

THE DAUGHTER OF SET

by Mervyn Boyd – jack@ktana.freeseve.co.uk
178 Dickson Drive, Irvine, Ayrshire, Scotland, KA12 9HB.

Foreword

This scenario is written for players who have had some dealings with the mythos in mind. No special skills or knowledge is required for its successful conclusion and no real time frame is set, so events move according to the pace of the keeper. Although, because there is no time frame the players should be discouraged from lounging around too long with no action. There is an impatient and psychotic teen witch out there burdened with a power she cannot control.

The scenario is intended to be set in 1920s Massachusetts, but at the keepers discretion the year and location may be altered to fit in with something he/she is more comfortable with. This scenario is more of a very detailed adventure sketch, meaning there are numerous places to add events and / or chance particulars. While provision have been made for all likely places the characters may visit and the people they talk to, it is left the keeper to improvise other places and NPC reactions.

The scenario follows the story of one Aileen Murphy, a teen witch on the edge, who is wielding a power she does not fully understand, and is being taken over by it. And not only that, she is about to discover her real identity. From this, our investigating characters must embattle her to the death or try and find a way to save her.

Keeper Information

Our antagonist for this evening's play is sixteen year old Aileen Murphy. She is a practising witch, and she belongs to a small and secret Wiccan study group. The circle of friends consists of five others - one for each point of the star. Their little club is quite pathetic really. They perform magical rites and ceremonies gleaned from occult books found languishing in the local library, or book shops and these spells are supposed to bring balance to their lives and restore the mystical energies which permeates all things and bring peace, order and harmony to the world.

Aileen is different. She longs for something more. She performs the spells but nothing seems to happen. With the onset of puberty, Aileen became even more surly and rebellious. Dark stirrings were awoken deep within. She's becoming disillusioned, and is cultivating a different outlook on life. For the last year she has been putting up with hassles from Becky - the school bully, and her domineering Guardian Aunt Agatha. Nothing she does seems to be enough, plus the pressures of all these raging hormones coursing through her body don't seem to help matters much.

Recently Aileen has been growing distant from the group; becoming more insular and quiet - keeping to the fringe of things and saying odd statements like: "Wouldn't it be fun if you could telekinetically crush somebody's throat from a distance - just think of it. You'd be the ultimate killing machine. You'd never get caught. Who would ever suspect. With real magic you could do what you want". Or "What if we sacrificed a chicken? D'you think we'd get a spell to work then?" She'd often snap at people and become angry for no apparent reason – but Aileen knew. The anger made her feel good, more powerful; it made her strong and confident. Things she knew she had to have more of.

Sensing her spiritual imbalance the rest of the group rallied to Aileen's help even to the extent of casting spells they believe may work. But so far Aileen has been resistant to their unwanted support.

At any rate, our story begins to unfold when Aileen was visiting other family members with dear old Aunt Agatha in Arkham, Massachusetts, whose sister was gravely ill. She managed to escape her aunt's domineering clutches for a while and was allowed to wander the town with her older cousin Alice. They talked; they laughed; they shared interests and they formed a bond. Aileen felt free. They toured the Arkham library; made fun of those incarcerated in the Sanatorium; threw rocks at the Court House & Jail; lurked around the Old Arkham Graveyard; and toured the Miskatonic University where Alice studies archaeology. They later hung toilet paper from the Dean Halsey statue.

It was while they were in a back alley occult shop on West Main Street that Aileen was introduced to a practising Warlock called Cyrus Corso - the shop's proprietor who also tutored Alice on the magic arts. As they talked, he began to sense Aileen's potential, but was troubled at her anger and fear. She was indeed powerful but had no proper guidance and release. She too sensed there was more to him than he revealed. Alice remained oblivious.

The days passed, and Agatha's sister fared no better. Aileen and Cyrus met privately and the tutelage began in earnest. It began with the basics, like not centring on your anxieties and opening ones self to the universe. To feel; to relax; to perceive the ebb and flow of the energies of the universe - to listen to it's wants and needs - and in time to command it. She was an astute student and learnt quickly. Cyrus was amazed at her ability, and even thought that in time she would even surpass himself as a magic user.

Two weeks passed, and Agatha's sister was well on the road to recovery. Time to say good byes and leave. Everything was fine for the first month or so, then Aunt Agatha began to gripe, complain and domineer again as though she was making up for lost time - and to make matters worse, Becky got stuck in too.

During one of their after school confrontations, Becky was on top form, verbally abusing Aileen and nearly reduced her to tears. She really was spoiling for a fight. Enough was enough, and Aileen pushed back and soon both were scrabbling about on the floor, scratching, pulling hair and generally knocking seven bells out each other. It was then in a momentary respite that Aileen focused her rage. She concentrated and imagined she was gripping Becky's windpipe in her fist — she squeezed tightly, choking the life out her. And in that instant Becky clutched her throat and fought for breath. The discomfort grew and the air lessened. Fear and anxiety ran free. Her eyes began to bulge, her knees buckled and she stumbled and fell. Gasping for much needed air. Uncomprehending, and unable to scream, her lips turned blue, and capillaries ruptured in her eyes. Transfixed and amazed by her new-found power, Aileen could only continue, saying "Only now, at the end do you understand what it is to live in fear. And now... you will die." With a final twist and a dull popping sound she knew Becky was dead.

Aileen had barely got home before her aunt began to bicker at her as she potted about in the conservatory with her beloved plants. Aileen could swear Agatha loved her plants more than her. "Where have you been? What have you been doing? Have you been with boys you deceitful little child?... You have chores to do!" Unable to contain her anger, Aileen picked up a trowel and brutally stabbed Agatha to death, before burying her under her precious roses.

Realising what she had done and that she was spinning out of control Aileen returned to Arkham to see Cyrus for help. No one answers her knock, but she tries the door all the same. It was open, and she soon discovered Cyrus and Alice locked together in bed. She snaps. She feels betrayed. Furious at what she sees she immediately lashes out with all her might. Alice is telekinetically flung clear across the room and lands badly, breaking her arm and falls unconscious. Cyrus feebly attempts to explain, but Aileen is uncontrollable and cannot be

reasoned with. The bed begins to shake and buck. Aileen's eyes roll back upon themselves. The windows rattle and shatter in a hail of shards. Light bulbs pop. Plaster cracks. She calls upon the power of Hecate. Poor Cyrus is gripped with an intense wracking pain. His blood begins to course and pound through his veins, and within a minute blisters erupt all over and fill, and spread and merge into each other. His eyes begin to bleed, as does his ears. He spits blood, and soon he begins to bleed from his pores - his skin ruptures - until at last he slumps over naked in a pool of blood. His lifeless corpse twitching.

Satisfied that vengeance has been appeased Aileen storms out, and in her haste she knocks over a candle and soon the house is ablaze. Consumed by her hate she now directs her energies towards her so-called group of friends. This is their entire fault. They never accepted me. They held me back. Them, in their ways in which to try and heal Mother Earth or trying to levitate pencils. Pah! What a waste! I'll show them. I'll show them what it is to wield true power. As we can clearly see, Aileen's emotions are getting a little more strained and unpredictable as time goes by - but she's not worried that she's done bad things. Her hate has made her powerful, and now she's beginning to crave it.

She returns home once again to take care of business, but before that she rediscovers something she had forgotten about. A collection of papers she found several months ago while clearing the attic with Agatha. Legal papers, partially completed, dated sixteen years ago requesting permission to adopt a baby girl. It was only then that she discovered that her parents were "killed in an automobile accident" and that "she is a lonely child", and that Agatha is "really her aunt". She wouldn't divulge much more than that. (Actually, Agatha knows everything. She was a resident of Northfield sixteen years ago, and after the lynching that occurred there, she moved away, but not before taking pity on the child. She adopted it and raised it as her own with a good solid Christian upbringing. She will never tell Aileen of her heritage.) As shocking, appalling and troublesome as that revelation was to Aileen she seemed to accept it. But now with the rediscovery of the papers, she begins to wonder who she is and where she came from. Obviously, Agatha would mention such things in her diaries.

