



THE LAST STOP BOYS

Bodies covered with strange wounds are turning up in the Rio de Janeiro slums. The authorities, to the extent that they care, consider the killings the work of drug cartels and therefore ignore them. The truth, though, is much more tragic and serves to unearth an injustice long ignored.

Important Traits: All the information skills (Interview, Investigation, and Research) are useful given the case involves talking to people, finding clues at murder scenes and rounding those findings with an awareness of what happened at Aparecida's Square. Interview, in particular, is important, as the characters must obtain much of the needed information through word of mouth. The Incorporeal School of the Art is particularly useful against the Last Stop Boys, especially the Voice of the Dead and Astral Attack.

Author: Julia Neves

Developer: Matthew McFarland

Editor: Carol Darnell

Suggested Characters: Tessie Dillon, Noriko Frost, Gabriella da Silva, Alfred Johnson, Dr. Jong Koo Kim, Christopher Monroe.

Major Menace: The Last Stop Boys, a ghost-collective of a band of murdered street kids.

SETUP

Rio de Janeiro is a paradisiacal city in the cultural heartland of Brazil, but also a land of stark contrasts between poverty and wealth, great joy and jarring violence. It had improved since the 1990s when this dichotomy was at its most glaring in the downtown area known as Aparecida's Square. Overrun by a gang of homeless kids known as the Last Stop Boys, the square was infamous for its high crime rate.

In June 1993, a group of masked men surrounded the Last Stop Boys' communal sleeping space and opened fire with handguns. Eleven of fourteen were killed in the incident. The brutality of the killings and the injustice of murdering sleeping children called

the Unknown to the site. Surrounded by darkness, the recently slain were barred from moving on, their ghosts merging over the course of the night into an abomination that fixated on the pigeons the boys used to feed. The collective went dormant, awaiting justice, while Brazil forgot all about Aparecida Massacre.

In March 1994, the three men accused of committing the Aparecida's Massacre were acquitted, and this injustice awoke the Last Stop Boys. The entity killed two of them: a policeman and an Aparecida Square business owner, but the third eluded death thanks to his then newly forged ties with the evangelical faith.

Unable to stop after the first killing, the ghosts focused on their next victims: the three survivors of the Aparecida Massacre — *Marmotinha* ("Li'l Weasel"), Helena d'Avilla, and *Fumacinha* ("Li'l Smoke") — whom the Last Stop Boys felt should have died with them. On the anniversary of their death, they sought and killed their former friends until meeting *Marmotinha*, the youngest of the Last Stop Boys, whom they had all treated like a little brother. Realizing that the obscene remnant of his friends would never stop killing, he agreed to go with the Last Stop Boys to keep them company, in exchange for them not killing again. For nearly 20 years, *Marmotinha* kept the ghost-collective pacified. Finally, in May 2016, his heart failed. The Last Stop Boys are free to kill again.

SAVE

Although Brazil does have a SAVE HQ in Brasilia, the heartland of the country, the one in Rio de Janeiro fell victim to the infiltration of 2000 (if you wish to set your **Chill** game in Rio, feel free to create whatever kind of HQ you wish and alter this case accordingly).

To assist Dr. Gonzalez in Rio, one of his students founded the non-profit, Fundação Salvar, to keep an eye out for Unknown activity. The non-governmental organization bases itself in the Rocinha slum and takes in Helena's former neighbor, Laura Garcia, when she says the Devil is at work in the slum. The envoys receive a transcript of the neighbor's comments. The woman swears the same sinister murders from the mid-90s are happening again, this time with the Santos family, recently found dead in what the authorities considered a drug cartel-related killing.

