



# MANHUNT

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*A young man's death at a gay bathhouse leads police to blame drugs, but SAVE suspects otherwise. What cold-blooded creature stalks the maze of dimly-lit corridors, darkened alcoves, and steam-fogged rooms of the "Hot House," hunting for prey?*

**Important Traits:** Communication is key for the envoys in winning trust in this case, and Interview is also useful for gathering information. Investigation is an important secondary ability for finding initial clues. Disciplines of the Art such as Familiar Face, Prescient Dream, and Telepathic Empathy are useful, as is any Protective Discipline, particularly Blessing and Mental Shield. Since this **Chill** case involves some adult subject matter, we encourage at-the-table techniques such as the X-card to help players set safe and healthy boundaries for themselves. See <http://tinyurl.com/x-card-rpg> online for details.

**Suggested Characters:** Rory Calhoun, Christopher Monroe, Alexander Nikolaidis, Bradley Oulette, Thomas Simpson, Derrick Runyon. (Note that the Hot House does not allow women to enter; whether they would allow a genderfluid character like Derrick Runyon is a question for the CM to decide.)

**Major Menace:** Hunter, a creature that seduces victims and then drives them to madness and despair.

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## SETUP

On the outskirts of downtown is a nondescript industrial building with no sign, just a street number and a steel security door. To the local gay community, it is known as “The Hot House,” a local bathhouse that functions as a “private club” where men can discretely cruise for sex with other men. It’s one of the few of its kind left in the wake of the one-two punch of the AIDS crisis and the growth of Internet hook-up sites and apps. It is a bygone relic of a different era, as evidenced by its barely maintained website. Nevertheless, the Hot House still has clients and makes money. It remains a place to go on the hunt for men — both for people and for the Unknown.

Recently, the Hot House has attracted the attention of a seductive spirit. Similar in some regards to both the better-known djinn and the infamous succubus, the spirit finds the atmosphere of anonymous sex ideal for its needs. It seduces victims into physical intimacy, and then uses that connection to slowly drive them into despair that culminates in their suicides. Four men who visited the Hot House have already fallen victim to the spirit and died. The culture of secrecy and shame around the establishment provides all of the cover and context the creature needs to continue stalking new prey, at least until SAVE intervenes. Even then, how will the envoys go about tackling a creature that is using a place of secrecy and safety for the city’s gay subculture to shield it from interference?

## SAVE

People whose professions involve death, particularly first responders, crime scene investigators, medical examiners, and morticians, are more likely to have brushes with the Unknown and therefore potential connections with SAVE. That is the case for Jeanette Harlow, an assistant medical examiner who came into contact with the bodies of three of the victims from the Hot House and sensed something off about them. She got in touch with SAVE regarding her concerns, and the envoys have been dispatched to either lay those concerns to rest or confirm them. See the **Envoy Activation Notice** at the end of this case for the quick summary of what SAVE knows at the start, which isn’t much.

## TIMELINE

The timing of the astrological new moons is an important element of this case’s timeline. Feel free to adjust it as needed, as long as the moon phases stay consistent.

**December 18, 2017:** New Moon. Franklin Keenan dies at his home after shooting himself following a visit to the Hot House. His death is reported by his wife and attributed to suicide. Police investigation reveals Keenan had been living a double life and conducting various same-sex affairs for decades.

**January 16, 2018:** New Moon. Maxwell “Max” Beauvoir dies at a local hospital after collapsing at his gym. His death is attributed to heart failure due to stress. Friends and family noted Beauvoir was increasingly out-of-sorts and isolated prior to his death.

**February 15, 2018:** New Moon. Douglas Stein dies at his home from an overdose of prescription sleeping pills. His death is ruled a suicide.

**March 17, 2018:** New Moon. Devin Holt dies in the steam room at the Hot House. Holt’s autopsy suggests his cause of death was heart failure due to methamphetamine use, but coroner Jeanette Harlow senses something unsettling about Holt’s body and contacts SAVE.

