



ΩΛΚΩΩΩ ΜΕΙΓΗΣ

Author

Petter Nallo

Translation

John Wright

Graphic Design

Dan Algstrand of STOCKHOLM KARTELL

Editor

Jason Fryer

Proofreaders

Jacqueline Bryk
Alex Obernigg

Artist

Marcin Tomalak





ΟΛΚΩΟΩ ΗΕΙΓΗΤΣ

THE SCENARIO REVOLVES AROUND FRANKLIN MILLS, a man who has done everything possible to escape his dark destiny. During the course of the scenario, the player characters will unconsciously break down the barriers Franklin Mills has built up around himself, and when the Illusion crumbles their own horrors will be awokened.

The Story of Franklin Mills

Franklin Mills grew up in Detroit. His father, Richard, abandoned the family when Franklin was 5 years old, leaving him alone with his mother, Martha, and his younger sister, Lisa.

His mother, Martha Mills, was dominant and harsh, struggling to support the divided family. She worked long shifts as a nurse anesthetist at *Detroit General Hospital*. The family had few friends. The shame from having been rejected caused Martha to avoid people if she could, and her children were not allowed to bring friends home. The atmosphere in the home was smothering for Franklin and Lisa. The tiniest offense resulted in them being locked in the dark closet in their mother's bedroom, where they were to wait for "the Devil" to come and fetch them.

Fueled by his home's repressive atmosphere, Franklin took out his frustrations in the schoolyard. He became a bully and troublemaker, who used his fists to express his

anger towards those weaker than him. He had no real friends. The only person he was close to was his sister, Lisa; who was quiet, shy, and introverted. Franklin tried to protect her from their mother's sadistic reprimands.

When he turned 15, Franklin ran away from home. He couldn't stand living there any longer. He left his sister and his mother, and traveled by train to Chicago, where he made a living from various odd jobs. However, he was also forced into prostitution and exposed to assaults from the older men he worked with. He swallowed this suffering with bitter silence.

For Martha, Franklin's escape was the deepest of betrayals. Once again, she had been abandoned. She was completely convinced the neighbors were gossiping about her, colleagues at work were laughing behind her back, and people in the grocery store were giving her strange looks. She increasingly isolated herself and kept Lisa in an even tighter grip. The home was an oppressive, cold place devoted to order and Christ. And there, in smothering madness, Martha's fragmenting mind reached a nephrite tied to the Death Angel, Sathaniel. The nephrite sharpened Martha's harshness into an odd cruelty, whispering she had been too weak and forgiving when she had let Franklin escape and Lisa would also betray her as soon as she got the chance. In total anxiety over being abandoned, Martha locked Lisa in the upstairs wardrobe. And this time she didn't open the door.

The authorities found Lisa's body two months later. She had died alone in the darkness. Martha was prosecuted and after being assessed as psychologically ill, she was incarcerated at *Long Hill Asylum*. All of this resulted in sensational newspaper headlines, and Franklin soon read about his mother and his sister's death.

Franklin visited his mother, and demanded to know why she had murdered his sister. However, Martha was wild and unfettered, throwing accusations back at him, saying if he had stayed Lisa would still have been alive. Not long after the visit, Martha got hold of a sharp object, cut open her wrists, and sacrificed herself to the nephrite and Sathaniel. Franklin never attended the funeral. But his hell had only just begun, as his mother's words, the feelings of guilt over his sister's death, and the suffering he had experienced allowed the nephrite to latch onto him.

The nephrite assumed the form of his mother and tormented his dreams, visions, and thoughts. The feelings of guilt over her sister's death were suffocating, and the nephrite forced him to reject everyone and everything. Franklin attempted to escape, but she always found him. He felt stifled, captive, and as though he were a child once again. No friends, no toys, nothing but his mother's cold, demanding gazes and her honey-coated, yet harsh, words.

Alcohol and drugs occasionally kept her at bay, but when she eventually returned things invariably became worse. The only thing preventing Franklin from taking his own life was he knew she waited for him there on the other side. Then, he would become hers forever.

While working as a welder in Sterling Heights, he met a man by the name of Sergei – a mechanic and undocumented worker who lived outside society. A haggard, elderly man, Sergei spent his nights reading tarot cards and carving arcane symbols and messages into the factory's porous, cement walls. His fingers were yellowed with nicotine and blackened by soot and motor oil; his savage gaze bore its way straight into Franklin's soul.