SAVE provides transport to Rio de Janeiro as necessary, and they travel to the Rocinha favela, a mega-slum that overlooks both the Atlantic Ocean and the rich neighborhood of Leblon. Rocinha is the place where the downtrodden and poor live, dominated by drug trafficking, despite the picturesque view of Rio and easy access to the beach. Despite Fundação Salvar having reached the drug lords of the slum to let them

know the SAVE agents won't be an issue, the envoys still see men and children with rifles anywhere they go. That is just a reality of the favelas in Brazil. Most of these men keep their distance, but some go so far as to thank the envoys for exorcising the slum of this demon they believe to be killing people. The envoys are given rooms in Fundação Salvar's building, overlooking the Ipanema and Leblon beaches.

TIMELINE

- 1993:** A game of homeless youths called the Last Stop Boys terrorize the businesses of Aparecida's Square. The police are generally uninterested, and the Boys' crimes escalate from mugging to robbery to assault.
- June 13th, 1993:** The Last Stop Boys are gunned down by Felipe dos Santos, Marcos de Almeida, and Paulo Castro. Dos Santos and de Almeida are police officers, and Castro is a businessman of Aparecida's Square who is tired of the thievery. Eleven of the Last Stop Boys don't survive the shooting. The three that escape (*Marmotinha*, Helena d'Avilla, and *Fumacinha*) scatter into the slum. The event becomes known as Aparecida's Massacre.
- June 14th, 1993:** The ghosts of the Last Stop Boys anchor themselves to the flock of pigeons they fed in Aparecida's Square.
- March 26th, 1994:** The trial of Felipe dos Santos, Marcos de Almeida, and Paulo Castro ends. The two police officers and the bar owner are acquitted of the charges of involvement in the Aparecida's Massacre. The key evidence, Officer de Almeida's gun, is never found. This injustice awakens the Last Stop Boys.
- June 17th, 1994:** FIFA's World Cup begins, and the country as a whole moves past the massacre to watch as Brazil wins its fourth world championship.
- September 10th, 1994:** The body of Marcos de Almeida (25), one of the police officers involved in the Massacre, is found by his door in the early hours of the morning, covered in knife-like wounds.

September 23th, 1994: Felipe dos Santos, the other policeman involved, joins the local evangelical church, feeling guilty over what he has done. Unbeknownst to him, faith protects him against the Last Stop Boys.

November 3rd, 1994: The Last Stop Boys haunt Paulo Castro (52), and the businessman jumps out of his apartment's window to his death. The death is reported as an accident, though the locals know that he deliberately jumped (though not why).

June 13th, 1995: The Last Stop Boys target their surviving members. Rodrigo Mario (17), known as *Fumacinha*, is found dead covered in knife-like perforations in his shack at the Rocinha slum.

June 13th, 1996: Helena D'Avilla (18) is found dead with the same wounds in her shack in the Rocinha slum.

June 13th, 1997: The Last Stop Boys attack the last living member of their gang, *Marmotinha*. He survives, but having realized the ghosts won't stop killing until they have him, agrees to go with them back to Aparecida's Square. He hopes to control the other Last Stop Boys and stop innocent people from dying.

May 21th, 2016: After years of being battered by the ever-growing hatred whispered by the Last Stop Boys, *Marmotinha's* heart gives out under the noonday sun of Aparecida's Square. The ghosts are once again free, stronger than ever before.

May 22th, 2016: The Last Stop Boys, now powerful enough to resist Felipe dos Santos' (41) faith, kill him and his two sons, João (12) and Lucas (9), in the Rocinha slum. A former neighbor of Helena D'Avilla, Laura Garcia, recognizes the knife-like wounds and contacts SAVE through her slum's Non-Governmental Organization, Fundação Salvar.

May 24th, 2016: SAVE team arrives in Rio de Janeiro.

START OF CASE FOR PCS

May 27th, 2016: Luisa Castro, daughter of Paulo Castro, is attacked by the Last Stop Boys on her way back home from a concert. She is found dead next morning. The collective's EWS increases to 110, and it gains the Chill discipline.