**March 21, 2018:** Spring Equinox.

### START OF SCENARIO FOR THE PCS.

**March 30, 2018:** Good Friday.

**April 1, 2018:** Easter Sunday. These religious holidays may be significant for envoys in gathering religious symbols or items to use against Hunter.

**April 15, 2018:** New Moon. Luis Velez dies when he runs in front of an oncoming car a short distance from the Hot House, after leaving there around 1:00 am.

**May 15, 2018:** New Moon. Dara Calvera dies in a private room at the Hot House. Witnesses at the establishment report hearing a “bloodcurdling scream” from the room before attendants unlocked it and found Calvera’s body. The official cause of death is listed as heart failure. Rumors begin circulating that the Hot House is “haunted” or “cursed.”

**June 13, 2018:** New Moon. Local HIV and civil rights activist Marc Lemere is found dead in his car in the parking lot behind the Hot House. The cause of his death is determined to be an overdose of prescription antidepressants.

**June 16, 2018:** Pride Weekend. The deaths connected with the Hot House since March lead to protests in the local gay community, demanding greater police accountability. The bathhouse tries to avoid the negative publicity and media coverage, which leads to demands to shut down the establishment and backlash against the LGBTQ community from anti-gay and conservative religious groups.

**July 12, 2018:** New Moon. Chuck Cameron, the owner of the Hot House, is found dead of a drug overdose in his home. A note in his handwriting says, “It was my fault. I killed them, but he still came to me to say goodbye.” The police blame the previously unsolved Hot House deaths on blackmail, possibly connected with sex and drug peddling. The case is filed away.

**July 30, 2018:** The Hot House is forced to close due to police investigations, legal problems, and continued bad publicity.

## THE CASE

The location of the Hot House is left deliberately vague. The CM can place it as close or as far away from the envoys’ usual base as desired. It may require some modifications to place the bathhouse and the case outside of North America. The CM is welcome to customizing this case for other locations as necessary. SAVE provides the envoys with transportation to the city, accommodations and transportation while they are there (most likely a hotel and rental car), and a modest expense account.

### INVESTIGATION: THE MORGUE

Jeanette Harlow is expecting the envoys. She is circumspect (she doesn’t want to lose her job), but she does whatever she reasonably can to provide them with information about the case. She doesn’t know much about Devin’s death, other than the basic facts and a sense there is something “off” about things. Envoys who take the opportunity to Sense the Unknown on Devin Holt’s corpse may detect that he was definitely the focus of some Unknown force. A Colossal Success gives the character a brief flash, like a memory, of Devin having sex with another man in a small, dimly lit room. The other man is the creature, Hunter. It will not assume that appearance again, however, as it was tailored for Devin.

- *Extraneous:* Holt’s other personal effects, recovered from his locker at the Hot House, include his clothing (a T shirt, jeans, underwear, socks, and sneakers), a light jacket, his wallet, his phone, and a silver necklace with a small cross pendant. The smartphone is locked. Even if the envoys manage to access it, it contains no useful information.
- *Vital:* Jeanette was assigned to the case of Devin Holt. He was a 24 year-old Caucasian male who was found unresponsive in the steam-room of the Hot House and pronounced dead by paramedics at the scene. The initial autopsy results showed the cause of death was heart failure. A blood toxicology report showed that Holt was a user of methamphetamine, or crystal meth, which suggests the death was drug-related. There was no indication Holt had taken a dose of drugs just prior to his death—blood tests indicated he hadn’t used for a day or two. On top of that, Jeanette “felt something” while examining the body. The condition of Holt’s body suggested he hadn’t been using drugs for long, and there were no signs of injury.

