

# Pistol, Shotgun, Needle and Thread

Stockholm, 2023. Two jittery criminal enforcers enter an apartment where something infernal is going on.

A fan-made scenario for KULT: Divinity Lost

# Introduction

This is a short action horror scenario for two players. It is meant to run in one short session. The event and location can possibly be used for other purposes in a longer campaign.

**Content warnings:** gore, organised crime and gang violence, violent player characters, post-traumatic stress, harm to children.

These notes are unofficial Fan Content for KULT: Divinity Lost, permitted under the Helmgast Fan Content Policy: <https://helmgast.se/meta/fan-content-policy>

“Pistol, Shotgun, Needle and Thread” is a work in progress. This is version 2.

## What is going on

Pistol and Shotgun are enforcers and hit men working freelance, but mostly for the boss (Vidar Stark; surely an assumed name). The boss and his organisation are embroiled in an ongoing gang war that, after a few years of escalation, is more about war for the sake of war than it is about anything tangible. There have been countless betrayals and backstabblings, splits and mergers of organisations, and at this point no one trusts anyone.

The gang war has attracted servants of Hareb-Serap (Death Angel of Conflict). In particular, the nepharite Needle takes great pleasure in watching, stoking the flames, and picking up the immortal scraps when people succumb to the violence. The souls of victims and perpetrators alike fill Needle’s purgatories. It was Needle’s voice that Shotgun heard on the cellphone during their occult experience—it was Needle who tricked their friend into betraying them.

The characters are sent to shake down the target (Sami Lundstöm), who has transgressed somehow and needs to be set straight. Leave it up to the players to establish why. If they struggle, you may say that Sami’s payments don’t add up, and the boss suspects that he’s skimming off the top—possibly to afford a murder, a bribe, a fake identity or some other move against the organisation.

In exchange for a minor favour from a competing dealer, Needle has already had their minions murder Sami and turn him into a purgatide. What used to be Sami is waiting for the player characters in his apartment.

# Pistol

You and Shotgun are freelance hit men, enforcers and debt collectors. You do most of your work for the boss, Vidar Stark, whose organisation is pretty much the local franchise of one of the nation-wide criminal networks. Your job today is to pressure the target, Sami Lundström, to fess up to his misdeeds and get back in line. This could end perfectly fine for him, if he plays his cards right and eats a concrete mixer full of humble pie.

**Dark secret: The shoot-out (guilty and victim of crime).** About two years ago, you were caught in a bad situation with a group of Vidar's people against some followers of the Rooster. Yes, that is their boss' nickname—clearly, these people are idiots, but they know how to shoot.

You've done lots of violent stuff before, but never been in the line of fire like that ... Automatic weapons, fire, even a hand grenade going off. You saw Nik, a guy you actually liked, collapse never to get up again. You made it out and somehow even evaded the police, even if they surely got your name from some of the Rooster motherfuckers. You still wake up sweaty thinking about it, and you sometimes hear shots and screams when none are there.

**Weapon of choice: Pistol.** Combat shooting [2 harm, -1 ammo], Overkill [3 harm, -2 ammo], Two targets [2 harm, -3 ammo]. Ammo: 4

**Attributes.** Fortitude +1, Willpower 0, Reflexes +2, Reason -1, Perception +1, Intuition +1, Coolness 0, Charisma -2, Violence +3, Soul +2.

**Disadvantage: Wanted.** You are pretty sure that the police is after you. When you draw attention to yourself, the GM may make moves for the authorities against you.

**Advantages: Character Actor, Burglar**

**Stability.** Pistol's starting Stability is Unfocussed.

**Relations:**

- ◆ Shotgun (1). The two of you have a trusting work relationship—as far as trust goes these days. You wouldn't sell them out, and you expect the same in return. Would you take a bullet for them? Let's not stretch it that far.
- ◆ Love interest (1). You've been dating for the better part of a year, and you'd be prepared to take this to a higher level, if you could just figure tell them what you do for a living.

**Questions:**

*What annoying habit do you have that your colleague tolerates?*

*Why has the boss sent you out to this dump to deal with this loser?*

*Do you prefer talking or violence in these kinds of situations?*

# Shotgun

You and Pistol are freelance liquidators, enforcers and debt collectors. Your boss nowadays is local crime leader Vidar Stark, a proper asshole. Today's chore is to pressure the target, Sami Lundström, to fess up to his misdeeds and get back in line. This should be easy enough.

**Dark secret: The backstabbing (occult experience).** Years ago, you were doing a job with Enzo, your business partner at the time. He went in the front, you went in the back. The place looked empty. Suddenly, you heard the a voice through the cellphone, telling you to shoot first if you valued your life. It wasn't like the voice *cared* about you—in fact, it sounded coldly amused by your predicament—but whoever it was that warned you, they were right.