One night, after he had drunk an entire bottle of vodka, Sergei grasped Franklin's arm and whispered into his ear, revealing the secret to his liberation from the curse laid upon him. A sacrifice would release the devouring mother's grip; his life in exchange for another's, a child offered as a tribute to his tormentor.

The day after, Sergei left his work place and wandered away, but Franklin could not get the man's words out of his head. Slowly, he began making his plans to be free.

It was autumn when Franklin returned to his familial home. The house still stood there, just the way he remembered it. Thirty years had passed since he'd last seen it. Now, the house belonged to the Bedford family – Ryan, Janice, and their son, William. As if by divine fate, they would become his victims, serving his dark goal. Numb by drugs and alcohol, he walked into the house to begin his salvation.

The ritual's aim was to recreate the suffering of childhood. The boy, William Bedford, would become the new 'Franklin.' Everything would be taken from him, torn away in the most painful way possible to create a dark cavity in William's heart, where the nephrite could take root. Before William's eyes, his father and babysitter were murdered one after the other. His toys were burned and dog beaten and tortured to death. William's best friend, Soraya Nadell, was locked in the wardrobe where Franklin's sister had died, and suffocated to death. Finally, Franklin needed to get hold of William's mother, Janice. He locked William in the wardrobe, and then drove to the hospital where she worked, in order to kidnap her.

When Franklin returned, he discovered Police Constable Aidan Kostroff had arrived at the scene. Franklin ambushed and knocked him unconscious. Then, Franklin dragged Aidan and William into the car, where the unconscious Janice lay. He then drove them all out to Zug Island. Franklin had worked there before, dismantling one of the coal ships; the perfect place to conclude the ritual.

In the darkness, he carried out the last elements of the grotesque rite. Janice was strapped to the engine room's rusty machinery and ritually butchered, while William and Aidan looked on in horror. The Illusion crumbled, and reality drifted toward Inferno. Janice's body refused to die and continued screaming and twisting, even though drained of blood and the intestines torn out. In this macabre metaphor, Franklin finally severed the umbilical cord to his mother and his past. Janice's cut-out heart was placed on a dirty, oil barrel, as an offering.

Following a lead, Officers Felicia Jenner and Clark Glover, arrived at the scene. But they were already too late. Using Aidan's service revolver, Franklin shot Clark Glover to death and then sealed the door to the engine room.

The nephrite appeared, but Franklin ate Janice's heart and concluded the ritual. His mind descended into oblivion, falling to sleep so the nephrite could no longer see him through the illusion. William assumed Franklin's role and the nephrite dragged him into her purgatory, unaware she had been duped.

As long as this veil of forgetfulness clouds Franklin's mind, he remains safe. Even after death, the nephrite cannot find and claim him. However, during the investigation, the veil becomes increasingly fragmented, and the nephrite returns to demand the soul that escaped her. Worse still, she releases the player characters' feelings of guilt and their darkest secrets.

The Player Characters

The player characters for this scenario are ready-made and can be found in the *Appendix*. They are:

Felicia Jenner: The detective who apprehended Franklin Mills. Her partner, Clark Glover, was killed during the arrest.

Joshua Katz: The prosecutor who arranged this tour of the crime scenes to attain clarity in the mysteries surrounding Franklin Mills' case.

Caitlyn Dehamre: The psychologist charged with evaluating Franklin Mills, and is planning to write a book about the murders.

Aidan Kostroff: The police officer who was first on the scene of Franklin's crimes. He was kidnapped by Franklin Mills, experienced strange things, and now teeters on the edge of madness.

The Theme of the Scenario

The scenario has two primary themes.

Affirmation: The desire for recognition and appreciation from others. Feeling chosen, competent, and being someone whom people look up to. In this, there is also the inherent fear of being denigrated, rejected, despised, or forgotten.

The relationship between parents and children: The complicated relationship between parents and their children, as well as the secrets, anxieties, and torments which stem from this connection.