May 30th, 2016: Cristiane de Almeida (48), her brother Maicon (43), and her foster son Kleber (6) are attacked by the Last Stop Boys. The last living relatives of the three men responsible for the ghosts' deaths are now dead and absorbed by the violent ghost collective. The collective's EWS increases to 125, and it gains the Torture discipline.

June 13th, 2017: Twelfth victim: Natalia Motta, a homeless girl, is found covered in knife-like wounds. After this point, the collective claims a victim every month until stopped. Its EWS cannot increase, but it can continue to gain new disciplines of the Evil Way at the CM's discretion.

THE CASE

The envoys are taken to the Rocinha slum, one of Rio de Janeiro biggest slums and where Fundação Salvar is. On their way to the foundation, the envoys see a little of the life in the favelas, where most households are piles of unpainted bricks and children play with kites and have ice cream with the gun-wielding cartel soldiers.

When they arrive at Fundação Salvar, they meet Norma Ramos, a middle-aged woman with dark hair and bronze skin. Norma is very friendly and hugs the envoys, especially grateful for their presence since SAVE helped her years ago. Since then she has decided to establish a communication channel between SAVE and her people of the slums of Rio de Janeiro.

She shows them a recording of Laura Garcia, a denizen of Rocinha who has since left in fear of whatever murdered her neighbors. During her testimonial that is both a rant at the poor conditions the people in the slums have to live with and a warning about the work of Satan, Laura speaks of two murders with the same *modus operandi* that happened in Rocinha: the murders of Felipe dos Santos (a few days ago) and Helena D'Avilla (in 1996). In both cases, the victims were covered in small wounds and their homes trashed.

FELIPE DOS SANTOS – INTERVIEW

Asking around for Felipe gets a lot of answers, as the man was known around the slum as an upstanding citizen who would find the time in his day to listen to others' worries. Even if the envoys are foreigners, people still talk openly about Felipe.

- *Extraneous Clues:* Felipe was the staunch follower of one Brazil's soccer clubs, *Vasco*. He was the vice-president of the neighborhood posse and usually bought the tickets for the churchgoers.
- *Vital:* Felipe's was involved with a famous event in Rio called Aparecida's Massacre, where eleven homeless children were shot by three armed men. The names of the other two accused of participating in the shootout are Marcos de Almeida and Paulo Castro. All three men were acquitted, but de Almeida and Castro died shortly after the trial. Felipe confessed his role in the killings in his capacity as a pastor and publicly repented; this doesn't seem to have hurt people's opinion of him, but it's also been over 20 years.
- *Interest:* Felipe was the pastor of the Evangelical Church of Rocinha. He seemed like a reformed man until recently, when he started to openly question his faith. His neighbors say the first day in years they saw him without his cross was the day of his death.
- *Esoteric:* School administrators called Felipe to his children's school about a picture they had drawn a week before. The witness tells the envoys that the picture was of "Felipe dead and covered in blood, surrounded by birds." They can find this picture if they search Felipe's home (see below).

APARECIDA'S MASSACRE – RESEARCH/INTERVIEW

Envoys can learn about the Massacre by talking to people living in the slum, or by looking for new stories about it. The clues provided are the same, though of course using Interview provides a more personal, "ground-level" version of events.

- *False Leads:* The judge of the Aparecida's Massacre case, Doria Garcia, was well-known for his corruption and ties to the crooked politicians in Brasilia, and the corrupt cops of Rio de Janeiro. If they envoys ask around about that angle, they find their further inquiries suffering from police interference as the policemen of the city have orders to keep an eye on them. This translates to, at the CM's discretion, a -10 TN to Interview

checks in the slums, and doesn't affect Research or Investigation.