- *Interest:* The police report says Marc Lemere, an HIV/AIDS prevention worker, found Holt at the club. Interviews with Holt's co-workers and neighbors revealed increasingly withdrawn and depressed behavior over the past several weeks. A search of Devin Holt's apartment turned up a small amount of methamphetamine, but Holt did not have any drugs on his person or among the effects in his locker at the bathhouse.
- *Esoteric:* An envoy notices the date of Devin Holt's death was during the recent new moon.

### RESEARCH/INVESTIGATION: PRIOR VICTIMS

If the envoys begin looking into the possibility of prior victims fitting some type of pattern, they can dig into local news archives. Jeanette Harlow checks with the medical examiner's office on recent deaths going back as far as the previous year or so (further than that takes more effort and might draw more attention, making Jeanette understandably reluctant). Unless the envoys come up with some common elements to look for (timing, profile of the victims, cause of death, etc.), apply a -20 modifier to the Information checks.

- *Vital:* A minor news article from December focuses on the suicide of local businessman Franklin Keenan, who shot himself in the head using a gun he legally owned. Keenan's case was noteworthy because he was a prominent donor to right-wing and anti-LGBTQ causes. It came out after his death that he had been engaging in a series of same-sex affairs and hook-ups for years, including frequenting a local gay bathhouse—the same one where Devin Holt died.
- *Interest:* Counting Devin Holt, three gay men have died on the night of the new moon, in December, February, and March; all the previous deaths were ruled suicides. One additional item connects all of the victims: they were all members of the Hot House “private club,” with membership cards among their personal effects. A second Interest clue turns up Max Beauvoir's death in January. It was attributed to natural causes, but it also fits the pattern of a gay man dying on the night of a new moon.
- *Esoteric:* Religious jewelry was found among all of the victims' effects, but not anywhere on their persons at the time of death. Keenan and Beauvoir owned crucifixes (Beauvoir's on a rosary). Stein had a Star of David pendant, and Holt had a silver cross necklace. None of them were wearing their jewelry at the time of death.

### THE HOT HOUSE

The Hot House is an aging institution in the local gay community, having been in operation since 1972. It has weathered the AIDS crisis, various backlashes against the gay community and public cruising places, and the rise of the internet and online hook-up apps. Although there have been occasional connections between the Hot House and drug-related crimes, none have come up in several years until Devin Holt's recent death.

The club is located on the outskirts of the “gayborhood,” the local gay district of the city. It is in a converted former industrial building with a cinderblock exterior, no windows, and a single steel-case door leading into a small anteroom. Behind the plexiglass window, a clerk checks new arrivals into the club, checking IDs, taking payment, and issuing locker or room keys and fresh towels before buzzing the members through the locked inner door. The Hot House does not admit women, but other than that the staff doesn't do more than give a cursory glance at ID and any newcomer's appearance. Likewise, the club doesn't admit minors.

Beyond the inner door is a locker room, followed by a lounge area with couches and a flatscreen TV. A dim corridor leads back into a loop with small private rooms—basically walk-in closets, each with a bunk, locker, and a TV bolted to the upper corner. Off the back of the loop is a small gym with weights and workout machines, and a “wet area” with open showers, a large sunken hot tub, a sauna, and a steam room. Stairs at opposite corners of the circular hall lead to a second floor with more private rooms. All of the private rooms have keyed locks, and the doors are usually locked when closed.

## INTERVIEW: THE HOT HOUSE

Envoys can interview staff and even patrons at the Hot House, learning about suspicious activities and events potentially connected with their case. Given the nature of the bathhouse's business and its relationships with the media and local authorities, both staff and patrons tend to be suspicious and close-mouthed when it comes to answering questions. Investigation rolls within or regarding the Hot House suffer an initial -10 modifier. Investigators may be able to win people over, however, with some appropriate roleplaying; modify the interview target number accordingly.

Any of the envoys who Sense the Unknown in the Hot House can get much the same results as from Devin Holt's body in the morgue, including the brief vision on a Colossal Success, except this vision involves Luis Velez (following) and another man the characters cannot identify (Hunter). Apply a +20 modifier to Sense the Unknown inside the club due to Hunter's long presence there. If the envoys Sense the Unknown in Luis Velez's presence, apply a +40 modifier.