Tips for the Gamemaster

A slowly escalating unease: This scenario is focused on developing atmosphere and emotion, rather than following a strict plotline. It begins in an ordinary fashion with the meeting at the police station, where the case is presented. Things become increasingly unsettling after the characters arrive at the first crime scene – the old Mills' house – and the illusion starts to crumble. Finally, the characters become personally involved and are pulled deeper into the scenario, either becoming an assailant or a victim themselves. Try to attain this slow, yet inexorable, descent from the perfectly normal and mundane to being totally consumed by their inner demons, both figurative and literal. For example, going from simply looking at a photo of a victim with an awl driven into their stomach, only to experience actually having an awl driven into your belly at the end. But this descent also means you – as the gamemaster – must hold back the horrors until the final act, so the players can continue their task and don't deviate from the scenario.

Let the weather isolate them: Allow the weather to enwrap them more and more, separating them from the outside world. When they leave the police station, there may be a blue streak in the sky. By the time they arrive at the house, there is sleet raining down on them. When they finally get out to Zug Island, it is raining relentlessly and in the hazy dusk, they can barely see the fires from the coal plant. Make them feel increasingly isolated.

Don't let this become a detective scenario: It often happens the player characters will want to focus solely on detective work; for example, reexamining the entire Mills' house. Allow them to confirm the stated clues and evidence. But, be clear in saying the information they already have at the beginning is what they know, and this is quickly proven correct. There is nothing new to be found, such as forgotten clues. This will prevent the scenario bogging down in unnecessary minutiae.

Use the Internet and paint the scene: Before the scenario starts, you can benefit from using the Internet to show the players pictures of Oakwood Heights and Zug Island, in order to provide them with a general sense of what these locations look like. Also, tell them a bit about Detroit (as a whole) during the introduction, so they get a sense of the city's unique character.



THE SCENARIO

Detroit, Michigan in November 2015 – a city in decay. Desolate houses, dilapidated city blocks, and rusting industries, all drenched in snowy grit, chilling rain, and icy winds off the Great Lakes. Formerly the hub of North America's auto industry, the city is now in serious decline.

The population has dwindled from 2 million to 700,000 in only a few decades. In the central regions, there are empty and abandoned skyscrapers; in the surrounding areas, many of the houses lie desolate.

Entire neighborhoods have been swallowed up by urban decay, left forgotten and fallow. On the streets, the gangs hold sway over the urban jungle, while those living in the gutter try to suppress their misery through drugs and alcohol. Per capita, the average income in Detroit is two-thirds lower than elsewhere in the United States, and the majority of the white population has moved away. Pockets of hope remain, but they are few and far between.

Oakwood Heights

Located in south-western Detroit, Oakwood Heights is a suburb of detached houses. As it lies right next to factories and industries, it is one of the most polluted areas in Detroit. The neighborhood is run down and in rapid decline, which has been accelerated by recent buyouts of homes. The largest industry is the Marathon Petroleum Company refinery.

Zug Island

Zug Island is a manmade island on the River Rouge, located in southern Detroit. Once a slough-covered peninsula, used as a burial ground for local aborigines, the island is now the site of a major steelworks and other industries. The entire island is black with soot from the chimneys, while ships and trains unload ton after ton of coal for running the steelworks. There is both a railroad track and a road leading to the island. In addition to the choking haze, an unnatural hum hangs in the air.

The Scenario has Five Key Scenes

- ◆ The briefing at the police station
- ◆ South Waring Street
- ◆ The Bedford/Mills house (Crime Scene one)
- ◆ The ship on Zug Island (Crime Scene Two)
- ◆ The Illusion crumbles

Each of these scenes presents suggested events the gamemaster can choose to play out. They should be presented in the sequence above.

THE POLICE STATION: 12000 LIVERNOIS AVE

Tuesday, November 17, 2015 (2 p.m.)

The Livernois Police Station is a dilapidated building in central Detroit. In one of the conference rooms, the player characters and Lieutenant Pierce gather for a run-through of the day's planned activities.

The conference room is, to a large extent, inconspicuous. It features a whiteboard with pens, every other one spent. There's a projector for presentations, while uncomfortable chairs sit around a conference table marked with patterns of coffee stains. The floor is covered by thick, dark-brown, wall-to-wall carpeting. Outside, the sleet patters against the window. Since the station has problems with heating, an electric radiator stands at the far end of the room, vainly fighting to chase away the bitter November chill.

As the gamemaster, you now have the opportunity to present the players with the background materials and story, but do so in-game by relaying the information as Lieutenant Pierce.

