

# *Ghost in the Shell*

a Dresden Files RPG one-page adventure by Jason Hanks (Wired\_Wolf of RPPG)

Dresdenverse Time line: 3 months before *"Ghost Stories"*

Locations: Warehouse (Where Hopes May Live, Not As It Seems). Home of the Child (Lost Hopes, Crumbling Faith)

Incentive: The protagonists are approached by a representative of John Marcone and offered a substantial reward to finding his lost property. Failing that to interest the players, the representative also mentions that a rogue wizard may be involved and will use this property against the citizens of Chicago.

The antagonist: Mortimer Lindquist, ectomancer, has assisted in the creation of what he calls "spirit shells". They are specially prepared mannequins that can be "possessed" by a ghost. Funded by John Marcone to build a body-guard that could see both the spirit world and the real world. Other interested parties is the fallen known as Corpsemaker. Though dead for a few years, Corpsemaker's shade has been able to gather a formidable army of followers, and directs them to bring the shell back for her use.

Hook: The lost "property" is a special construct called a "spirit shell", created by Mortimer. It is basically a mannequin that has been prepared to allow a ghost to control.

The Spirit Shells: The shells are immune to magic; the shell is made of a carbon polymer, so very resistant to physical damage as well. Though they are just "shells", and ghosts do not experience pain when damaged. It should be revealed the Mortimer is not powerful enough to create such a construct himself. Marcone had contracted a rogue white council wizard to assist in the creation of the Spirit Shell.

One shell is missing...and other parties are interested. Corpsemaker has learned of the building of the shell and wants to take possession of it. He sends out some of his followers to take possession of it, only to find it gone and then faced with some Marcone muscle and a white council wizard. The fight is brief, several of Corpsemakers' followers escape, and then attempt to pick up the trail of the missing shell. Marcone wants the shell back, as he funded the project, naturally, and will stop at nothing to get it back. However, he does not want to be directly linked to the fight in the warehouse, so he hires the players to find it.

The Twist: the missing shell was possessed by a child who was murdered only a few months prior, and it is trying to get back home. However, other powers are interested in the Spirit Shell, and wish to have it for themselves. All the child-spirit wants to do is let contact it's family, it knows they have been holding out that they were still alive for the past year, and it is tearing the family apart. Once the child has made contact with its family and let them know what happened, it is then up to the players to decide what to do next. Once the child is at peace and moves on, the shell falls lifeless to the ground. The chase should center around the shell, rumors, etc...and twisting back onto the others on the hunt. The players should be forced to confront both the Corpsemakers goons, and rogue wizard and perhaps a few of Marcone's retainers, just making sure things happen.