- *Vital:* While envoys are interviewing the staff, Luis Velez enters the Hot House and exchanges pleasantries with a staff member, making it clear he's a known regular at the club. The staff member asked Luis if "he's feeling okay" saying he "looks tired." Luis brushes off the inquiry, claiming he's fine. This is an opportunity for the envoys to inquire or investigate further. See **Interview: Luis Velez**.
- *Interest:* Gene, an older staff member, says that a couple of times he has noticed guys in the club who he doesn't remember signing-in. Of course, it's possible that they signed-in during a prior shift, since admission is good for eight hours, but Gene didn't think so. He'd never seen the guys before "and they were both pretty hot, honestly," he says. "I'd *definitely* have remembered them." He hasn't seen either one since.
- *Esoteric:* Among the various items turning up in the club's small lost-and-found are several pieces of religious jewelry: a charm bracelet with Catholic saint medals, a rosary, and a gold necklace with a small gold cross. If the envoys inquire, they can find out the rosary belongs to Luis Velez, who forgot that he "lost" it under the influence of Hunter.

## INTERVIEW: LUIS VELEZ

Luis Velez is a handsome Latino, age 27, who works as a bartender at a local gay bar called the Colonade. He is also Hunter's next victim and bears the creature's Mark. Hunter seduced him the same night Devin Holt died. Luis is already beginning to show signs of stress and deterioration. He attributes the bad dreams, trouble sleeping, and fatigue to the stress of that night and learning someone he knew had died in the club. Still, he's finding it difficult to stay away from the Hot House and is obsessed with the mysterious man he hooked up with, who never gave him information other than a name: Hunter.

If Hunter is not aware of the envoys prior to their interaction with Luis, the creature becomes aware of their presence at that point. .

- *Vital:* Luis knew Devin Holt, although not especially well. He'd seen Devin at both the bar and the bathhouse. Luis was shocked and dismayed at Devin's death, and admits he was at the Hot House the night it happened. He wasn't aware Devin was using drugs, but also wasn't especially surprised. "Lots of guys do," he says with a shrug. If asked, Luis admits to hooking up with a guy at the bathhouse the night Devin died, before the body was found. He doesn't know anything about the guy other than "he was this hot muscle-stud, like a Latin Hercules, man," and that he said his name was "Hunter."
- *Interest:* Luis makes it clear he has been having a hard time since that night: troubling nightmares and difficulty sleeping, a sense of being watched or followed, and general depression and listlessness. He admits to drinking more than he usually does and nearly flying off the handle at a patron at work. He's come to the Hot House to "try and unwind a little—I've kind of avoided the place since that night but then you kinda hear the call, you know?" If asked to explain that comment, Luis brushes it off as just an expression. "A guy's got urges, right?"
- *Esoteric:* Luis mentions that he lost a rosary that night as well, a gift from his deceased grandmother. Strangely, he just now realized it was gone.

## INTERVIEW: MARC LEMERE

Marc Lemere is a volunteer with the local HIV/AIDS Task Force. He spends a couple nights a week at the Hot House, dispensing free condoms, pamphlets, and information on sexually transmitted diseases. He also offers anonymous, free, quick HIV testing to patrons of the club. Marc is a gay African-American man in his early 30s with a background in social work. Because of his work at the club, he maintains a certain professional distance from Hot House patrons and is a keen observer of trends and patterns of behavior.

Marc can provide the envoys with insights into the bathhouse's culture, recent activities, and community, if the envoys win his trust. He's initially reluctant to offer more than small talk, given that his work relies on his professional discretion and confidentiality. Depending on what the characters tell him or what happens, *Manhunt* can become Marc's first knowing brush with the Unknown, making him a potential future ally (or even recruit) for SAVE. If Hunter is not stopped, Marc becomes one of its victims a couple of months later.