- *Vital:* Marcos de Almeida, Paulo Castro, and Felipe dos Santos were accused of conspiring with the local business owners and the police to kill the gang of children of Aparecida's Square. Unfortunately, during that period homeless children vanished or were frequently murdered, but rarely on the scale of Aparecida's Massacre. De Almeida and dos Santos were police officers at the time, and Castro the owner of Descanço dos Guerreiros, a bar at the square that the gang of kids frequently robbed.
- *Interest:* While in jail awaiting trial, dos Santos started to have terrible nightmares about the children he helped to murder. The trauma was so great he was ready to confess when Castro offered him a hefty sum of money and managed to convince him to shut up until after the trial. This is something he openly discussed around Rocinha during his sermons to illustrate the suffering he went through before finding the answers in God and is a story he repeated in occasional interviews.
- *Esoteric:* The only registered weapon linked to the shooting, de Almeida's revolver, was never found. The police have a record of de Almeida reporting the weapon missing the month before Aparecida's Massacre, a fact the defense leaned on heavily during the trial.

FELIPE DOS SANTOS' SHACK – INVESTIGATION

Most of Rocinha's shacks are bricks piled on brick, unpainted and barely kept together. Felipe's shack, in contrast to others, has painted white bricks, fitted well together. It looks like a small house lost in the favela. The small house consists of a living room, bathroom, and two bedrooms; enough space for the man to raise his family. Presently, the house is a mess and shows signs of looting. Although two policemen are nearby, there is no police line. They think the murder is a drug cartel killing, and therefore won't investigate it for fear of retaliation.

Inside, three bodies lie covered in a tablecloth. The smell of putrid flesh is nauseating, and envoys that walk into the house must make a Revulsion check (Serious Trauma). Sensing the Unknown in the shack carries a +20 to the TN.

- *Vital:* The wounds on the corpses that are still rotting on the scene do not match the initial reports. Those indicated that these people were stabbed to death, but the skin

was flayed from the flesh in certain areas, and tiny perforations litter the bodies of the victims — too small to be from knives. Their mouths are full of feathers.

- *Interest:* Near a stack of bills, the envoys find a child's drawing (they might have learned about the existence of this drawing talking to people in the slum). The picture shows Felipe's bloodied body lying on the ground surrounded by birds. Notes from the child's teacher indicate that he has been drawing these sorts of things for a week, and the other children are becoming disturbed.
- *Esoteric:* The envoys find a letter from Felipe to God where he explains he is indeed guilty in participating in the killing of the eleven children of Aparecida's Square. The fact has been haunting him, and the nightmares have been getting worse. He states he cannot be a pastor anymore, not in good conscience, and he leaves his holy cross in the drawer saying he accepts "whatever comes."

Postcognition (Art): Using this discipline in the room with the three bodies reveals the sudden horror the family felt in their last moments as a maelstrom of feathered creatures swirled around them to peck them to death and destroy their house. If the envoy knows Portuguese, he can make out a group of voices cursing Felipe and laughing at his pain. The use of the discipline in Felipe's bedroom shows him throwing his cross away as he falls on the floor, drunk and crying.

HELENA D'AVILLA'S OLD SHACK – INVESTIGATION

Unlike Felipe's shack, Helena's more closely resembles her neighbors'. It is a small brick house with just enough space for her to have a bedroom, bathroom, living room, and kitchen. The place is so tiny, the envoys can cross the whole space in five long steps. The new owners of the shack seem to be Christian, given the portraits of Jesus and Mary, but also dabble in Umbanda, a Brazilian religion that blends African traditions with Catholicism, Spiritism, and indigenous beliefs. They are immediately helpful if explained the situation (even "looking into Helena's murder" is enough of an explanation).

- *Extraneous Clues:* Helena was especially close to a *Caboclo* named *Seven Crossroads*. A *Caboclo* is an Umbanda indigenous spirit, and Helena was said to receive visitations from it. The new owners say she had frequent sessions with the local priest. If the envoys follow this up, however, the priest

doesn't know anything about Helena's death or her past with the Last Stop Boys.