From behind, Enzo, your friend, your partner, your *brother* was coming at you with a weapon. But you shot first, and he went down. He made it out alive only because you tied an improvised pressure bandage around his thigh before you fucked off. You can see him hobbling along the street sometimes, permanently on crutches. He kept his mouth shut, and if nothing else, you respect him for that. You never got a satisfactory explanation for why he betrayed you. As for the voice on the phone, there was nothing on the call history.

**Weapon of choice: Shotgun.** Snapshots [3 harm, -1 ammo], Pellet storm [3 harm to small close group hit all at once, -2 ammo]. Ammo: 3.

**Attributes.** Fortitude +1, Willpower 0, Reflexes +2, Reason -1, Perception +1, Intuition +1, Coolness 0, Charisma -2, Violence +3, Soul +2.

**Disadvantage: Mental Compulsion** (checking and triple-checking)

**Advantages: Ace Up the Sleeve, Driver**

**Stability.** Shotgun's starting Stability is Uneasy.

**Relations:**

- ◆ Pistol (1). The two of you have a professional relationship, and you kind of like them. You sometimes get a drink after a job, and these days, the thought that it might be poisoned doesn't even cross your mind.
- ◆ Dad (0). That old fuck. He cares now, but fat lot of good that does 20 years too late.

**Questions:**

*What strange superstition do you have that your colleague doesn't understand?*

*You know the target has been up to some shit. What do you think he's hiding?*

*Do you prefer talking or violence in these kinds of situations?*

# Beginning

Let the characters introduce themselves. Ask about their looks, their lives outside of the job, the people that matter to them. The facts of the character sheets could match many different people—from movie-style suave hit men in suits to fearful young adults in hoodies. Let the players make their characters as cool or pathetic as they like, but make sure to establish that both are traumatised and have their issues.

*Stockholm, September 2023. Gang war is raging, not just here but in all cities of the country, and has for a few years. It's the afternoon when your encrypted phones light up with a message from the boss.*

Ask them where they are when they get the assignment on their encrypted phones. Are they already together, or where do they meet up? Do they have any preparations, or rituals, before they go on a job? When they first meet, ask about Pistol's annoying habit. Let them talk—in an apartment, a café, in the car—wherever they are. Make use of some of the questions from the character descriptions.

Then describe the location they are going to, and ask how they approach the building.

# The location

Sami lives in a crappy apartment in a poor part of the suburbs. When they approach the building, ask about Shotgun's superstition. It's not difficult to make their way into the building, even if the door is locked. Some neighbour will let them in, but not without looking suspiciously after them before closing their apartment door.

**Hallway.** After getting to to the right floor, however, Sami's door is locked, and he doesn't answer if they ring the doorbell. Ask the characters how they intend to make it past the door. If their way in is noisy, make a mental note of that, and let police arrive soon.

**Foyer.** There are some jackets and a hoodie on hangers on the hat rack, and shoes below it. There is a baseball bat standing in the corner. The light is off, and doesn't come on. As soon as the characters enter, they can feel a smell of garbage and rotten food and see a few stray flies in the air. There are two closets, one with clothes and one that contains a few cleaning

supplies, a stash of cannabis big enough to be for selling rather than personal consumption, and plastic bags of cash. Sami hasn't bothered to hide them.

**Bathroom.** This is located immediately to the right. The door is ajar and the light is on. If the light is turned off, it does not come on again. There is an old bathtub with a shower column and a plastic curtain. The bathtub is clogged and filled with dark murky water. The blockage doesn't drain, and touching the water makes the character's worst memories flood back into them.

**Bedroom.** Located to the left, after the bathroom. There is a single bed, unmade. There is a lamp standing on the floor because the wire wouldn't be long enough to reach the nightstand. There are more drugs in the nightstand: amphetamine capsules and benzodiazepine pills. A large dried blood stain is crusted over on the bed, looking black and brown rather than red. There are a few dried bloody footsteps leading from the bed, and a drip pattern of stains accompanying them.

**Living room.** Located to the right. There is a sofa, a wide-screen television and a small table covered in dirty dishes, beer cans etc. The blinds are down. The television is on standby. Needle can speak through it at will, loudly enough to be heard anywhere in the apartment. This works even if the television is turned off, unplugged, or destroyed.

**Kitchen.** Sami is sitting in a chair by the kitchen table. There are food items in front of him, unopened but starting to go bad—mouldy bread in a bag, rancid butter, stale milk in a carton. There are many flies on the table, the food and Sami himself, which are disturbed when characters enter, filling the kitchen like a thick swarm.

When the flies scatter, one can rapidly see that something is very wrong with Sami. He is naked, stiff, and his skin has the wrong colour—yellow and with brow blood dried on him like dirt. When they look closely, they can see the seams, how he is held together by barely visible threads. He has been cut into many small pieces and stitched back together. The wounds are dry and discoloured. His eyes are white, rolled over in their sockets, and one eyelid droops. Yet, he can move with purpose. He doesn't need eyes to see anymore.