- *Vital:* Marc is concerned about Devin Holt's recent death, particularly because he knew Devin and found his sudden decline uncharacteristic and a matter of some concern. He feels a bit guilty that he wasn't able to get Devin the help that he needed. He's likewise concerned about Luis Velez and discretely directs the envoys toward Luis if they make any inquiries about other club patrons suffering from similar problems.
- *Interest:* Even before Devin Holt's death, Marc has been having odd feelings about the "vibe" at the Hot House, which seems "off." He's familiar with most of the regulars at the club and is used to seeing various guys he doesn't know—newcomers, out-of-town visitors, or random strangers — but feels like there have been more "random" guys in the past few months. If asked about anyone suspicious on the night of Devin's death, Marc mentions a "really built Latino guy." When Marc tried to approach him, he "gave me this look like ... I dunno. It was cold. Gave me chills." He never saw the guy before and hasn't seen him since.
- *Esoteric:* Marc discloses that he is the one who found Devin, and that he was alive but largely unresponsive. He says that Devin grabbed his arm and said "Hunter. He's here. He's here for me. For all of us." before he lost consciousness. Marc tried CPR but was unable to revive Devin. The paramedics

pronounced him dead at the scene. He has no idea who or what "Hunter" is and shudders at the recollection of the experience.

## CONFRONTING THE UNKNOWN

Once the envoys begin actively investigating the Hot House, Hunter becomes aware of their presence, especially once they interact with Luis Velez.

**Cat and Mouse:** Hunter is extremely confident in its ability to deal with "mere mortals." It is initially inclined to toy with interlopers, using disciplines like Dreamsend, Lure, Slam, Whisper, and Write to cause various disturbing phenomena to frighten the envoys. Its preferred methods include:

- Dreams of seduction or uninhibited sex involving Hunter's previous victims. The receiver may wonder why they are experiencing such dreams — memories even — from the perspective of the creature they believe they are hunting.
- Slamming doors in the Hot House, particularly when trapping envoys in the steam room or sauna areas.
- Using Write to leave threatening messages in the moisture on steam room doors or translucent shower area walls or, more dramatically, words in what appears to be blood dripping down otherwise ordinary walls. Hunter goes in for paranoia-inducing threats like "WE ARE EVERYWHERE," "TOO LATE," and "YOU'RE NEXT"
- Using Whisper to cause characters to hear voices, which are alternately seductive, telling them to give in, let go, and surrender to their desires, or threatening, making otherwise mundane people and things seem sinister: "He's one of them" or "We are watching you," the voices say.

Hunter initially causes these phenomena to occur when the envoys are alone, so that no other witnesses can verify them.

**Game of Faces:** During the whole of the investigation, remember that Hunter is capable of appearing in whatever corporeal form it wants through its Corporeal Manifestation and Change Form disciplines. The creature may approach the envoys in the form of someone they've previously met, like Luis or Marc, either to get close and win their trust or to sow mistrust when they realize they are dealing with a shape-changer.

**Stalking Prey:** Hunter may choose one of the envoys as its next victim after Luis Velez. The spirit uses Exploit to read the target's innermost desires and its other disciplines, particularly Change Form, to make them reality. It initiates sex with the target, using Curse and Hunter's Mark on them in the process and thus beginning the victim's emotional deterioration.

**Deadly Serious:** If the envoys prove especially troublesome by protecting or saving Luis Velez, or by realizing Hunter is affected by religious symbols, the spirit stops toying with the envoys and gets serious. It makes every effort to eliminate the envoys and claim a new victim before the new moon, ensuring its survival. It may use Corporeal Manifestation to appear and attack the envoys, using whatever weapons are available and relying upon its Regeneration aspect and inhuman nature. It may also use Influence to either try and turn the envoys against each other or (more likely) cause an innocent to attack them.