Agatha's diaries are quite extensive and stretch back almost 50 years, but she's only interested in the ones from the last sixteen years. Agatha makes mention that she moved from Northfield to Little Haven, to make a new beginning and give the child, whom she has called Aileen, a proper start in life. Aileen learns; that the events in the last few weeks are still too ghastly to write about and nobody should be reminded of such things. Especially Aileen. Intriguing. There's apparently more to Aileen than she's been told. Stuff that she's never meant to know. The next sixteen years worth of diary is really unimportant and deals with day to day things, however certain entries do deal with Aileen - and they do take on a radically different tone. Aileen is variously described as: "wicked", "despicable", "deceitful", "child of Satan", and punishments range from being "sent to bed with no supper", "being caned", to "being locked in the coal bunker with no food or water until that wretched child develops respect". One recent passage has the tantalising entry: "Despite my best attempts at an upbringing there is too much of her father in her..." With new resolve Aileen heads off to Northfield, leaving her friends behind.

Player Introduction

Becky's father, Bill Roberts is head of the local council. The loss of his beloved daughter enrages him so much that he seeks justice outwith the law. Through contacts he hires Mercenaries, Bounty Hunters, and Private Investigators to find Aileen. Other characters can be brought in, as the keeper desires. Friends of the family can be contacted to attend the funeral, and they in turn can offer to help out Bill in his time of need. Ideally characters should be brought in 1½ - 2 days after Aileen has left town.

Little Haven

This small community comprises of perhaps 7,000 inhabitants. Originally the area was settled in 1640 as a logging town, and since then it steadily grew, but it never really exceeded its current size. Today main commerce is by way of farming and mining marble and granite. The small township has all you would expect with a central market place, a school, several churches, town hall, assorted stores, and a couple of boarding houses.

Player Information

Through talking with the Roberts' family and the police, enough information should be learnt for the players to begin their own line of enquiry. Any relevant information should be found somewhere in this text, if it isn't – make it up. When questioning individuals, the immediate use of fast talk, persuade, or law is to be considered pushy and rude. Polite investigation and the use of Credit Rating might get better results. Once a rapport has been established the use of fast talk, persuade, and law might eke out a little more information.

The Roberts Household

Becky's mother is distraught at the loss and constantly wails uncontrollably. Other family members try to console her. No one can understand why Aileen would kill their child. It is Bill who answers the door to the investigators. He leads them into his study. He is stone faced and wears a serious expression. Once all the characters are assembled he outlines the situation and why they are there, before ending with: "I care not in the methods you employ in tracking that bitch down and apprehending her. She took everything my wife and I hold dear to us away. And for that she will pay. Hanging or electrocution is too good for her. Your payment gentlemen is \$1,000 apiece – plus an extra thousand upon completion. That is NON-NEGOTIABLE. Period. I will however pay your expenses, but give me receipts. I have instructed the police to allow you unconditional access to their files regarding this matter." If anyone asks why so many people are required for one 16 year old, Roberts snaps back: "I want the job done as quickly as possible. Now get to work!" Roberts will not haggle over wages. Any chancers who try to up their pay will be again told that the pay is 2G in total for a few days work. Take it or leave it. Decide now and don't waste my time.

Police & the Coroner

There are 12 officers that police Little Haven. Sergeant Brett Duffy isn't too enthused at idea that Private Individuals have been brought in to take over – but with things as they are – it's understandable. Duffy is a little stand-offish to the characters, but he will divulge everything he knows to them. Keepers, use your judgement here. He has spoken with, the Robert's family, naturally; neighbours, friends of Aileen, and school peers. One of them, Emily Symonds, came forward and said she saw them fighting after school, but didn't get involved out of fear that she may have gotten beat up herself. This is why Aileen is wanted, although there's no proof that she actually killed Becky. Emotions are running a little high in the Roberts' house. That is why you are here, I think. As of yet Duffy hasn't been unable to find Aileen, and no one is at her home which is strange because Agatha didn't really go anywhere. We were about to get a court order to enter the premises for a closer inspection. The players are free to re-interview people in case something has been missed.

Becky is still in cold storage. The Coroner, Sam Quincy, pulls down the sheet to reveal Becky's head and neck. He explains his findings. Death is obviously by strangulation. Becky's neck has been broken and her throat and windpipe has been severely crushed. He draws attention to the burst capillaries as evidence of strangulation. But that's not the problem really. For that amount of damage to occur her assailant must've throttled Becky real tight with a very strong grip. But there is absolutely no ligature marks, nor fingerprints or other bruising. In fact it's as though it was done from the inside. Other than that, Becky's other injuries consist of the usual scrapes and

scratches and minor defensive wound brought on with a playground brawl. Viewing the corpse causes 0/1 sanity loss.

Digging the dirt on Becky

Bill Roberts will take great exception at any investigation into his daughter. His little angel (or princess) is the victim here. And she never harmed anybody in her life. He is liable to throw the investigator off the case for it, and if incensed enough he might take a swing at the offending character. To the Roberts' family this is true. They saw Becky through rose coloured glasses. She was top of her class in all subjects, she could do no wrong. Bright, vivacious, and loving. This is probably through the fact that Becky's elder sister died during birth complications, and from that her parents heaped unconditional love on the surviving child. Becky knew she could get away with anything so long as she fluttered her eyelids and said please daddy. They do however concede that she was at times a little highly strung, but that's ok. They are aware that she wasn't popular, but they put this down to the fact that everyone was jealous of her station – and couldn't resist in besmirching her good name.

Anybody at school will tell you a different story however. They'll say Becky was a stuck up, arrogant little cow, with an "I'm better than you" attitude. "My daddy runs this town, so you better watch out". She was the one that did the backbiting with the spread of malicious rumours, and couldn't resist in belittling anyone. She always made sure there were no witnesses around when she got her claws out. And why she particularly targeted Aileen is anyone's guess. Easy target I suppose. Perhaps she knew something about Aileen.

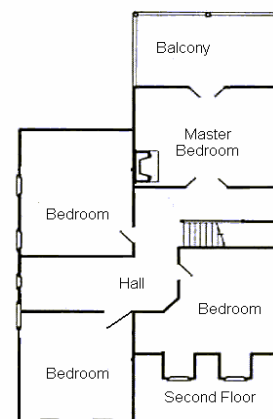
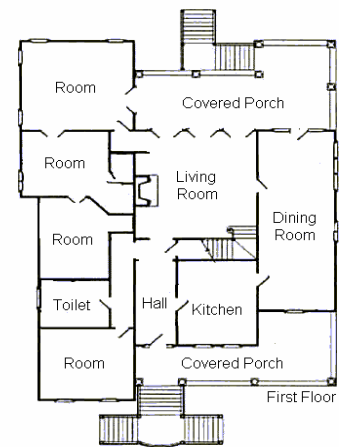
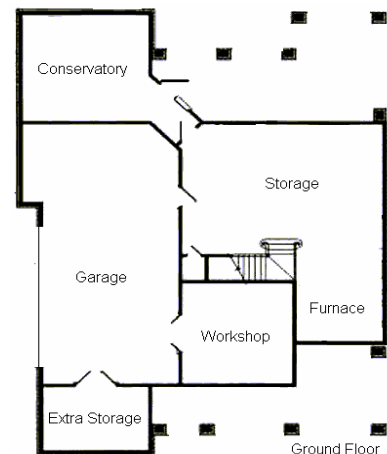
Agatha's House

The house is located in a modest cul-de-sac in town not too far from the school. The house is a three-storey affair and is one of the oldest in town – dating back something like 120 years. It needs a little touch up here and there, but is otherwise in excellent condition. Originally, the townhouse belonged to the Governor of Massachusetts, and was sold off to Agatha's family shortly before the civil war. It was used as a safe house for the underground railway where a great many runaway slaves were smuggled north to freedom. It has since been wired for electricity.