Allow the players the opportunity to describe their characters, and what they might know about each other. You can draw them into the game by posing questions to them and/or by establishing additional details for the player characters.

Briefing

The run-through consists of Lieutenant Pierce sifting through his papers, showing images of the house and ship in a Power Point presentation, sharing crime-scene photos, and occasionally taking a sip from his cold cup of coffee.

Franklin Mills has been incarcerated since August 22. Among several minor charges, he is accused of kidnapping and four counts of first-degree murder, including of a police officer. The forensic evidence is strong and there are numerous witnesses. This should be an open-and-shut case.

However, the accused himself maintains he doesn't remember anything that happened during the commission of the crimes. According to the forensic-psychiatric review, as well as his polygraph test, Mills appears to be telling the truth – at least, in his own mind.

Also, there are certain discrepancies around Mills' activities, and one of the victims remains missing – William Bedford, aged 9. There is also evidence of another – as yet unidentified – party. As such, Prosecutor Joshua Katz has requested Mills be temporarily removed from custody and be allowed to revisit the two crime scenes to hopefully reawaken his memories and provide clues as to where William's body might be located.

Lieutenant Pierce introduces the participants at the meeting – the player characters – and explains their roles. They can make their own introductions, as well.

- ◆ Pierce goes through the chronological events of the day of the murders, and then hands out the information found in the *Appendices* to the characters.
- ◆ Pierce explains the forensic investigation is officially 'closed' and no one is looking for new leads. As far as everyone is concerned, they have their man. Rather, he hopes this excursion will help Franklin Mills awaken from his mental fugue, and the police officers involved in the events of that day might also remember additional details.
- ◆ The tour may also become part of the psychological evaluation Doctor Caitlyn Dehamre is currently carrying out.
- ◆ The prisoner transport – from the jail where Franklin Mills is being held – is estimated to arrive at Crime Scene One, the Bedford family home on 514 South Waring Street, at 3:30 p.m.
- ◆ Once the tour at the house is finished, they are to travel to Crime Scene Two – the derelict ship at Zug Island.
- ◆ By 6:30 p.m., at the latest, the tour must be concluded. At that time, Franklin Mills is to be returned to the Detroit Penitentiary.

SOUTH WARING STREET

Crime Scene 1 is the house on 514 South Waring Street, where the murders of Ryan Bedford and Lynne Jaskolski took place, and where William was kidnapped. It was also Franklin Mills' familial home. The full description is detailed below (see *The House*).

The Journalists

Almost as soon as the characters arrive, a van pulls up and stops outside the house. On the side, it reads *Detroit News*. Journalist Kate Dickson and her cameraman step out. She explains her station received an anonymous tip

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saying
Franklin Mills was being
returned to the murder scene for a tour through it. She
addresses each of the characters, in kind:

[TO JOSHUA KATZ]

"Prosecutor Katz, sources have said you are planning a tour of the Bedford crime scene with the suspect Franklin Mills. Is this correct?"

"What new information do you hope to find?"

"The missing boy, William Bedford. Is there any possible chance he is still alive?"

"Mr Katz, you are a highly educated lawyer, originally from Washington D.C. Why have you chosen to serve the law in Detroit?"

[TO FELICIA JENNER]

"Detective Jenner. It was you who originally apprehended Franklin Mills. Do you have any comment on this?"

"How does it feel to soon face the man that shot your partner?"

[TO CAITLYN DEHAMRE]

"Mrs Dehamre. Do you hope this tour of the crime scene will provide you additional insight into Franklin Mills' psychological profile and why he committed the crimes?"

"This, of course, was the house where Franklin Mills originally grew up. Is there any reason why he would return to his parental home to commit this crime?"

[TO AIDAN KOSTROFF]

"Mr. Kostroff, you were injured in the line of duty. How does it feel return here?"

"The detective who died, Clark Glover. Is it true he was shot with your service pistol and how do you feel about this?"

After the police van with Franklin Mills arrives, they film him getting out and try to pose questions such as: "Franklin Mills, is it true that you do not remember anything," and "Why did you return to your parental home to carry out the murders?" Franklin does not reply.

A fire in another part of Detroit requires the journalists to leave soon after filming their segment.

Franklin Mills Arrives

Around 3:36 p.m., an anonymous white van belonging to the penitentiary drives up and parks.