## BANISHING THE UNKNOWN

Truly banishing Hunter is a matter of denying it a victim on the new moon, which involves finding and saving Luis Velez and then preventing the creature from claiming a new victim afterwards. A religious blessing ritual (or a use of the Mental Shield discipline) can remove Hunter's Mark from a victim, although Hunter can reestablish it. Hunter must place this on a victim before they die. While the creature prefers for a victim to commit suicide, it can and will deliver the killing blow itself. Hunter may try to take an envoy as a victim or go for easier prey, depending on how pressed it is for time. If the envoys can deny Hunter a victim, it returns to the Unknown and does not trouble the Hot House or the surrounding community again.

Otherwise, battling the creature directly requires the Astral Attack discipline or another means of harming Hunter in its incorporeal form. Destroying its Corporeal Manifestation banishes Hunter back to the Unknown until the next sunrise, but is only a short term solution.

If the envoys shut down the Hot House altogether to stop Hunter, the events of the **Timeline** accelerate. The owner of the Hot House, Chuck Cameron, becomes Hunter's next and final victim before the mysterious deaths stop. Has the creature returned to the Unknown, or simply moved on to find another hunting ground?

## HUNTER

**EWS:** 100  
(Deadly)

**REF:** 65

**STA:** 70

**Injury:** Superficial, Minor –10, Serious –20, Major –30, Critical –50, Lethal (when using Corporeal Manifestation)

**Disciplines:** Change Form, Corporeal Manifestation, Curse, Dreamsend, Exploit, Hunter's Mark, Influence, Lure, Slam, Whisper, Write

**Aspects:** Bane (religious symbols), Incorporeal, Regeneration, Special Weakness (hunger), Unliving

**Bane (religious symbols):** Hunter can be held at bay by religious symbols and icons. A religious blessing can remove Hunter's Mark and end its Curse.

**Special Weakness (hunger):** Hunter must claim a new victim's life every new moon, or it is banished back into the Unknown.

The creature that calls itself "Hunter," is an incorporeal monster. It is similar in some regards to both the djinn and the succubus or incubus, in that it is a sexual predator that preys on its victims to drive them mad. Hunter seduces victims into physical intimacy and then drives them into suicidal states of anxiety or depression. As with many creatures of the Unknown, Hunter's motives are unclear, but it appears to enjoy choosing and seducing its victims. It must claim a new one with each new moon, or else be banished back into the Unknown.

Hunter can appear in any human form it wishes, although it has consistently assumed attractive male forms since it began stalking the Hot House. It changes its appearance to fit a victim's notions of attractiveness, becoming their perfect object of desire.

Hunter chooses a victim, seduces them into physical intimacy, and from that point onward, the victim is "marked" by the creature and begins to deteriorate. Victims have troubling dreams, hear voices, and become obsessed with Hunter. Eventually, driven to despair, they take their own lives, often claiming to see or feel Hunter "with" them as they do.

Hunter is primarily dangerous to its chosen prey, but those who attempt to interfere can fall victim to the spirit's ability to inspire madness or cause people—particularly its victims—to do its bidding. Hunter primarily uses Influence to manipulate others into doing its dirty work, but the corporeal manifestation of the creature is still an utterly inhuman killer able to use whatever weapons it can find, including bare hands. Hunter's aspects make the creature particularly prone to toying with opponents, since it fears only religious symbols and icons.

## RUNNING MANHUNT

**Manhunt** is a location-focused investigation. The vital clues quickly point the envoys towards the Hot House as the center of whatever is going on and encourage them to investigate. The difficulty is that some of the envoys might not be able to get in to the club. Those who do may find staff and patrons reluctant to talk to strangers asking a lot of questions.