Inside, the ground floor comprises the basement, conservatory, garage, workshop, and full storage rooms, but one is mostly empty except for a furnace, a pile of coal, and some lumber and pipe. The garage has an old 1910 vintage car parked. A **SPOT HIDDEN** allows keen eyed investigators to see a trail of oil, which suggests another car was here. Stairs lead up.

On the first floor there is a kitchen, stairs to the basement, a bathroom, a living room, and other smaller rooms. Stairs lead upstairs to several bedrooms. The decor fits well for an old-fashioned woman. One thing is immediately noticeable. There is a lot of Christian iconography on show. The living room has a candlestick telephone installed. It works.

The only rooms of interest to the investigators are - Agatha's Bedroom, Aileen's Bedroom, and the Conservatory. There are no secret rooms or passages to be found. Those were discovered, opened up and turned into room extensions a long time ago.



The Conservatory

Agatha took great pride in her plants. Roses were her particular favourite, but she also grew others. She is buried here and the investigators can find her quite easily. She's beginning to decompose and bloat so viewing her costs 0/1 sanity loss. She appears to have been stabbed at least a dozen times. The bloody trowel embedded deep in her chest seems to be the give-away clue.

Agatha's Bedroom

Agatha's bedroom door is ajar. A key is in the lock. Inside is as you would expect for a nearly sixty year old. It's full of dressers, which in turn are covered with lace doilies and a collection of childhood dolls. A child's

rocking horse sits in the corner. A few ornaments and photographs of family members also adorn the furnishings. The room appears to have been searched. Drawers have been pulled out, their contents disturbed - some of which has been crudely dumped by the wayside. By the window, looking out into the street below is a writing desk with a hinged lid. Next to it stands a roll-top desk - open. Splintered wood attests to the lock being forced. There is a family bible in a drawer of a bedside cabinet, on top of which is a glass, a jug of water and some medication can be found. A motley collection of jewellery is upturned on a dresser. Books have been scattered on the floor at the foot of the bookcase. On several shelves in a cupboard players can find dozens of ledgers – all sequentially dated. These are Agatha’s personal diaries and they stretch back almost 50 years. Keen eyed individuals may spot the journals for the last sixteen years are missing. These are to be found in Aileen’s room.

A thorough search of Agatha’s room uncovers a few loose boards in the cupboard under a collection of shoes and boots. Nestling within the cavity is a small metal strongbox. The key to its lock can be found with a **SPOT HIDDEN** roll in a small two-piece piano-shaped ornament on one of her dressers. The content of the box is surely to surprise the citizens of Little Haven. There is a bundle of deeds, stock shares, and bank books there whose value amounts to a little over 1.32 million dollars. Agatha sure kept that one secret. Who would’ve thought she was a millionaire?



Aileen’s Bedroom

Aileen’s room is pretty tidy in contrast to Agatha’s; but then why would she search her own room. Dressers contain clothes and school uniforms. A school bag has some books inside. She too has, albeit a smaller collection of dolls and other assortments on show, like pine cones, pretty pebbles and stones, etc.. An **OCCULT** or **ANTHROPOLOGY** identifies a Native Indian Dream Catcher hanging in the window (it’s supposed to catch bad dreams), beneath which a small stag antler sits on the windowsill. A drawer to a dresser is open, and is now empty. A few diaries of Aileen can also be found, and these only date back six years or so. Piled in heaps next to her bed are sixteen years worth of Agatha’s diaries.

A secret compartment can be discovered beneath the bed by lifting a few loose floorboards. It seems both liked keeping secrets from each other. Inside is an ornate small wooden box that contains assorted wiccan paraphernalia. An **OCCULT** roll identifies the following: A plain brown altar cloth, a censer (for burning incense), an Athame (a short blunt double edged knife), a Bolline (a sharpened copper sickle-shaped knife), a willow wand, a small stemmed chalice, a mortar & pestle, copper bowl, a whisk-sized broom tied with blue ribbon, and assorted herbs. **NATURAL HISTORY** or **BOTANY** identifies: Agrimony (for sleep spells), Cedar (for healing), Meadowsweet (happiness), Yarrow (magical awareness), Saint John’s-Wort (purification).

The Diaries

Fortunately, the players need not read every last diary – just the last sixteen years should suffice – or perhaps the very last couple of diary entries. The last sixteen years worth, however, fills the players in on the relationship Agatha had with Aileen. The last few entries do not reveal all that much - just day to day things. Reading the diaries will take a phenomenal amount of time. Skimming them for relevant information takes less time, although most of the really useful information can be found in the last year or so. Everything the players require to continue their investigation is contained here.

The keeper should make up any information beyond the following information should he/she think it important. Shortlisting pertinent information requires a **R/W ENGLISH** check. A check should be made for each piece of information.

Agatha's Diaries

- Agatha appears to have moved here to Little Haven sixteen years ago from a small town called Northfield.
- She alludes to an incident in Northfield but does not elaborate on it in any way, shape or form.
- She adopted a child from there. She has named it Aileen, and has proposals in bringing it up in a solid Christian upbringing. It takes a further roll to notice that Agatha does indeed refer to the child as, 'it', here.
- Over the first seven years Aileen appears to be a delight; bright, generous, helpful and pious. But from then things begin to take on a different tone. Happy times lessen and become few and far between. Aileen is variously described as: "wicked", "despicable", "deceitful", "child of Satan", and punishments range from being "sent to bed with no supper", "being caned", "given the strap", to "being locked in the coal bunker with no food or water until that wretched child develops some respect".
- Agatha makes mention that Constance (her sister), who lives in Arkham was ill (this is about a year ago). She and Aileen went to tend to her along with the rest of the family. During their stay there, Aileen and Alice (Agatha's niece) got on well together. It took a while for Constance to get better.
- Recent entries over the last six months has Agatha bitterly complaining that her and relationship has become strained. She is more sullen and insular and secretive. Her schoolwork is suffering. She's getting into all sorts of bother and fights, and on top of that one Saturday, a few months back, while clearing the attic Aileen finds adoption papers. This was a grave blow to her. To learn that I am not her mother. She mourns the old times when things were better.
- One recent passage, within the last month, has the cryptically tantalising entry: "Despite my best attempts at an virtuous upbringing I fear there is too much of her father in her...".

Aileen's Diaries

Contrasting Agatha, Aileen's diaries only date back about six years. They are full of her day to day thoughts, desires and worries. They also contains doodles and pressed flowers

- It appears Aileen is a misfit at school. She seems to be getting pressures and bullied by Becky mostly.
- About two years ago she and a few friends form a Wiccan coven to practice witchcraft. She also writes about addressing the balance of nature. She includes the Rede of the Wicca here – a sort of oath taken by her and her friends that outlines that no harm shall be done to anyone through their magics.
- Several entries relate to bad dreams that she is having about a dark forest and a strange twisted tree at its centre. It calls to me. It knows my name.
- When I get angry I feel more powerful, as though I can do anything. I like the surge of power. At times I just get mad to feel the power.
- She makes mention about going to Arkham because Aunt Constance is unwell. For the first time in a long while Aileen is happy. She feels free and relaxed with the summer holidays from school. She meets her cousin, Alice and they have fun together. Alice also practices witchcraft, and she introduces Aileen to Cyrus Corso – a warlock, who she takes a shine to; and he to her. Alice and Aileen visit him on several occasions for instruction and tutelage in the arts.
- Aileen and Cyrus appear to meet secretly on several more occasions. Whether there is a sexual edge to it or not Aileen does not explain. Let the players decide for from themselves. She does mention that she feels stronger, more at ease with herself and that her magical awareness has grown, thanks to Cyrus. Having those dreams again.