- *Vital:* The new owners of Helena's old shack keep her belongings in a box, so as not to disturb the dead. Among them is a faded picture of her and the other thirteen Last Stop Boys at Aparecida's Square. They are all surrounded by pigeons. On the back, she has written their names but crossed out the ones that died in the Massacre. Only three names are not crossed out: Helena, *Fumacinha*, and *Marmotinha*.
- *Interest:* The envoys discover the addresses of *Fumacinha* and *Marmotinha*. Both are in Rocinha as well, and notes on their shacks are on scraps of paper in the box.
- *Esoteric:* Helena's diary reveals she had been dreaming about her fellow Last Stop Boys in the weeks before she was murdered. In these dreams, they call to her and say they miss her. She can see *Fumacinha* in the crowd, but as a grown man weeping. *Fumacinha* died exactly one year before Helena; this entry is dated June 13, 1996, meaning Helena wrote it only hours before her death.

FUMACINHA'S OLD SHACK – INTERVIEW

Fumacinha's shack, although as spacious as the other brick houses around it, has a second floor with a bedroom and a barbecue grill. It is owned by Fabio, one of *Fumacinha's* old friends, who will share stories with the envoys and show them all the belongings of his friend he still has around.

- *Vital:* Fabio shows the envoys a hat the *Fumacinha* always kept with him. Fabio tells the group *Fumacinha* was the leader of the Last Stop Boys and that the rest of the gang bought the hat for him. They called it the "boss hat."
- *Interest:* Fabio says that *Fumacinha* had a lot survivor's guilt following the Aparecida's Massacre. He said he could feel the other Last Stop Boys still in the square whenever he went back there, and that the pigeons they used to feed seemed to recognize and flock to him. In the days before his death, he was having dreams about the Last Stop Boys and the pigeons.
- *Esoteric:* Fabio remembers *Fumacinha* telling him to give the hat to *Marmotinha*, one of the other survivors, but Fabio was unable to find him for some time after the Massacre and then forgot about it. He is unaware that *Marmotinha* is dead.

TALKING TO LUISA CASTRO – INTERVIEW

Luisa is a young girl who has taken up the family's business while also going to college. She is Paulo Castro's niece, and now the owner of a bar called Descanço dos Guerreiros (Warrior's Rest) at Aparecida's Square. She stands out in the Square, and when the envoys get there, some of the local homeless are harassing her, as they seem to expect some compensation for "watching over" her bar. Luisa is polite and speaks fluent English.

- *Vital:* She is well-liked by the locals and had a healthy relationship with *Marmotinha*, the last survivor of the Massacre who recently passed away due to a heart attack. If asked, she can take the group to where *Marmotinha* lived, a hole under the overpass that leads into a low-ceiling chamber filled with cots, old magazines, and very few clothes. Ever since his death, the pigeons seem to have gone crazy, staring at Luisa's bar for hours without moving, or attacking police cars that park around the square.
- *Interest:* Recently Luisa has been struggling. The Animal Sanitation Agency of Rio de Janeiro has threatened to close her bar for the unexplained but abundant presence of pigeons in the premises.
- *Esoteric:* *Marmotinha* used to mutter about how he had to take care of the Last Stop Boys, and that they were still his family, but that they were also "not good in the head no more." He insisted he could talk to them, and that they said horrible things, but if he kept them well-fed, if he kept them company, he could keep them from doing all the bad things they whispered about.

APARECIDA'S SQUARE – INVESTIGATION/INTERVIEW

Aparecida's Square is not unlike many other parts of downtown Rio, a reminiscence of a time when the city borrowed heavily from the baroque architecture of Portugal. At the center of the square is a huge fountain, and around the square are a variety of businesses, from banks to bars. The area serves as a happy hour sanctuary for the people who work downtown. Dozens of homeless people flock to the fountain, too. Sensing the Unknown in the Square carries a +30 to the TN.

- *Extraneous Clue:* The envoys reach a *boca de fumo*, a street corner where a few homeless men deal drugs in Aparecida's Square. These men say *Marmotinha* owed them some money.

