

MONTGOMERY KNAPP

Appearance:	Decadent Socialite and Satanist
True Nature:	Barduk Wolf Spirit
Job:	Vengeance Spirit
Motivation:	To bring justice to the murderer of Donald Baughman
Secret:	Fan of MC Hamish's right wing extremist pirate radio program. It is illegal under hate-mongering laws on Al Amarja, as the president, Her Exaltedness Monique D'Aubbaine liberated the island from the fascists and does not like this sort of extremist.
Hit Points:	10

The Barduk are spirits of justice. They are wolves who roam the spirit realm, waiting for acts of extreme violence to rupture the veil between the spirit world and the real one. Once unleashed on the real world they pursue evil-doers, harming them body and soul until the offender who caused the rift is brought to justice. The wilds of the spirit world are notoriously devoid of the souls of sinners so when a Barduk enters our world, it slathers at the smell of so much ripe and succulent evil. The only limit on the Barduk's power is that, in the quest for justice, it cannot harm the original sinner. It must disclose the sinner and allow others to wreak vengeance. It must then return to the spirit world and await its reward.

A week ago, Donald Baughman was murdered. His body was dumped in an underground river and vanished without a trace. The Barduk spirit entered our world in the form of a wolf. It devoured evil wherever it found the stench of depravity but did not get close to finding Baughman's murderer. It is not like the old days where shamans would heed the portents of spirit beasts. These days everyone thinks that Cujo is back in town. The Barduk realized that to pursue its quest it would have to possess a human form.

In the woods of the Critica Range it followed Mathurin Turgot in his battered old land-rover to an old cabin believing him to be an evildoer, but finding his soul to be curiously unstained for a drug dealer and murderer. Unable to understand this or possess the man, it let him be, making a mental note to follow up on him later.

Then the Barduk entered the apartment of Montgomery Knapp, a satanist and all-around foul individual. He was not home so it chased his cat around for half an hour until it escaped. When Knapp came home, he met the hot breath of fury. The Barduk killed him and entered his body through the bite.

The spirit healed the body and made a home within it. Knapp's soul was destroyed so it had free reign of the man's body and his memories. He was a satanist, a member of a group known as the Fable's Creed. He was researching a race known as "the aphids." They appear to be human yet their blood contains the secret of immortality. If their blood is not drunk regularly they become more and more feeble-minded until they die. Knapp was desperately seeking these creatures in hopes of attaining immortality. He always wanted to be a vampire. Mortality caught up with him first, however.

Knapp's possessions were mostly tacky occult knick-knacks of little importance. One item did attract the Barduk's attention. It was a small crystal sphere filled with shiny metal fragments which made a melodic tinkly noise when shaken. If stared at for long enough, it gave visions - people, places,

events. Most were unimportant. One vision, however, the Barduk remembers clearly as it involves Sad Mary's. A monk, a blind pencil seller, a talking tapir and a hairless man meet inside an old warehouse. The tapir speaks, "The place of the weeping madonna - that is where she may be found. We shall trap her there. She is the last of her race, all others are dead, or rather, have never actually existed. <grunt> - the wonders of semiotic magic. The Matagot will soon cease to be of concern to us."

That was all. The Barduk does not know if the vision was past, future or merely fantasy. The ball was stolen by a burglar before he had time to experiment further. The Barduk wants the ball back, it may hold the key to some important conspiracy. Even if it does not, it rolled around the floor making a tinkly noise and was fun to chase about. Turgot seems to deal in almost everything - perhaps the thief has sold it to him?

The Barduk has met other dwellers on the Edge, particularly around the Plaza of Flowers, on its quest for justice. Before it adopted its human shape it ran into Hippensteel the street lunatic who was talking to some cats in an alley. They all spat at him and he thought it prudent to leave, recalling from a previous stint on the mortal coil how much a scratch across the nose smarts. Hippensteel has a lot to do with cats, she reeks of their foul smell.

Elias Bettelheim on the other hand smells pleasantly of dog, particularly as he is wet from the rain of the last few weeks. So why is it that both Hippensteel and Elias slipped off to the men's toilets together earlier this evening? Does it come to this - that even the natural order of things is turning upside down?

Faith Semalaigne, the prostitute in the red dress, is not real. She has no soul. It is not even that the soul has some demonic mortgage on it - it simply does not exist. The Barduk is intrigued.

While in human form, the Barduk has grown to enjoy the things that humanity is privileged with. It enjoys the television and the radio - especially the broadcasts of the radio pirate MC Hamish. He may be a narrow minded moralistic bigot, but at least he believes in righteousness and justice. The show has gone off the air recently - perhaps one of his critics caught up with him.

In fact, the Barduk is so enjoying life in the material world that it does not want to return to the spirit world. Besides, there are far more sinners here - a Barduk's banquet every day! It fully intends to complete its quest eventually, but wishes to explore some of its options first. Some shamans in the past could bind a spirit to a place, a thing or a body. If this occurs then the Barduk might not have to return to the spirit realm when the killer of Baughman is brought to justice.

Tonight the Barduk was in for a shock: Donald Baughman is walking around, alive and breathing. It must be some kind of trick - he smells kind of funny. This is a mystery which must be solved, make no mistake.

OBJECTIVES

- Find out if this is the real Donald brought back to life or merely an impostor. If not, find out who killed Donald and see that they are brought to justice, or at least do enough to satisfy the powers that be that you are doing your duty.
- Find someone who can bind him to the earth so that he does not have to return to the spirit world when the murderer is brought to justice.
- Try to understand the prophecy of the ball. Find out who has the ball and recover it.

ABILITIES

Spirit of Justice: You can take your spirit form as a great wolf to pursue your quest for justice. To do this simply put in the correct name badge. In this form you can use your bite as an attack to deal 2 damage. Usable 5 times. (Fringe Power)

Elegant Charmer: You are good at presenting yourself well and charming others. After you engage any character in a conversation lasting at least two minutes, you may ask them a yes/no question they must answer truthfully. You must have mentioned the topic of the question in the earlier conversation. Usable 5 times. (Charm)

Smell Aura: You can smell the auras of others, getting insight into the guilt of their soul. To a character's aura you must first engage them in conversation for at least two minutes. You may then open up the Aura envelope associated with that character. The contents is what you smell. (Fringe Power)

Spirit Ban: You cannot physically harm the murderer of Donald Baughman. Your See Aura ability should give you insight into who has done this deed. If for some reason you enter combat with a person you know is the murderer, or who you have now used that ability on yet, see the GM. You don't know what exactly will happen if you try to attack the murderer, but it's likely you will be banished back to the spirit world. (Flaw)

EQUIPMENT

- Knife
- Occult Thing-a-ma-jigs
- Cane with mystic symbols
- Wallet with \$200
- \$1000 secreted in a shoe