- Constance gets better and they return home. The holiday ends and it's back to school.
- She decries that life sucks and she's being bullied at school again by Becky. She'll get her comeuppance. She's thought about suicide. She tried to cast a spell on Becky, but she just laughed, and now the bullying is worse.
- She says she discovered that Agatha is not her mother at all but an adoptee. She found some adoption papers while clearing out the attic with Agatha. Was told family was killed in a car accident.
- Aileen is getting into more trouble now with school fights. Skipping classes etc. Agatha's punishments are harsh, and no matter what she does it's never enough. Can she never live up to Agatha's expectations? I hate them all. They will all die.
- Today I developed super powers. I can hardly believe it. In a fit of rage I looked at a jug and it shattered. Can't wait to try it on that bitch Becky!
- This is the last entry of the diary. She writes about killing Becky after school. She tried to pick a fight with me but this time I used my power. I crushed her throat slowly and watched as she gasped. I watched her slowly die. It was so cool. By the time I got home Agatha was in one of her moods again. She was in the conservatory. With the power of my mind I threw a trowel across the room into her chest, and then I stabbed her to death and buried her with her plants. They're sure to come up lovely. Ha Ha. This power I have.... The rage and hate it creates makes me stronger, more powerful. Nobody dare cross me now, but it does scare me. Maybe Cyrus can help control it.

Anyone searching for the adoption papers will not find them. Aileen has taken them and has departed for Northfield. She needs to know who she is.

Little Haven School

The school is neither distinguished nor inadequate in regards to education. It serves the local populace to their satisfaction. Interviewing Aileen's teachers, the headmaster, and peers will take time, and all will talk to the investigating characters. All have basically the same thing to say.

James Ried, Headmaster

Aileen is a bright kid. Generally she was a grade B student at the beginning but of late she's been pulling in Cs and Ds and a couple of Es. He's spoken to Agatha about her grades as well as her behaviour, being disrespectful and getting into all sorts of scrapes. Any more misbehaviour on Aileen's behalf will result in expulsion. On top of that she's been skipping class. He's shocked to believe that Aileen is wanted in connection with the killings.

Scott Petit, Vice Headmaster & General Studies

Petit is a rather pompous and self important individual. He makes mention there is nothing wrong with Aileen that a sound thrashing wouldn't cure. He generally agrees with Mr. Ried, but ends with: "I always know that kid would be trouble. She had that look about her".

Jill Tyre (English); Stephen Farrow (Latin); Gordon McCreath (Mathematics); Susan Hillhouse (Religious Education); Alexander Sweeney (Music); David Renwick (Art & Crafts)

They all have nothing more to offer, and all are shocked at the recent events.

Karen Rendall, Sports

Aileen was never much that good at sports be it net-ball, lacrosse, or whatever. She was usually one of the last to be picked for team events. Aileen always tried to do her best. She always seemed to take the brunt of the

punishment for some reason, and in the last few weeks Aileen went for Becky with a lacrosse stick, which earned her a ban from playing. Karen remembers the icy glare Aileen gave her. It really scared her.

Abraham Jackson, Caretaker (Middle-aged Negro)

Remembers breaking up several fights between Aileen and people. He liked the idea that she was beginning to give instead of take, but to actually murder people...he's speechless. He personally hated Becky, and is glad she's dead. He's had to put up with his share of abuse from her too.

The Pupils

Most of the pupils are becoming afraid of Aileen, but they all seem to say the same thing in respect to her change. One person (Emily Symonds) seems, with a **PSYCHOLOGY** check, uncomfortable talking to the players. If persuaded or fast talked or a law roll made she explains that she saw the death of Becky. She explains that it was like Aileen was using magical powers or something. She's at a loss on how else can she explain what she saw.

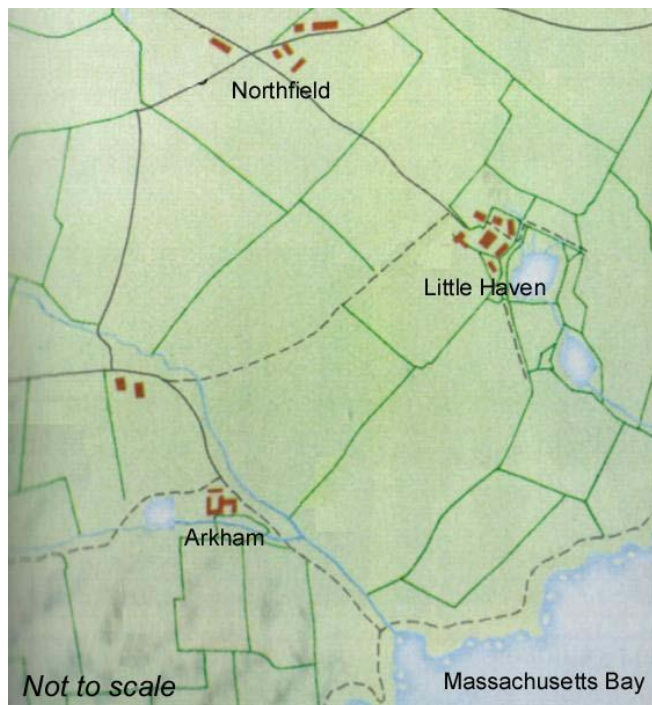
Talking to assorted people

The neighbours of Aileen don't really know anything. They are oblivious that there has been a murder right next door, and are stunned that Aileen is wanted for the murder of Becky. One of the neighbours has a 50% chance of remembering that she saw Aileen take the car out the garage a few days ago. Since then next door has been quiet, and they've seen and heard nothing of consequence. Other people have their own opinion on the matter. One or two don't even care.

Aileen's Wiccan Friends

The other members are Christine Sinclair, Lyndsey Campbell, Shirley Bell, Kimberly Fisher, and Mandy Cooper. They keep their alternative hobby/lifestyle a secret. They fear what their parents will do if they find out. Each girl has her own little secret collection of occult paraphernalia, but Christine, the group's 'leader' keeps the Book of Shadows – a usable name for the magical workbook that contains all their spells, and rituals. The girls can be spoken to separately or all together. They'll back each other up regardlessly, and they'll tell the truth. They'll confess that they've tried to help Aileen through witchcraft (protection and calming spells), but she seems resistant to their power. They might even mention Aileen talking of crushing people's throats and the like. The girls are naïve, and will confess or admit to almost anything if they believe it's in their, and Aileen's best interest to do so.

If a player has the wacky notion of binding (stripping) Aileen's power - let the. Research in any decent Occult book sets out the process. To bind the power of a witch the character needs to obtain something personal to that witch, and bind it with three feet of purple or yellow ribbon. Once done, the whole thing is to be steeped in a mixture of Rosemary oil and Allspice or Dragon's Blood. While binding and steeping, the character is to repeat: "I bind thee, Aileen Murphy, and thy powers from doing harm to others and thy self", for as long as is required. He/she must be touching the cowl or cup with all his/her finger tips also. The mix will darken suddenly when the spell is complete. A break in concentration ruins the spell. During this time a POW resistance roll is made. More people can participate in the spell, but this only adds ONE POWER per additional person. Each attempt costs five magic points and five minutes of chanting. If the character can no longer sustain the spell through lack of magic points - the batch is ruined and the process must be began again all over with new ingredients. During the chanting, the target of the spell becomes aware that spells are being cast upon her. If at any time the bound package becomes, destroyed, or untied, the binding spell is nullified and the witch regains her power. So long as the characters have a connection with Aileen through a focus, they can cast the spell anywhere. If the resistance roll is to our characters' favour Aileen loses her powers.



Arkham

Arkham is located about 23 miles southwest from Little Haven, on the Miskatonic River, just a few miles from Massachusetts Bay. Arkham was founded in the late seventeenth century by free-thinkers who felt the area's existing religious communities too strict. From its humble agricultural beginnings the town grew and prospered. During the witch-hunts of the 1690's, Arkham was discovered to harbor several witches who were hunted down and executed. Over the next hundred years Arkham prospered with the construction of a seaport and a college - which in 1861 became Miskatonic University.

