

The Twins

The twins were, as one might expect, inseparable until that night. You are their parent and the new partner of their parent. Will you literally tear reality apart to get your kid back?

A fan-made scenario for KULT: Divinity Lost

Introduction

“The Twins” is a short scenario for two players with character creation in game, aided by a questionnaire.

Content warnings: harm to children, drowning, losing children, losing your partner, self-harm, drugs, parenting, puberty.

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

“The Twins” is a work in progress. This is version 5.

If you decide to run this scenario, I encourage you to change anything you feel needs changing, and keep what you like.

Text in *italics* are examples of what the GM might say.

Themes

“The Twins” is about a family encountering a monster out of the KDL core book. The main theme is how loss and grief makes relationships difficult, thorny, and painful, in ways that can sometimes never be mended. It is meant to be emotional.

Alternative setup

Character creation happens in game, with the aid of three questions posed ahead of time to each player. Attributes can either be assigned as standard character creation, or one could use +1 for everything.

No advantages are used, but disadvantages are offered in game based on answers from the players. Of course, it would be possible to choose them ahead of time instead.

The events can easily be moved practically anywhere.

Character concepts

The Parent

What are the twins' names, and why did you choose them?

Which twin do you love the most, even though you know you should love them equally?

What is the one thing you can admit is concerning about the twins, even if you love them more than anything?

The Partner

What do you think is worrying about the twins' behaviour?

What is the worst thing you have done to a child?

What is the reason you don't want any children of your own?

Beginning

Before going into the answers to the questions, establish that the location is Stockholm, that the year is 2014, and that the twins are six years old. Adjust time and age a little if necessary to fit with the answers.

Also ask for name, gender and other details. Ask any follow-up questions that present themselves.

Based on these answers, offer a disadvantage to the Partner, or let the player choose. Consider Jealousy (towards the twins), Phobia, Guilt, Drug addict, and so on. Avoid overtly supernatural disadvantages. If there isn't one that seems applicable, don't offer any.

Introduction scenes

Play two short introductory scenes. Use them to warm up, and to establish facts about the couple, the twins, and their shared home.

It's a normal Monday morning in your shared apartment/house. You wake up. What is the first thing you see?

If you think back, what was it like the first time the Partner met the Twins?

The nightmare

It is 2014. The Twins are 6 years old.

The partner has a nightmare. It starts out with them waking up, in this bed, this room, but the Parent is gone. They hear sounds of the twins talking, and see light from their room.

There is the sound of a music box, or maybe an old 90s video game, maybe from there.

There is a scent of salt water, and rust, and something faintly rotten.

They dream that the twins do that thing that the Partner worried about, but grotesquely exaggerated. They run from them, find the Parent and explain it to them. The Parent may be standing by the Baltic sea, in central Stockholm. Ask the Parent what the dream version of them will say.

Waking up

The Remaining Twin wakes the Parent up in the night, around 04:30. The Remaining Twin is the one that the Parent loves less.

The Remaining Twin doesn't know what has happened, but pressed for anything they remember, they can tell that they saw the light from the iPad, and the Missing Twin sitting over it on the floor. There was some music, like from a music box. It all sounds like they might have been dreaming.

Ask if the twins have some kind of electronic devices, like an iPad. If they do, use that. If not,

use the television, or a phone taken from the parents. Indeed, the device is on the floor, in sleep mode. There is no particular app open, but the battery level is low.

Searching for the Missing Twin

What has happened is that the Missing Twin has been taken by the Child Collector (KDL core book, p. 273). There is no chance of finding them now, or following them into the dream.

Searching the home. The door is locked, and there are no strange traces, tracks or marks to be found. The only thing missing is the Missing Twin's favourite toy. Ask what it is. The only thing out of place is the iPad.

Searching outside. They may search around the house, or some place where they would expect the Missing Twin to go. Ask them about the location. The grass is wet with dew and there's a light fog. They may meet a man walking his dog in the early morning. He lives in the area; they will recognise but not know him.

He's wearing a brown coat and an old man's chequered cap, and being pulled along by an energetic little schnauzer.

"I'm so sorry to hear that. No, I'm afraid I've not seen any girl out here. I so hope it'll all be alright. Our Stina, bless her, ran away when she was a child. She got her backpack and walked out, and then she marched back in, less than an hour later, announcing that she had been running away but that she was back now. We hadn't even noticed! I'm sorry, I ramble."

Giving up. It should quickly become apparent that the search is futile.