- *Vital:* Asking around for *Marmotinha* reveals he returned to Aparecida Square after his foster parents were murdered in a drug cartel killing (if the envoys look into these deaths, they find a familiar story: they were found murdered with hundreds of tiny stab wounds and with their mouths stuffed with feathers). He spent his days talking to and feeding his pigeons.
- *Interest:* He died of natural causes, but he seemed to cling to life. Luisa tells that rumor around the square is that even as he clutched to his heart while it gave out, he kept staring at his pigeons and whispering, "No, no, no."
- *Esoteric:* Investigating the area leads the envoys to the sleeping spot of *Marmotinha*. They find a list of names scribbled on the wall: the Last Stop Boys. Under them, *Marmotinha* has written: "do not say their names, or they will come." On a separate list, he has recorded a few more names: his foster parents, Marcos de Almeida, Paulo Castro, Felipe dos Santos and his two children.

THE ALMEIDA FAMILY – INTERVIEW

The Almeida family is the last piece of the puzzle, and the players will find them living in Glória, one of the quaintest neighborhoods of Rio de Janeiro. Cristiane de Almeida, Marcos' widow, welcomes the envoys into her home for an interview. Sensing the Unknown near Cristiane bestows a +10 to the TN, and reveals a slight Unknown presence (due to the influence of the Dreamsend discipline).

- *Vital:* Cristiane's six-year-old foster child, Kleber, has been recently drawing a lot. The envoys, if they have visited Aparecida's Square, recognize the shapes of the fountain and the square itself. An arrow points to the fountain, and it reads *cama do papai* ("daddy's bed")
- *Interest:* Cristiane has been having some strange nightmares she doesn't quite understand, but she swears to have heard her dead husband's voice telling her to move out of the city.
- *Esoteric:* Maicon, Cristiane's brother, has kept Marcos' revolver hidden from the police ever since the Massacre, which was the main reason why Marcos, Felipe, and Paulo were found not guilty. The revolver is in perfect condition, despite Maicon swearing that he buried it under the house and did not touch it all these years.

CONFRONTING THE UNKNOWN

The Last Stop Boys are a dangerous foe, not least because the collective is incorporeal by default (the envoys can shoot pigeons, but all that does is annoy the collective; it can always find more pigeons). The envoys have a few ways to force the Last Stop Boys to engage them in a fight:

The Boss Hat: If the envoys place *Fumacinha's* "boss hat" near where the gang died after midnight, but before sunrise, it forces the ghosts to materialize in the form of a mass of feathers and pigeon bodies. It is capable of fighting, but cannot flee until sunrise.

The Names: The Last Stop Boys answer if someone calls out their names. All of them need to be included, though not the names of their other victims since they don't exert any influence over the ghost collective. Their names are: Miguel, *Fumacinha*, Heitorzinho, Claudia, Helena, Nicolas, *Marmotinha*, Rafinha, Soso, Maria Clara, Matheus, Enzo, Davi, and Manuela.

The Almeida Family: On May 30, at 4 AM, if the envoys have spoken to Cristiane de Almeida and if she is aware of the true nature of their investigation, she calls them in a panic. She is crying, saying she dreamed of her father surrounded by children. They are coming for her. If they envoys go straight there, they find the ghost collective attacking her and her family. If the envoys do the ghost collective any harm or disrupt it (even with a Sphere of Protection or something equally temporary), the ghost tries to escape.

Voice of the Dead: The discipline can summon the Last Stop Boys. Good foci include their victims, the fountain in Aparecida's Square, or *Fumacinha's* "boss hat." The ghosts of the collective speak a broken Portuguese full of street lingo.

"Why are you doing this?"

"The kill us, aunt, and they no jail, ya feel? Now we kill them! We kids and we get shot, now we big and we kill everybody! We kill everyone. Nobody kill us no more! We kill everyone here, and then we kill more!"

"What can we do to keep you from killing these people?"