Constance Murphy

Anybody can point the way to Constance's home if asked. It's a big house on W. Derby Street, number 223. A tall, gaunt, and sombre-looking gentleman answers the door in short order. This is Earl, younger brother of Constance.

He's a bit wary of the characters, but will allow them admittance once they explain their business. All the family members are gathered into the living room. These being: Constance, Earl, Mable, Sybil, Phylis, Alice, and Duncan. Unfortunately, they know nothing about Aileen or her whereabouts. They don't even know about her heritage. They do reveal, however, that it was a bit of a surprise that Agatha adopted a child out of the blue like that. Once told of Agatha's death they'll thank the players for the news. Although truly saddened by the news - a **PSYCHOLOGY** check allows astute observers to notice knowing glances pass between the Earl and Constance. Only now can they get their grubby little hands on Agatha's loot. A second **PSYCHOLOGY** check reveals Alice to become nervous when the topic changes to Aileen or Cyrus - even more so if she is asked directly. If pressed, she breaks and makes a run for the door. She doesn't want to reveal what she knows, as outlined earlier, out of fear of bringing shame and scandal on her family (Corso was in his mid to late thirties, and she's only seventeen). If caught and forced to talk she'll reveal all to her superiors' great chagrin. They, in that event, set things in motion to cover up the whole sordid affair.

Other information to be found out is that Corso is dead, and his home was burned to the ground causing substantial damage to surrounding structures. The police know nothing and have attributed his death to a faulty gas pipe. His funeral is to be held in a few days time at Christchurch Episcopal Hall. There is nothing to find at his home, but his shop might have something to offer. Unless the characters can give a valid reason to view Corso's body they won't be allowed to see it. Those who do see it lose 1/1d6 sanity.

Corso's Occult / Herbal Remedy Shop

The shop is situated down a side alley in West Main Street, and its livery identifies it as a herbalist. Due to Arkham's affiliation with the occult and the mythos it was quite a lucrative set up for Corso who was probably best known for his herbal remedies. It has been cordoned off by the police, but has been left unattended so entry is easy for the determined player, though noisily shouldering in the door might arouse suspicions. The police have left everything as is, so there is plenty to interest the players. The shop is a simple affair. The customer area, and the counter behind which jars and jars of potions, elixirs and ingredients are to be found, as can the odd censer, crystal ball, incense mixtures, differently coloured candles and other stones, crystals and metals - all of which he sells to the discerning public. A door leads through to storage areas, which contains more of the

same. There is a banner on show, the emblem of which can be identified as The Hermetic Order Of The Golden Dawn, should anyone succeed an **OCCULT** roll. Kept under lock and key from public view are some of his real wares – which only a real practitioner of the arts would ask for – examples of which follow. It takes a **MYTHOS** roll to identify each one.

- *A box of six unempowered Elder Signs*, which can double as decorative paperweights. Two POW must be expended to empower the sign.
- *A box of 1d10 Crystals Of The Elder Things*. These small crystalline and semi-translucent shards store magic points. Each one can store 5 magic points. When empty the crystals are room temperature, but they become colder as more magic points are stored in them.
- *Eight Vials of the Dream Drug*: The drinker falls asleep very quickly for about four hours. If more than one person drinks the potion they all appear in the same dream. The subjective length of the dream is up to the keeper as is it's content. Each vial has enough liquid for four quaffs.
- *1d3 vials of Space-Mead*: This magical potion allows its drinker to withstand journeys through the vacuum and diversity of space. These meads are effective to a range not exceeding 100 light years.
- A dozen vials of a healing salve can be picked up, and if used they heal 4 hp over the course of four rounds.

There are a few loose hand-written scrolls, which contain the following spells:

Candle Communication, Bless Blade, Recipe for the creation of the Baneful Dust of Hermes Trismegistus, Recipe for the creation of Bad-Corpse Dust, and Dream Vision.

He also has assorted books on the occult on shelves, as well as his own private-not-for-sale well thumbed copy of **The Magus, Or Celestial Intelligencer; Being a Complete System of Occult Philosophy** - which he uses as a reference book. This version is dated 1804, and is in fairly good condition. There are loose inserts as well as expanding topics. This book imparts +10 occult, +1 Mythos, and the possibility of the spell - summon spirit. It takes at least 10 hours to read.

Along with the book above is another: A 52 page, hand-written (Corso's writing) ledger entitled: **A Compendium Study Relating to the Banishment, Binding of, and the Power Drain of Extra-planar Entities**. Man, why does this guy have books with excessively long titles. The book contains clear and precise instructions for the following spells: Banishment of Yde Etad, Bind Soul, Imprison Mind, and Power Drain. These spells may come in useful later. The book takes several hours of study to comprehend and it also imparts +4 Mythos and +1 Occult to the reader.

Northfield

Found roughly 28-29 miles north of Arkham, Northfield is similar to Little Haven in most respects although they mine clay and slate for the building trade. The town is half the size of Little Haven and has only 1,500 inhabitants. Originally, the town was a temporary placement (built in the North Field) to cater for the over-spill of one of the nearby cities, but as time went by things became more and more permanent.

Aileen's Arrival

Aileen arrived in Northfield with no real expectations in mind. Excitement and trepidation. Mixed emotions. Where would she start? What could she do? Logically, she headed off to the town hall to check their Birth, Marriage, and Death records to find out more. The time was fruitless – there were absolutely no records to be found relating to the Murphys. Another avenue was to check the back issues of the local newspaper. Perhaps they would have snippets of information, but again – nothing of useful consequence. As a last resort all Aileen could do, and did do, was talk to people. If anything, they would know. Wouldn't they? She could talk to the minister. Is he the same one from 16 years ago? If not, where is he? Same for the doctor. Somebody must've delivered her, and why isn't there any record of it. Who would know of the Murphy family of 16 years ago? Where did they stay? Who lives there now? What about the neighbours? Who is the local "historian"? Time spent following this up resulted in Aileen learning that the doctor of then died some years ago. The minister proclaims to know nothing, but on producing the adoption papers said he'd look into things. Everyone else claims the same: "Don't know. Sorry. Perhaps you could talk to so-and-so" She feels that she's been given the run around. The minister especially, he seemed to know something more. The people who live at Agatha's old house know nothing – they moved to this area three years ago. Fortunately, while speaking with some of her peers, she discovers a local myth or urban legend. While commonly known about, actual versions of accuracy are debated. She is told a story of a massacre that allegedly took place 16 years ago in the Western Woods. It is a tale of a mad man, a cannibal of some repute, and his perverted family of Devil worshippers.

Aileen thought this was interesting, and wanted to know more. She wanted to be taken to the site where he lived, but nobody was willing to go that far. Legend also has it that the place is haunted. But after a little flare of temper, somebody gave in and took her out to the site suspected of being the Devil Worshipper's home. Once there, Aileen was overwhelmed with emotion and a sense of longing and belonging. A voice called to her in her head. It was the voice of her dreams. The girl who brought Aileen here didn't like the place and fled leaving Aileen alone.... and that's where we'll leave her to.

The Characters Arrive

With all things going well, the characters should be right on Aileen's tail. All they need to do is find her. With nothing more than a photo (if they have one) or a verbal description to go on, the players will be at a relative dead end. The only real options open to them are to go round asking people: "Have you seen this girl?", or follow a similar investigative path as she took. Responses range from: "Ah yes, I've seen her around." to "Nope. Never seen her." and "Don't know. Never really noticed" If the players are especially lucky they might run into the very same teenagers that Aileen spoke to. They'll remember her no problem, and talk about what happened. They might even be persuaded (read: bribed) to take the players out to Set's home – but it has to be worth it. This is a way to introduce the events of 16 years ago onto the players.

When investigating the alleged massacre, people will be tight-lipped. People over 30 will deny anything of the sort took place – citing it as rumour or an old, old folk tale. Those between 21-29 aren't really sure. They've heard stuff but pay it no mind. Youngsters of 20 and below are interested in the whole affair because it's such a taboo subject. They propagate the story and keep it alive round camp fires and the like – often changing points and making it more horrific for the younger generation. This displeases the elders. Some older guy might say something like: "There was a lady here when I was a young boy. She was about 80 then, and she used tell that same story. Pay it no mind". A PSYCHOLOGY check might reveal this to be not entirely true – but the players must ask for the check.