The following are some things to keep in mind while running this case:

**Secrecy and Security:** A prime challenge for the envoys is the secrecy and security of the Hot House, which screens people who enter, won't admit women, and which becomes suspicious of anyone asking too many questions. In addition, envoys walking around inside the bathhouse fully dressed (much less armed or looking for trouble) stand out like sore thumbs — unless they're using the Familiar Face discipline of the Art — and may make patrons nervous enough that staff ask them to leave before they call the police. On the other hand, if they can befriend the staff or patrons of the Hot House, the envoys might be able to get their help in uncovering and dealing with Hunter.

**Police Activity:** The police have an uneasy relationship with the bathhouse to begin with, considering it a haven for drug activity and prostitution. Generally, the management and staff prefer to avoid dealing with the cops, although they'll still call 911 in an emergency. If the SAVE envoys threaten anyone, much less start a fight, chances are they'll be arrested. The same may be true if they break into the Hot House or interfere with its regular operation. Since Jeanette Harlow tips the envoys off and tries to help them, she might be able to warn them if the cops start looking their way. On the other hand, a botch while investigating with Harlow's help might cause the police to take notice and check into the envoys and their activities.

**Time and Tide:** The timeline of *Manhunt* unfolds over the course of nearly four months, a long time for a SAVE investigation. While it's possible the envoys solve things fairly quickly, they might not. If so, SAVE may ask them to put the investigation aside while taking on a more pressing one — playing out another case altogether before coming back to this one. This allows for the opportunity to interweave this case between a few others in an ongoing game, if you want.

**Using Protection:** Although SAVE envoys are used to keeping a low profile about their activities, one of the most effective ways for them to overcome Hunter in this scenario is to enlist the help of the staff at the Hot House, including Marc Lemere. After all, they are quite used to the notion of existential threats to their existence. Taking measures to protect themselves and their community is second nature, once the envoys get past the community's natural skepticism. Once the envoys know of its bane, one easy means of stopping Hunter cold is to incorporate a small religious symbol into every room and locker key the club gives out (every patron carries one). This makes it much harder for the spirit to interact with potential victims, although it will attempt to use guile and other means to trick victims into divesting themselves of any protective symbols. Like any preventative measure, it's not 100% effective.

**Prescient Dream (Art):** A successful use of the Prescient Dream discipline of the Art grants the character the following dream:

*It is hot and dim, the reddish light illuminating the billowing steam all around you. Sweat beads and rolls off of your naked skin and moisture drips from the ceiling, echoing in the mist. A shadow moves in the clouds of steam towards you. Stepping into the light, you see a beautiful man, wearing only a towel around his waist. His body, face, and hungry eyes offer the promise of carnal pleasure and he looks invitingly at you, moving closer. Suddenly the red light grows brighter and he recoils, glaring at something past you, as he retreats backwards into the mists and out of sight. You glance behind you to see a red neon sign flashing in different shapes: a crescent moon, a five-pointed star, a cross, a six-pointed star, an eight-spoked wheel. From the depths of the steam behind you comes a blood-curdling scream and you awaken in a cold sweat.*





More...

# ENVOY ACTIVATION NOTICE

tags: **Inbox**

**SAVE**



**S SAVE HQ**

(March 19, 2018, 12:42)

to: <Recipient List Blocked>

Yesterday, we received word from Dr. Jeanette Harlow, a medical examiner, about an autopsy she performed on Devin Holt, age 24, found dead at a local gay bathhouse called The Hot House. Although the autopsy suggests Holt's cause of death was heart failure due to use of methamphetamine, Dr. Harlow "sensed something wrong" and contacted us. Dr. Harlow has had a prior brush with the Unknown, so we feel her insights should be followed up. She is expecting your visit and will give you what information she can.

Investigate this matter. If there is any indication of Unknown involvement, pursue it. Keep us informed of your findings and exercise both skepticism and caution. This may be a case of Unknown activity or a potential false alarm. As always, leave police matters to the local authorities. Also be aware that the Hot House club is considered private property and "members only" in terms of admittance, and that women are not allowed entry. Its staff and patrons are understandably nervous when it comes to investigations.

Good hunting.



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