FRANKLIN MILLS

A 45-year-old man, dressed in orange, penitentiary overalls with a quilted jacket atop. With grayish skin, Franklin is emaciated and continually quivering. He seems confused and appears to have lived a hard life. He wears hand- and foot-cuffs, which restrict his walking speed down to short steps.

PRESTON MILES

A sturdy man from the penitentiary, who is there to ensure Franklin Mills does not escape. He often has a firm grip on Franklin's forearm, but otherwise remains silent and seems largely bored by all this. Often, he uses his smartphone to watch a game being played; an earbud in one of his ears. The rules stipulate there should be two people escorting prisoners, but because of cutbacks Preston is there alone.

THE HOUSE

The Outside

A two-story building. A dilapidated façade. The white paint is peeling. Its garden is overgrown, and lawn all yellow, thorny grass. Pale, plastic children's toys lay scattered. Sleet gathers in pools on the driveway. Around the front door, there are remains of police tape, apparently having been torn down. Refineries and factories tower behind the house. From these, there emanates monotonous, machine sounds.

The Tour

The plan is for Aidan Kostroff to begin the tour, as he was the first person on the scene.

Places in the House [The Bottom Floor]

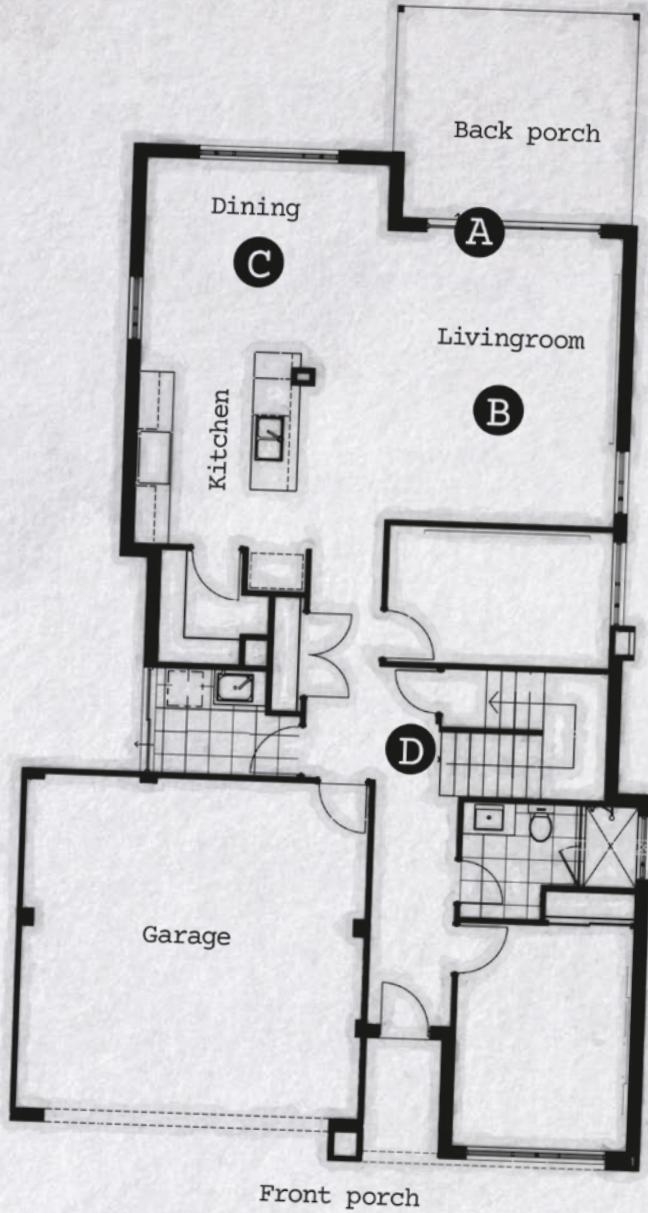
Inside, it is crude and cold; there is a persistent scent of mildew. Furniture, photos, wall tapestries – all these still remain. There is no electricity in the house, so the only light comes from the windows or your flashlights.

[A] **The porch door:** The door to the porch is slightly ajar and there are clear signs someone has forced it open. Rain has been trickling in and there is a smell of mold and mildew.