With more strangers in town asking questions they shouldn't, tongues begin to wag behind closed doors. Nobody wants the past dredged up. They've spent the last sixteen years trying to forget it, or at least cover it up. At any rate, regardless of whether the 70 year old minister (Gilbert Hill) has previously been spoken to or not, he approaches the characters to speak with them. He'll want to know who they are, and their business for being here. Should he trust the characters and believe them (keeper's judgement), Gilbert has been authorised to confide in them the terrible secret of Northfield. Gilbert will admit that Aileen has approached him to do some research. She showed him some adoption papers, and he said he'd look into things. He has the papers on his possession.

The Cover Up

The massacre happened sixteen years ago this year. There lived out in the Western Woods a family (14 strong) of Satanists headed by a patriarch known only as Set. He proclaimed he was a great sorcerer. As well as Devil Worship, they were also heavily involved in incest, cannibalism, bestiality and other depraved practices. But that wasn't known then. We assumed they were Romanian Gypsies or something who had their own culture and beliefs. They kept to themselves and seldom came into town, and when they did, they shunned any contact... so we let them be.

And, then on one dark and stormy night a salesman made it into town. He was half naked, beat up, and raving. He told us that he was forced off the road some days before by something, I can't remember what now. And that that he awoke in a wooden cabin chained next to some other people. During his stay there, he said he saw one of the other captives butchered alive right in front of him and mixed into a soup in preparation for a ceremony, in which everybody smeared themselves in blood, copulated amongst themselves, summoned invisible demons that only came visible when they fed. And then they copulated with them to. He knew he had to escape or he'd be next. He also said that as he ran to town he was pursued all the way by demons.

The next day two officers went to the homestead to investigate the salesman's claims. They were not welcomed into the camp, and nobody answered their questions. But Set allowed them to look around nonetheless. They left after a while because they began to fear for their lives. Their every move was watched closely. As they hurried back to town they say they were followed and heard weird twitters and calls, but they couldn't see anybody.

While they were away, the salesman had recalled that the family had been preparing for a special ceremony of some kind in the upcoming days.

The officers returned and reported their findings. One of them had seen the partial remains of a human foot in a trough of pig slop. The other swears he saw some jewellery and clothing of a local girl what went missing some weeks previously. We always thought the gypsies had something to do with it, but there was no proof. These revelations spread like wildfire and soon most of the town was up in arms baying for blood. By the evening things came to a head and many of the able men – and some women too – myself included set off for the gypsy homestead. By the time we got there they were already mid way through something and were about to sacrifice a new-born baby of no more than a few days old. (This is incorrect. The baby is Aileen – Set's daughter, and she in fact was being anointed in Yog-Sothoth's name.) In the end all 14 family members were rounded up and summarily executed – the youngest of which was 6 years old. The new-born was spared, and she was adopted by a woman by the name of... (he can't seem to place the name, until prompted by the players. If they don't interject he continues) ...Agatha something, Richards... no. Murphy. That's it Agatha Murphy. She moved away somewhere soon after.

After the deed was done, we searched the homestead, and what we found shocked us. We found burial pits, which contained the bones of dozens of people. We found boxes of money and jewellery. The family was unceremoniously buried in a mass grave right there, and the homestead destroyed. All trace of them removed.

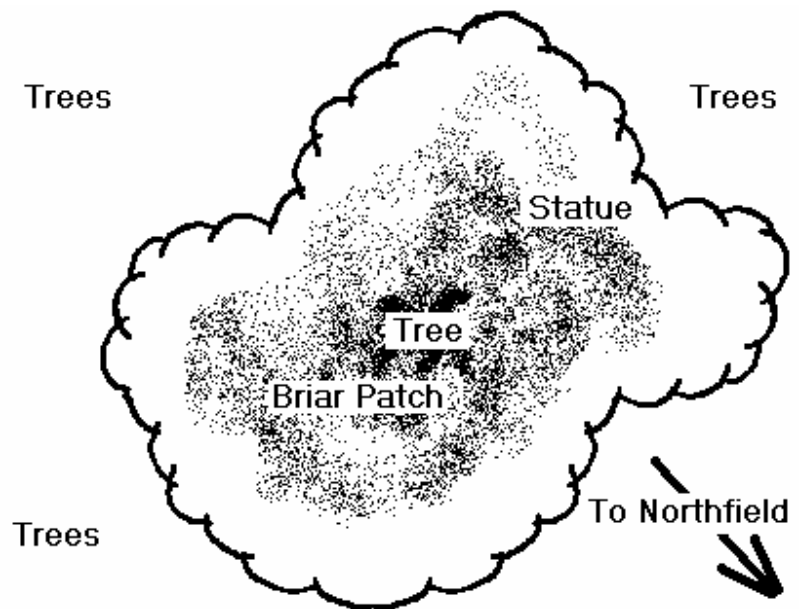
And it was forbidden to ever mention, or refer to them ever again. Sadly though, the cover up hasn't fully worked and the event itself has turned into some kind of ghost story. Fearing a curse to befall the town, many inhabitants moved away shortly after. All that remains there now is an overgrown clearing with a briar patch.

So that's basically it, albeit long windedly. It is an act of such barbarity that should not be brought to light. Are we proud of what we did? Was it the right thing to do? Can we justify ourselves in the eyes of the Lord? We can only hope and pray.

Most of the police officers who took part in the raid are still here and can be spoken to. This includes the two original officers.

Set's Homestead

The trek out takes roughly 35 minutes through woodland and fields. The walk is uneventful and nothing untowards happens except for being buzzed around by inquisitive bugs and possibly getting their shoes a little muddy. Perhaps they might even startle a deer, which crashes away through the undergrowth. There's an abundance of juicy wild raspberries and brambles to munch on should anyone fancy a nibble. Eventually, providing they've went the right way the investigators come to a large overgrown clearing. Signs of a recent visitor are apparent on a **SPOT HIDDEN** or **TRACK** roll.



The clearing comprises mostly of a single thick vicious-looking briar patch, at the centre of which is a rather sickly looking moss covered fourteen foot tall leafless tree. The tree, which could be oak is itself stunted and withered broken and rotted to its slimy core. Twisted and distended, with a black and green fungal-moss growing over most of its surface. The tree is obviously diseased. Anyone taking a good close look at it sees, on a **SPOT HIDDEN** check, faces in the knotted woodwork - or perhaps its just a figment of their imagination. There's no sanity roll. Anyone getting too close to the briar patch runs the risk (**LUCK**) of being scratched for 1d3 damage. Entwined within the briar patch and elsewhere within the clearing investigators see the remnants of what could be stonework and building foundations.

At the far end of the clearing the players can find partially buried in the earth a mossy statue. Clearing it away, they see that it has been toppled over and has been smashed into several pieces. The statue if assembled stands nine feet high upon a hexagonal base, but the main figure is that of a man (we think) enshrouded beneath heavy folds of cloth. His cowl hangs over his face so none can see beneath. Anybody succeeding a **MYTHOS** check thinks that it may be a representation of Tawil at 'Umr an Avatar of Yog-Sothoth. – the guide and guardian of the gate, who offers the ultimate in gate travel to worthy travellers.

To reach the tree the investigators must hack through at least 20 feet of entangling briar. Those doing so with no protection take 1 points of damage every 5 feet. Those protecting themselves receive a **LUCK** roll to avoid the damage. Anyone who sets fire to the briar can do so, but he fire won't so much burn as smoulder and give of noxious fumes.

Remaining too long here begins to unsettle characters that succeed a **POWx3** check. They feel a strange presence in their mind or, at least, trying to force its way in. This is Set. When he was buried here he became a Spectre and was somehow bound to the spot. And since then he has haunted the woods searching / waiting for someone who can free him. Being aware of the presence in the mind causes 1/1d4 sanity loss.