The sun is coming up and you have exhausted what you can reasonably find in this room and from talking to Remaining Twin. What will you do to find Missing Twin?

You do. The police, to their credit, take this seriously from day one. Crime scene investigators comb through the apartment. Police officers take statements from everyone in the building, everyone in your families, everyone who knows you or is around the twins. You yourselves get interviewed ad nauseam. Child psychologists talk to Remaining Twin.

Who among your friends or family says something suspicious that the police latch on to?

In the end, nothing helps. Eight years pass.

Eight years later

It's 2022. The Twins are 14 years old.

After the time jump, ask about how they have coped, and establish how their lives have changed. Establish if they stayed together, where they live, where the Remaining Twin is, and what has happened to the Missing Twins' things.

Tragedies like this take their toll on people and relationships. How have you managed to stay together? What is your relationship like now?

Where do you live?

Do you ever speak about the Missing Twin in front of the Remaining Twin? When was the last time you said their name?

Partner, did you ever dream about the twins again?

Parent, how did the loss of your child harm you?

How did you cope?

Let the players choose their Stability level after the time jump.

Based on the answers, offer the Parent a disadvantage. Consider Guilt, Nightmares, Obsession or Oath of Revenge.

Concerning behaviour. The Remaining Twin is 14, and their behaviour is concerning. Dressing in black and getting into Tarot readings is one thing, but they are away from home as much as possible, don't seem to sleep much, and it seems like they're drinking or doing drugs. Maybe some marijuana or drug paraphernalia has been found in their room? Maybe there are visible traces of self-harm on them?

In fact, the Remaining Twin is trying to reach into the dream to find the Missing Twin. They are not sure what is required to do this, and is experimenting with drugs, sleep deprivation, and any occult idea they can find. In their dreams, they feel the Missing Twin reaching out.

The first attempt. After the first real attempt at the ritual, which only partially succeeded, the characters can find Remaining Twin on the floor of their room (or another significant location in the home). They are knocked-out, barely breathing, high on a mixture of marijuana and LSD,

and has cut their arms and legs. The self-harm is not enough to cause serious injury, but enough to bleed through their clothes in places, look scary, and cause scars.

When they wake up—at home or in hospital—the Remaining Twin will be secretive and reproachful. It will take much convincing for them to say anything about why, what they did, and why they are angry about having been saved. They had a vision/dream of the oil platform, saw Missing Twin, and felt that they were near. Then, they were pulled back in the last moment. They are not sure whether this was just because of the interruption of the parents, or because they were not close enough; in fact, it is the latter.

Ask what changes in how they deal with the Remaining Twin. Ask if they take extra precautions.

Remaining Twin's room. By searching the Remaining Twin's room, and computer, they may find their research. It is a confusing mix of occultism, dream interpretation, and internet culture, including creepypasta and beliefs that seem to come from the lore of manga and anime. There might be a dream journal with entries about the Missing Twin, and with drawings of the ritual. There may be a community of people on the internet who describe similar experiences, the disappearing children, the sounds, the dreams, and trade ideas about how to get them back.

Bringing the Partner in after a breakup. If they break up during the time jump, the Partner is likely to be cut off from the events. The parent Parent may re-connect with them, because they were there during the strange events of the disappearance, and because the player is generous. If not, they may start their own investigation, and run into accounts of similar events, or even Remaining Twin's forum posts. If they answered that they have dreamed more about the twins, they can see glimpses of the Missing Twin on the oil rig, or maybe even feel them reaching out.

Performing the ritual themselves. The characters may save the Remaining Twin from going through with the ritual by doing it first. They will need to do all or most things of what the Remaining Twin is attempting: use drugs or self-harm, be in the twin's old room, and have things that belong to them. Having low Stability, as well as both being there, helps.

The ritual

The real ritual will take place in the twins' old bedroom. If they've moved, the Remaining Twin travels there and breaks into the old home. They bring a selection of Missing Twin's toys (their favourite is still missing), colourful crayons and drugs.

The characters may find them at home. They may also be able to notice when they leave and follow them, if they have had the aforethought to keep an eye on Remaining Twin. They may also be called by the new owners of the old place, who knows about what they have been through. Remaining Twin won't come home, so they have to go pick them up.

If they interrupt Remaining Twin again, they cry. Not with sadness, but with anger and frustration, stomping their foot and flailing their arms around like a child. At this point, they explain what they're doing, as best they can given their current state and their conviction that the parents won't believe them.