"The murder man needs to jail. We want justice! There is no justice to the poor. We want justice. If murderer goes to jail, we stop." (Note: this isn't true. The collective has killed for reasons other than vengeance and will kill again, and besides, the three people responsible for the Massacre are already dead. A successful General Communication check reveals that the ghost is lying.)

The Last Stop Boys become aware of the envoys at any point the envoys speak the full list of names of the murdered children, *Fumacinha's* "boss hat" is placed on their former sleeping spot, or they are kept from

killing a target. They attack regardless of the number of envoys present, but unless they are unable to escape, the Last Stop Boys flee once they are actually wounded. If not dealt with immediately after being made aware of SAVE's presence, the Last Stop Boys use the Dreamsend discipline on the envoy they deem the greatest threat.

In a direct fight, the Last Stop Boys' order of attack is: another carrying Marcos de Almeida's gun, the oldest male envoy, anyone wearing a uniform or carrying a badge, anyone carrying a firearm of any kind. If the collective suffers a Major Injury, the Last Stop Boys cry and feign weakness to attempt a last resort attack to kill the most dangerous member of the group, using Corporeal Manifestation to become a mass of children thrashing on the ground from the wounds sustained from the fight. It is all a ruse, but one an envoy might fall for, particularly if the envoy has the Reluctant to Harm Drawback. If the collective suffers a Critical Injury, it uses the Chill discipline on the following turn, banishing itself to the Unknown.

The ghost collective kills because it has learned to love it. The homeless children used by the Unknown to birth the Last Stop Boys creature were powerless in life, and in death that impotence has been supplanted by a deep need to impose their will on others. If they kill someone, they feed on the deceased and increase their power.

THE LAST STOP BOYS

EWS: 90
(Potent)

REF: 60

STA: 65

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

Disciplines: Chill (after EWS increases to 110), Corporeal Manifestation (flock of pigeons or group of kids), Dreamsend, Eyes of Minion (pigeons), Haywire, Hunter's Mark, Swarm, Torture (after EWS increases to 125)

Aspects: Deadly Attack (Minor Injury, pecking), Flight, Incorporeal, Special Weakness (revolver)

Weaknesses: The revolver Maicon kept, which he used to kill the Last Stop Boys, can wound the collective even while it is incorporeal. It also keeps the collective from dematerializing for a scene, if someone shoots it while it is corporeal. If the Last Stop Boys suffer a Lethal Injury while materialized, the collective dies for good.

Notes: For every victim the ghost collective makes after the envoys arrive at Rio de Janeiro, increase their Evil Way Score by 5 and add a discipline as described in the Timeline.

RUNNING THE LAST STOP BOYS

One of the key elements of the Last Stop Boys is the sense of impending doom and the omens envoys get with some frequency, be it in Felipe's children's drawings or in the terrible nightmares the victims suffer before the collective kills and absorbs them. Whenever running The Last Stop Boys make sure you remind the players that although Rio is a paradisiacal city, it has another, sinister layer most people can't see.

Cultural Barrier (Interviews): Unless the envoys have a native Brazilian with them, or they ask Norma to translate for them, they suffer a -10 TN to Interview checks. This is not only a language barrier but a cultural one, and only a Brazilian like Gabriela Silva would be able to fully disperse it. Some *Cariocas* (Brazilians born in Rio) might make fun of Gabriela for being a *Paulista* (born in São Paulo), given the two cities' rivalry, but it is all in good fun.

Gang Activity (Investigation): Remember that although gang violence is an everyday issue in Brazil as a whole, and especially bad in Rio de Janeiro, São Paulo, and the Northeast Region, **Chill** focuses on supernatural threats rather than mundane ones. Use the gangs as a backdrop to a unique setting and not so much as antagonists the characters have to shoot at; for one thing, envoys are generally unwilling to take human life, and for another, most of them are not prepared to get shot in pursuit of SAVE's goals! Most of the soldiers of the drug traffic are as terrified of the Last Stop Boys, whom they believe to be the Devil (*Capeta*, in Portuguese), and therefore try to stay away from the envoys, letting them work.