Since Aileen has been here, she and Set has been catching up on old times so to speak, and being told of her true heritage, that Set is her father and how the township of Northfield slaughtered them for no good reason. Set announces his proposed plans and Aileen agrees. Aileen will allow Set to possess her through a spell, thus freeing him from his confines, so that he may claim retribution. The first time the players arrive here Aileen is away collecting the necessary ingredients for the possession spell to work. She'll be away for as long as the keeper requires.

Should Set feel threatened at any time he will try to manipulate the briar patch to seemingly reach out and ensnare and entangle a player or two and dig his thorns into their flesh for 1d3 damage per round. He has a 60% chance to successfully wrap a tendril round a leg or arm. Or perhaps he summons a bug infestation to swarm over the players, getting in the mouth, the hair, etc. Set has a range of feet equal to his POW (25) from the beginning of the tree line.

If the characters have any useful spells, then now is a good time to cast 'em – those being Banishment of Yde- Etad, Bind Soul, or Imprison Mind. With Set out of the way, the scenario becomes very much easier. Just a sixteen year old to pummel into submission. If Set is rendered useless, Aileen will not be happy. Anger builds, time to take it out on somebody. She storms into town and unleashes the full power. For the next 10 – 15 minutes she causes severe structural damage like a small earthquake, with the tarmac roads splitting etc., and anybody who gets in her way gets crushed like a bug, or something worse. Keepers should make this bit up – and keep it visual. Toss cars about like sticks. Discharge lightning from Aileen's fingertips. Go wild and have a blast. Don't worry about her magic points. No one dares approach her. After the time limit is up Aileen is severely fatigued and drained of energy, and very sluggish. Insensible even. She'll be very easy to capture – but after an hour or two she'll recoup her energy.

If the characters leave and return later, they'll see that things are different. The briar patch has largely withered and died. Those who felt Set's presence before now do not feel a thing. The tree has split asunder and inside they see a rotting 'still juicy' corpse, which causes 1/1d6 sanity loss. They also see at the tree's base the remains of a small fire and a small pot. There are some sweet-smelling ashes in the pot.

If they stick around and set an ambush for Aileen, then there's a chance she'll spot it when she returns and react accordingly. If she's up for a showdown go for it. If the characters are lucky, they might be able to rush Aileen and knock her out with relative ease. Set will help out if the fight is within his radius of influence. If the players just watch to see what Aileen is up to, they see her return with a bowl and some plants and seems to silently commune with something unseen. Part of the briar patch recoils, clearing a path way to the tree. Aileen sets up a small fire (but does not light it), and prepares the plants (Mugwort – Astral Projection, Pine Needles – Protection, Rosemary – Opens the soul & mind, and Coltsfoot – determination). Set now instructs and guides her through the last part of the spell. Aileen will practice it until she thinks she can do it. Once confident she lights the fire, puts in the leaves and begins to chant, inhaling the smoke. If the players still do not act they see part of the trunk of the tree begin to glow with a ethereal blue light for a 90 seconds before the trunk cracks, and the light project itself on to and into Aileen. Set is free, and he chuckles in glee. He heads off towards the town of Northfield.

Vengeance Is Mine

Ideally the scenario should not get this far, but if it does it does not matter where the characters are – be they heading into town, or are in town. If they are coming back from Set's place they see a group of people obviously scared witless. They just run, but one might warn the player to: "Get out. She's insane. The monster..." A successful **GRAPPLE** roll stops somebody long enough to get a frenzied response about "A monsters in town. Killing everyone. Big as an elephant, and it isn't stopping for anything" Wise investigators would turn and run thus bringing the scenario to a close, but dumb investigators have to go and get involved.

Those already in town see a similar group of people flee round a corner screaming in terror. That's when one of the things bounds into sight, side swiping a car through a fire-hydrant which gushes water into the air. The thing grabs somebody. A woman in her 30s and gobbles her whole. The monstrosity is confusing to look at, it shimmers semi-transparently as though seen through a heat haze, with several ghostly apparitions flowing and melting about itself. The creature stands as much as 12 feet high, 10 feet long and perhaps as much wide. Six spider-like legs sprout from its squat reptilian body, and two powerful muscular arms with hands the size of a man are situated just behind its heads which is mostly comprised of mouth full of vicious jagged shark-like teeth. Twin eyes extend out on stalks and constantly survey its surroundings. The beast issues forth an unnatural echoing pan-dimensional rasping-grating sound of a roar. The ghastly sight of it all causes 1d8/1d20 sanity loss.

After pausing momentarily it scuttles towards another group of people. (Average the **LUCK** of the party and roll to see if it comes their way, though not necessarily with them as the main target). Those with firearms can blast away if they want, and maybe, just maybe they can bring it down just as it draws near. Even if they don't it veers off to chase a larger crowd. And that's when they see the air begin to shimmer at several places, and another one of those things emerges, and another, and another... All have been called forth by Set. Panic hits the streets. Those with cars try to start the engine. Others try to pile on board. Those who are on board push the late comers off, while screaming at the drive to get going. Others flee inside to relative safety. But by and large the mass just flee on foot in terror. Characters who can succeed a **PSYCHOLOGY** check realise that the beasts appear to be working in unison and are corralling everyone together for the easy kill.

See where the players want to run to, or what their actions are. If they decide to make a run for it indoors to say a police station or sporting goods store (where the shotguns and ammo live), then have one of the nasty critters creep over the roof top menacingly before leaping down blocking the way forward. I'm sure other NPCs will have a similar idea and will put up a fight to keep the guns and ammo for themselves. Run this combat as you see fit. A basic map of Northfield has been supplied. As combat progresses, you can throw in the following, as well as other events:

- Fortunately, the players need not fight all the monsters themselves. Looking around frantically, the characters might see a ragtag band of six individuals fighting back. They see one of the creatures being brought down with a volley of shotgun, pistol, and rifle fire. This affords an automatic increase of sanity by 1d10. Hurrah!
- Within the confusion the characters see Gilbert Hill driven crazy walk forward with a bible in one hand and an out stretched cross in the other, shouting "Back foul beast. I command thee in the name of our Father and Saviour Jesus Christ...urk". He's grabbed, pulled apart across the midriff before both halves are shovelled into the cavernous mouth. So much for that idea. Maybe, if only he had an Elder Sign.
- A car, obviously overloaded with passengers tears round the corner at an unsafe speed. The driver loses control and skids. The car tumbles and flips and rolls towards our characters. **DODGE** or **DEXx3** roll to get out the way. Failure results in 1d6 damage.

- With other people shooting guns there is a failed luck chance that a character catches a stray bullet which inflicts 1d8 damage.
- Anybody specifically looking for Aileen/Set can see her about 60 feet away with a successful **SPOT HIDDEN** or **LISTEN** check. He crows with pleasure: “I am Set and I am free! You will all perish for what you have done. You are to be sacrificed in his honour. Pay homage to the Gate Keeper, the father of Great Cthulhu, Vulthoom, and He who Should Not Be Named. For HE IS the key to the gate. Ia! Yog-Sothoth. The time of cleansing has come. Deliver your wrath and accept now these sacrifices.” Set will not stick around for a fight if he’s outnumbered. Once bitten, twice shy. He’ll attempt to escape at all costs, using whatever spells he can in defence. If Set/Aileen is killed, the monsters become unbound – if they were ever bound at all. They continue laying waste to Northfield until they depart on their own or keeper’s volition.

The Conclusion & Rewards

If Set/Aileen gets away, he'll disappear somewhere before finding a suitable body for him to possess. I'm sure he doesn't want to stay in a 16 year old girls body for too long. And once done, he'll probably take Aileen as his bride to sire a new line of progeny. And then he can get back to business. He won't even have the desire to seek out the players and 'get them' unless he feels that he needs to.

