone should make a Willpower (Doubled) roll here, at a -10. Success means they gain a Madness Point. Failure means they gain two.

Defeating Leviathan is simple; throw the crystal urn into the rift (but don't allow Leviathan to deflect it). John is probably the best able to handle this, with his Gun Fu skills.

After Leviathan is defeated, the Cast still has to deal with Lexie. A few Shaitan here will help make this a tougher battle. Whatever happens, here, Joe should be the one to finish off Lexie, and be astonished as she turns to goo in front of him when he does the job. Don't force this, however, and if the Cast needs a victory for themselves, let them have it. This was Lexie's Twilight World doppelganger; the real Lexie is indeed being held with Kay and Sandra as a sacrifice beneath the stage. Joe will be lost, confused, and devastated until they find the real Lexie.

Epilogue

The city is demolished from the wars, but eventually pacified. The Cast walks through the blown-out buildings, the streets filled with bodies. If Alan has survived, he falls to his knees, weeping.

The Cast doesn't get to dole out punishment to him, however; the Elder God Nodens himself shows up, demanding to take Alan as justice for his attempts to force an Outer God into the realm of Earth. Alan is dragged screaming off to Noden's Abyss.

John and Cyan's wedding should take place, here. Set it one month later, after rebuilding has commenced on the city. It should go over without a hitch...almost. Halfway through the wedding, an explosion rocks the back of Heinz Chapel, and a contingent of cultists enter, bellowing threats of revenge. Just as the Cast makes to do battle with them, however, someone cries out a magical trigger, the entire chapel glows with Essence, and the cultists are consumed.

Silas enters. "Sorry I've been out of the picture for so long," he says, "I've been working on that enchantment for months. Consider it a wedding gift."