"If you're not going to do anything, I will! We need to get [Missing Twin] back before it is too late! [They're] tying their breasts/tucking their junk in, but it won't last—it will get them!"

If the parents try to physically restrain them, or talk about help, the hospital, therapy or anything like that, Remaining Twin will fight them. They use the knife from the ritual, if they need to.

"No, no help, no shrink! I need to help [them]!"

In this trauma of fighting one's own child—either hurting them, being hurt by them, or preventing them from hurting themselves—the characters should See Through the Illusion, and may reach the oil platform that way. Depending on how much they interfered with the ritual, the Remaining Twin may or may not be there as well.

If they don't follow Remaining Twin. If the player characters don't follow the Remaining Twin into the ritual—maybe by missing the ritual, or letting them proceed but refusing to participate—Remaining Twin will disappear to the oil platform. The remnants of the ritual, and a faint scent of the ocean, are the only things left. The only way to follow is to immediately perform the ritual themselves. Otherwise, they have to go on with their lives, and dream of the twins. The Remaining Twin is unlikely to be able to bring their sibling back on their own, meaning that the player characters probably have now lost two children.

The oil rig

In Limbo, the rusted oil rig seems to be in the Baltic sea, outside of Stockholm. The Stockholm skyline is visible, but only faintly as through gray mist. The sea is wild and stormy. Looking out at the bay, there are rusty vessels rocked by the waves. Needless to say, the Baltic sea in Stockholm is seldom that stormy and violent, and there are no broken vessels and no oil rig there in Elysium.

Climbing the ladder. When entering the first time, characters find themselves climbing the ladder up one of the legs of the oil rig. Cold sea water is washing over them, and they have to Act Under Pressure to hold on. If they slip badly enough, they may fall and drown. If not, they may still have to Keep It Together.

Drowning. There is no way to swim in this wild sea. Anyone who falls in will be pulled down, be enveloped, and swallow cold salt water. When the fighting stops, it will not feel as cold and become almost pleasant, like floating in amniotic fluid. They lose consciousness and then wake up in bed.

Waking up. Waking up, the character will need to process the dream and Keep It Together.

You wake up in your bed, soaked in cold water. Some of it is on your lips, and you feel the taste of salt. It takes a few seconds to realise that it's your own sweat.

If one character wakes up, they are unable to wake the other character up until they've finished their dream.

On the platform. After climbing up on the platform, they are standing on a metallic grate where the sea is visible below. There is a railing leading around the platform, and a heavy door to the interior. There's a tower in the middle, and an elevated helicopter platform at the other end. Red lettering on an orange background tells you that the platform was built in 1985.

Going inside. The door creaks loudly when opening or closing. One could possibly Act Under Pressure to not make so much noise. When entering, unless they've been very quiet, there is the soft sound of naked feet on the metal floor. A child comes to meet them, and shushes them. Like all the children on the platform, they are emaciated and wearing the dirty, torn and too small clothes they arrived in.

"Ssh! Be quiet! He can't hear you!"

But it's too late, and soon they can hear the thudding of heavy steps, and the opening and closing of a door or gate in the bowels of the platform.

The Collector. The collector comes, huge, eyeless and bald, sniffing the air. The characters may hide from it, but if the characters have been close to the child, it will feel their scent, and strangle and then devour the child.

"You are a traitor. I can smell it on you! The hormones, the stench! I told you, no adults are allowed in here. This is a place for fun and games!"

The Missing Twin can be found huddling among a group of children. They are emaciated and dirty in the same clothes they disappeared in. Ask the players what they were wearing. The clothes are torn and way too small.

Confronting the Collector. The collector will smell the adults, and attack. It may also attack other children that have been touched by the adults.

"No, no! No adults! Only me and my friends!"

The end

Fighting the Collector. It is possible to fight the Collector, but not to win. If they are knocked out or die, they wake up back in Elysium. If the Collector throws them into the bowels of the oil rig, their soul will be stuck in Limbo. The body in Elysium may be dead, or disappear without a trace, like the taken children.

Leaving. They may jump in the ocean. Swimming is pointless. It's too far and too stormy. They are pulled down, suffer hypothermia, and drown. They wake up back in Elysium.

Saving the Missing Twin. If they can bring the Missing Twin with them and jump or fall with them into the ocean, they also wake up next to the Remaining Twin or next to the adults. They look as they did in the dream, are barely able to stand or walk, but are alive. If the Remaining Twin is there, they scream with triumph when they wake up and find them.

"We did it! We did it!"