When addressed, Sami does not respond, but waits for them to get close. He is cold to the touch and has no breathing or pulse. Careful inspection might reveal small motions that shouldn't be there. He attacks, first throwing the kitchen table over [-1 harm, more likely to throw someone off their balance than seriously injure them]. He is fast enough that if one of



them runs, the other character likely gets mauled [hold someone down to hurt them, Act Under Pressure to break loose].

Needle can't assist the purgatide physically, but at any point can speak through the television or the character's phones, taunting them [Keep it Together to resist; in addition to the usual effects, on (10-14) take -1 ongoing against the purgatide, on (-9) take -2.].

Sami collapses upon death. The unnatural features of his body—stitches, gruesome wounds, post-mortem changes to the body—are plainly visible. His broken body starts moving again only when commanded by Needle.

**Trying to leave.** If the characters try to leave without getting close to Sami, he attacks. They hear a loud noise as he destroys the kitchen table, then moves shockingly fast towards the characters.

**Attempting to contain Sami.** The characters may close doors, shove a closet in front etc. Sami can destroy anything that is in the apartment, but not instantaneously. To buy time, he will call on Needle, who taunts the characters. Needle's presence turns the apartment more infernal, and makes the passage of time erratic. Running becomes more difficult, and the characters feel trying to run through a nightmare.

## Sami, the purgatide

Home: Inferno.

Creature Type: Slave to Needle.

Abilities:

- ◆ Fanatical: Cannot be reasoned with.
- ◆ Resistance to injury: -1 harm from firearms.

Combat [Considerable]:

- ◆ Prepare an ambush (the table).
- ◆ Hold someone down and hurt them.
- ◆ Move despite having been destroyed.

Magic [Novice]:

- ◆ Contact Needle for help.

Attacks:

He holds a large knife in a firm grip. Cut up [2] [Distance: arm]

Nail down [1] [Distance: arm, Act Under Pressure to break free]

Unarmed: tearing and scratching [1] [Distance: arm]

### **Wounds & Harm Moves**

Wounds: 6

- ◆ Ignore his injuries.
- ◆ A thread going through one extremity breaks, making it fall off and break into cut-up pieces. [Those who witness need to Keep it Together]
- ◆ Dash to the door to block it, leaving a trail of flies and corpse stench.
- ◆ Collapse to the ground, appearing defeated until Needle commands him to move.

## **Needle and their purgatories**

Needle can't and won't show their face in the Illusion. However, the characters may meet them if the Illusion shatters (e.g., after suffering trauma and rolling poorly to See Through the Illusion) and end up seeing into one of Needle's purgatories.

One purgatory is a decayed, stinking version of the apartment, where the doors and windows don't open and there is constant darkness. This is where Needle's underlings tortured Sami; the blood trail is fresh, and there are needles and thread on the kitchen table. In there, Needle may appear as someone the characters know and fear. Ask whom. Needle's form is of that person, but with a black thread sewn into their left cheek.

Another purgatory is prepared for Pistol. Ask them about the place they hate the most. In that location, the shootout is happening constantly. Friends, including Nik, the love interest, and Shotgun, are injured and dying. Needle's voice echoes, narrating the slaughter as it happens, over and over again.

Within the apartment, Needle talks through the television. When they leave the room, Needle may talk to them through their phones or the car stereo. It's not a phone call, so there is no need to pick up and no record on the call log. However, turning the phone off or the volume down shuts them up temporarily.

## Further events

- ◆ **Reporting to the Boss.** If they have defeated Sami and call Vidar Stark, he will urge them in coded terms to search the apartment and find out what has happened, and recover anything valuable. This likely means time pressure, if the police are on their way. During the search of the apartment, or while collecting money and drugs, the destroyed body of Sami activates.
- ◆ **The police.** If there has been shooting or other loud disturbances, police arrive after a while. Needle talks on the television, lying and telling the characters that the apartment has been under surveillance all the time, that they are surrounded and that they need to make a stand. If they talk about surrendering, Needle interjects that the police will simply execute them. In fact, there are but one cars with two officers coming, and they are not prepared for what is going on. If the characters start a shoot out, reinforcements arrive eventually. If they run, a car chase may ensue.
- ◆ **The neighbours.** People in the building may hear noise and come to investigate, or they may come into the stairwell as the characters are exiting. If there has been shooting, neighbours are likely to stay away. The neighbours are ordinary working class people with children. If they clash with the player characters, they do as they're told. Children cry. Needle shouts from the television or from the cellphone, trying to goad the character to kill the witnesses. It's the only way to be sure. Even if the characters are unlikely to take the bait, the point is to cause problems, and to make the neighbours believe that the characters will kill them.
- ◆ **The remnants of the corpse.** The corpse of the purgatide may wiggle its way out of the apartment, pieces of flesh like pearls on a string, and towards them, painting the floor red and stinking with decomposition. This may be combined with neighbours, police or escape attempts.

# Endings

In the end, escape is possible unless they wait too long or take Needle's bait of attacking the police or killing the neighbours. Ask for an epilogue in the car—or whatever means of transport they use to leave the area. How are they feeling? What are they saying and thinking? Going forward, how will they deal with the ongoing war?