Bill Roberts will be dismayed if Aileen is killed, but he’ll be happy enough. Justice is served. He will pay the remainder of the outstanding fee to any remaining characters providing they bring back proof that she’s dead.

If the players stick around and take part in the monster shoot and successfully manage to protect the town – however loose that term is. They will not be specifically singled out for a hasty put-together reward. They might get a thank you, but no more. The survivors of the town are in shock. Those who can, begin to clear up and tally the damage. 57 dead (trampled or crushed to death), 171 wounded, and an uncountable number still, as yet, missing – about half of which were eaten, the others fled – never to return.

If Aileen, or Set/Aileen is successfully captured, the keeper can have her try and escape. If she’s able she’ll try to use her mind powers to force the driver to crash into a telegraph pole, or do something similar to Cyrus (Set has his own abilities). Keepers should use their own judgement here. Alternately, they could simply have Aileen/Set transported back – then later escape when left in a cell for the night. She can easily break out of jail and go on the run. This gives the keeper some scope in which to create off shoot scenarios should he/she desire or if the players feel inclined to track Aileen down to finish the job.

If, on the other hand, the players have the proper spells, or can find somebody to perform some kind of ‘exorcism’ then they can attempt to force Set out of Aileen. As a bonus, as Set is torn from Aileen he also strips the rage – and magical ability from her.

Sanity Gain

The killing of Aileen	+1d4
The killing of Set/Aileen	+1d6
Capturing Aileen/Set returning her to Little Haven	+1d4
Binding Set to the Tree permanently	+1d6
Using Banishment of Yde-Etat on Set	+1d4
Participating in killing monsters	+1d20, +1d3 for each one killed
Finding a way to force Set out of Aileen	+1d6
Binding Aileen’s power	+1d4

Statistics for Aileen, Sixteen year old

STR	CON	SIZ	DEX	INT	POW	MOV	HP
11	12	13	12	11	15	8	13

WEAPON	ATTK %	DAMAGE	SKILLS: Basic School Subjects, Astronomy 15%, Cthulhu Mythos 2%, Dodge 35%, Listen 50%, Occult 50%, Pharmacy 15%
Fist	70	1d3	SPELLS: None, but she does have funky telekinetic mind powers, and the ability to cause severe pain and damage in others. If the keeper wants, she may have the ability to project electrical lightning from her fingertips.
Kick	50	1d6	
Bite	60	1d4	
Headbutt	35	1d3	

EQUIPMENT: Adoption papers, assorted personal occult items like rings and brooches of protection. Car.

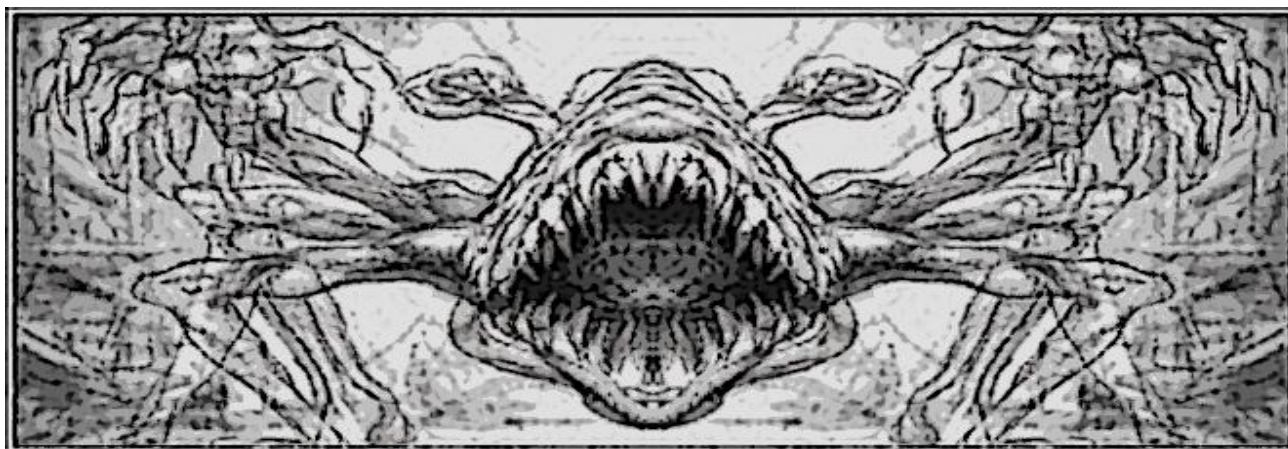
Statistics for Set, Madman, Sorcerer, & Son of Yog-Sothoth

While in possession of Aileen's body, some of Set's statistics will be the same as hers. Aileen will for all intents and purposes be buried and no longer conscious. Set is in total control. Also, he will not have access to any knowledge she knows.

STR	CON	SIZ	DEX	INT	POW	MOV	HP
11	12	13	12	22	25	8	13

WEAPON	ATTK %	DAMAGE	Skills: Astronomy 60%, Brew Potion 90%, Chemistry 35%, Craft wood 80%, Craft Leather 70%, Cthulhu Mythos 60%, Dodge 35%, Listen 40%, Occult 75%, Pharmacy 45%, Psychology 25%, R/W Latin 70%, German 60% Lithuanian 90%, Arabic 15%, Tsath-Yo (Yithian) 3%, Spot Hidden 60%.
Fist	80	1d3	
Kick	50	1d6	
Knife	90	1d4+2	

SPELLS: Augur, Cause/Cure Blindness, Contact Nyarlathotep, Death Spell, Evil Eye, Stop Heart, Summon/Bind Byakhee, Summon/Bind Star Vampire, Voorish Sign, Elder Sign, Warding, Wrack, Conjure Glass of Mortlan, Create Scrying Window, Food of Life, Mind Exchange, Lamp of Alhazred, Fist of Yog-Sothoth, Summon/Bind Denizens from beyond the Threshold, Call Insect Swarm, Bless/Blight Crops, and Keepers option of Call/Dismiss Yog-Sothoth.



Denizens from beyond the Threshold

It is unknown whether they are a Servitor or an Independent Race.

Confusing to look at, they shimmer semi-transparently as though not fully in sync with our dimension, with several ghostly apparitions flowing and melting about itself. The creatures stand as much as 12 feet high, 10 feet long and perhaps as much wide. Six spider-like legs sprout from their squat reptilian bodies, and two powerful muscular arms with hands the size of a man are situated just behind their heads which is mostly comprised of mouth full of vicious jagged shark-like teeth. Twin eyes extend out on stalks and constantly survey their surroundings. The beasts emanate an unnatural echoing pan-dimensional rasping-grating sound as they breathe. They are free to roam the vastness of time and space with impunity, and often snack on Hounds of Tindalos when available. The creatures may be connected in some ways with Yog-Sothoth and other dimensional entities, and although they do not have any practising cults in dedication a few mad wizards have called upon the race once or twice in Earth's history in the hopes that they can benefit in some way, be it knowledge or a spell.

STR	CON	SIZ	INT	POW	DEX	MOVE	HITS
49	100	35	14	25	30	9	68

WEAPON	ATTK %	DAMAGE	Armour: 5 point trans-dimensional hide Spells: though magical attack is unusual, a D100 roll of INT x3 or less gives 1D3 spells of the keeper's choosing to the creature Sanity: 1d8/1d20 d/b: +4d6
Trample	50	2d6+db	
Grapple	75	see below	
Bite	99	2d10+db	

Special Notes:

Due to its spectral nature anybody attacking the monster loses 25 percentiles from all attack/parry/block chances. The thing can attack with each fist in a single round before cramming the unfortunate victims into its mouth, during which the food morsel can only attempt to break free with a successful STR resistance roll. Good luck.

Seeing the thing grips almost any living creature with a soul chilling dread and mind-numbing paralysis. They are literally scared stiff. Unless a POWx5 check is successful all anyone can do is stand and gawk. Roll once per round, but once the roll is successful no further rolls are required. Any slap can bring traumatised characters round.

