

Sin City  
Orders From God  
New Story Arc for Brother Mercy and Angie

Orders From God – Chapter 1 – will proceed pretty much as structured before. We're going to exchange the 'Crusaders' for just local thugs who are using the big night of the opening of The Pink Trombone as their shot to loot the casino, and while the Papal Assassins will be present, there will be less density at this point. What we will do is get across a bit of Brother Mercy's demon – that is, he became a priest/monk/novitiate after some killing he was involved in in a distant country. We do not specify. Probalby involved some exploding turbans. We never say that.

He was a model Novitiate, until one night he 'fell' to Sister Angela. It seems that they were doing the hydraulic somewhere in the cathedral as some criminals broke in and stole a number of icons from the cathedral and the relics of St. Jude Thaddeus. Angie vanished... Maybe Father Frank had a story for Mercy, maybe he didn't. Point is, Mercy, in hopes of absolving himself of multiple sins, now does nasty 'vengeance of God' jobs for Father Frank. Both Frank and Mercy worry about Papal retaliation for losing the relics, and both of them, somewhere in their souls are very uncomfortable with the fact that Basin City Cathedral is unconsecrated (because the relics have been stolen).

Father Frank is, of course, playing footsie with the Rourkes who are heard of, but never seen in this story, but will, of course, be very important in The Hard Goodbye. The coming of the Pink Trombone is to him, the arrival of the Whore of Babylon. Sodom and Gomorrah all in one. Somewhere in his rotted soul, Father Frank sees a way to clean up Sin City – after all, Father Frank didn't come here to be evil – Sin City has a way of making people that way. It also churns out is fair share of un-cannonized saints.

Anyway, Father Frank thinks that he sees a way, through a series of 'inciting events' to turn all of the criminal groups in Sin City against each other in order to create a 'great cleansing.' Wallenquist and his organization, the mob, the Tong, Lachay and his evil foreign casino guys, the whores of old town, the dirty cops and the ambient criminal element will all murder each other in one night of blood, vengeance and atonement. He's bringing on a Big Rain that even Travis Bickle couldn't imagine.

Basin City will be clean again when the funerals are over. A fresh new start. Maybe he feels his rotted soul will be clean and God will forgive him.. Whatever, Father Frank thinks, theologically, he is attempting to create a war through precisely targeted assassinations.

Brother Mercy is not opposed to killing for God. He is very good at it. However, he feels that this true salvation will come from restoring the icons and relics to St. Jude Thaddeus.

His story proceeds pretty much as scripted until Wendy's release in the prison scene. Brother Mercy goes to the Prison to get the Dirty Cop. He doesn't

know Wendy is there. For that matter, he doesn't know that Goldie exists. He feels that heaven will smile down on him for releasing the criminals there, because they are, in his mind, victims of the dirty cops. In some cases, this is true. When he gets to the Cell to kill the cop. He sees Wendy. And he sees Goldie. He can't risk killing the wrong one. That would send him to hell. He let's them escape and follows them to Old Town.

At the TWIN'S HQ in Old Town, Brother Mercy finally figures out which is Goldie and which is Wendy. He is about to kill Wendy as ordered when suddenly, Angie steps into the picture. We know her from earlier when Kevin tried to kidnap her. (Truth is, Father Frank might have set Kevin onto her because he wants the ex-nun (if she really was one, or maybe she was just casing the Cathedral) dead. All of that is deep backstory and we can leave it in the implication category if we want to.

Anyway, just as Brother Mercy is about to kill Wendy, he sees Angie. He freezes. He gasps her name. All turn and see him. The assassin is busted. He has to beat a hasty retreat before he's slaughtered by the old town girls. Of course, he has to come back and find Angie when she isn't protected by the others.

They meet. Mercy doesn't know whether to kiss her or kill her. She doesn't know what she's thinking about him. Or at least we (the players) don't know. Mercy figures he's going to have to kill her. She tells him she knows where the relics are. He doesn't believe her. We don't know whether to believe her. Nevertheless, finding the relics is the one thing that could save his soul.

She tells her story. She was hired to infiltrate the church as a visiting nun and seduce Brother Mercy. She did it. She says she feel in love with him for real and nearly told him about the theft – or maybe she did, when it was too late – she says she only knows who hired her... She doesn't know who it was for. Mercy and Angie go in search of the guy who hired her... The quest takes them **WHEREVER WE WANT IT TO**. We can have as many or few beats in the 'WHERE ARE THE ARTIFACTS' story as we want. It can take place pretty much wherever we want it to.

It will end at the **PINK TROMBONE CASINO** where the icons are being used as 'lucky charms' for Whale gamblers. They will blast their way through the rooms, killing bodyguards and inadvertently helping Wendy and the Old Town Girls. It might even be that they break in on **WALLENQUIST** at his **MANSION** and get the story – or at least what he knows of it – from him at gunpoint. (Their visit to Wallenquist might well impact Marv).

In the end, they find **MARCONI'S** bones in the cornerstone of the casino, and steal them.

Brother Mercy then returns the artifacts back to the casino, maybe thwarting some papal assassins in the process.

There must be some payoff to the Angie story. Maybe she's the girl who is 'offed' in the opening scene of the movie (the woman in the red dress). Maybe she's killed. Maybe she gives Brother Mercy the slip as soon as she can. There are a lot of opportunities.

Anyway, so those are the bones of the new beats.

#### Technical Issues, etc.

Okay, so we do not need to build any fundamentally new locations. The new beats only need take place in Old Town, Wallenquists, The Pink Flamingo. Maybe the Cathedral. If we want to we can add more, but we do not have to.

I want to keep a 'dance of death' going between Mercy and Angie. Can we tether them? Do we have her just appear? How much AI can she have? Does she try to kill him? Let's talk about this. It would be great to have it be some kind of a pursuit. Obviously, Brother Mercy and Angie are going to be very much about traversing terrain and chasing each other. In Wanat Terms this is 'hide and seek' or 'tag.'