Police Activity: When confronting the locals and snooping around, police always take the foreigners' side, as Rio de Janeiro is a city that relies almost entirely on tourism. The only exception is if the envoys cause too much trouble in the slums, where the presence of drug cartels makes the police a nominal authority at best.

Friendly Locals: One of the best ways to help players stuck at a certain point, is using the unexpected help from random locals. Brazilians are very friendly and will stop someone in the middle of the street to

share information they notice someone seems to be searching for, or guide them where they need to be. That includes drug cartel soldiers and policemen, as the lines between right or wrong are very blurred in Brazil. Remember that drug dealers also want to see their friends avenged, and the case closed, even if they don't want the police snooping around the slum. At the same time, most locals speak very choppy English, at best, so enlisting Norma is a smart move if the characters don't have a native speaker with them.

Light Tokens: Rio de Janeiro is a city full of issues the CM can take advantage of. Characters can get stuck in traffic at any time during the day; the police may stop the envoys at night asking for license and registration (and maybe a bribe for their troubles); the drug cartels can keep them from going to certain areas to investigate or blame them for some recent drug bust in the slum. The envoys might have their equipment stolen, or encounter a witness who knows almost no English.

Prescient Dream (Art): *You fall asleep and remain fully aware of your surroundings as you struggle with your cot. The heat of Rio de Janeiro's downtown night makes you uncomfortable, and still, at times you shiver in fear. Last year, a few kids died because some people decided that dropping huge stones on the heads of homeless children became a pastime. You are so distraught they might be coming that you don't even notice that your fellow envoys are standing around you, all of them brandishing guns. They fire on you before you can cry out, and each new bullet that digs into your flesh makes you smaller until your screams don't matter. You feel ashamed for getting caught like that, for trusting anyone. You should have known, but you were so sleepy. You had to sleep at some point! This isn't fair. You couldn't protect yourself against the whole world, all the time. You could kill them, and you will. You will kill everyone, and then some because if you don't, they will hurt you when they can. Trust no one, kill everything, it is always you or them. Find the other Last Stop Boys, make the gang whole, and kill everyone else. You stand, look to the breaking dawn, and take flight.*



More...

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ENVOY ACTIVATION NOTICEtags: **Inbox****SAVE****S SAVE Brazill, Brasília**

(May 22th, 2016, 11:17)

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Earlier this evening we were contacted by Fundação Salvar in Rio de Janeiro, a non-governmental agency in the Rocinha slum. The director, Norma Ramos, has been keeping an eye on the slums in Rio for Unknown activity ever since SAVE dispelled a creature haunting her young son years ago. Norma has been a good ally, and the reports she brought to light indicate the Unknown is in the area and might have been for some time.

Norma sent with her report a video and some old newspaper clippings of some murders at Rocinha, both recent and old. In all cases, the victims seem torn up by thousands of small cuts all over their bodies. At this time, information is sparse, but the victims are as follows:

- *Fumacinha*, real name unknown: Found dead at age 17, June 14th, 1995, in his shack. His body was covered in small cuts. The police did not investigate it. A former friend now owns his place and might be of help.
- Helena D'Avilla: Found dead June 14th, 1996, age 18, in her shack. Same wounds. The police did not investigate it. This is a recurrent theme in the slums of Brazil.
- Felipe, João, and Lucas dos Santos: Ages 41, 12, and 9, respectively. Found dead May 22nd, 2016. Same wounds as before and the police are now filing it as a drug cartel killing.

Helena's former neighbor, Laura, who warned Norma about the killings and what she believes to be Satan's work. Norma says the cadavers, in each of the crime scenes, have had their mouths filled with feathers.

Proceed with extreme caution. Rio de Janeiro is a deceptively dangerous city, and this entity doesn't fit a profile yet. Report your findings to the Brasília branch as they come, and we will try to help as we can.

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