[B] **The living room:** There is a large burn spot on the wall-to-wall carpet and the roof is black from soot. There are remains of burnt clothes and toys, which belonged to William Bedford. The wallpaper is torn down in places and is peeling from the walls in large sheets, exposing the yellowed, medallion-print wallpaper behind them. What remains of the furniture stands against the wall, but there is a vacant place where the TV-set once stood.

[C] **The kitchen:** Kitchen chairs and the table stand against one of the walls. A dark spot on the wall-to-wall carpet comes from Ryan Bedford's blood. Close inspection shows the two holes where nails were driven through his feet. A musty stench emanates from the sink; a can of spray paint stands beside it.

[D] **The hall:** Family photos and framed drawings – done by William – hang along the walls. Much of it is spray-painted with simple graffiti and tags. This is the location where Aidan Kostroff was knocked out by Franklin Mills.



Places in the House [The Upper Floor]

The upper floor is not in as bad shape as the bottom floor. The light trickling in shares the grey sheen of the dusky sky, accented by the spotlights of the refinery buildings, which lie some distance away.

[E] Bathroom with yellowed tiles: Some of the tiles have fallen from the wall, leaving black patches. The smell of mold and waste oil is heavy. Behind a dirty and discolored shower curtain, the bathtub is almost brimming over with oily, filthy water. It is impossible to see the bottom. The chain to the plug is broken, so anyone brave enough to empty the tub must stick their hand down.

GM Note: This bathtub is a gateway to the Purgatory aboard the ship on Zug Island. Sometimes the dark waters from its depths seep up here when the Illusion is weakened. However, do not let the characters travel to the ship or the Purgatory this way at the start of the scenario.

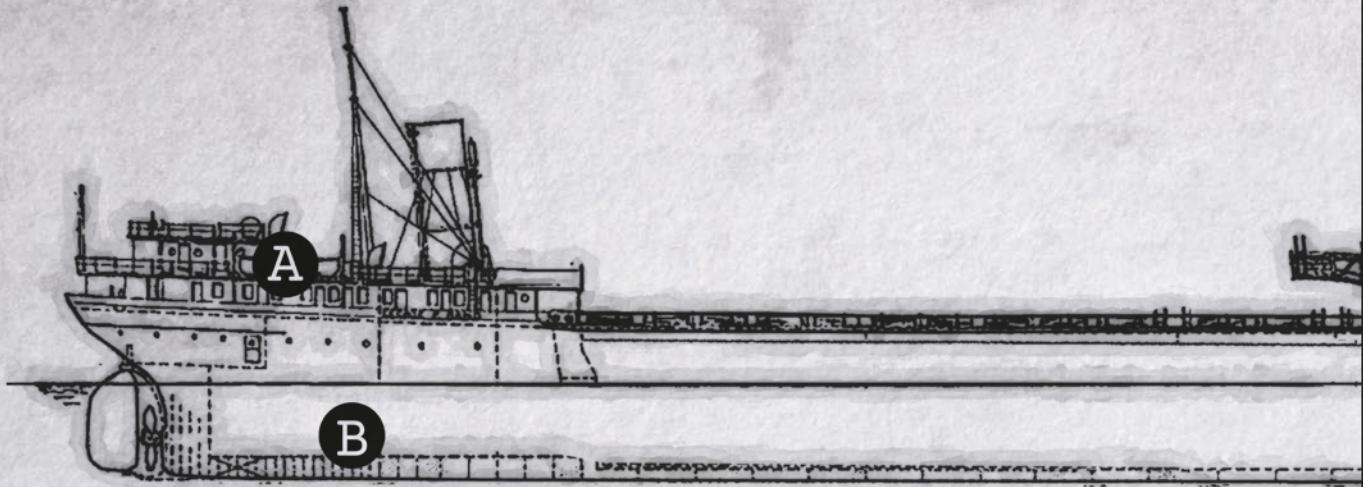


[F] The bedroom & the wardrobe: The air here is cold and raw. There is water dripping from the ceiling. The bed is immaculately made up. On the floor rug, all the fringes are perfectly laid out. The wardrobe door is closed. If you open the wardrobe, you find it empty. It is just a small space. A lightbulb hangs from the ceiling, but since there is no electricity, it isn't of much use. In some cardboard boxes on the top shelves, there are old children's clothes. All the clothes in the wardrobe and on the hangers were removed and used for forensic evidence.

The Illusion Starts to Crumble

When *Franklin Mills* arrives at the house, the barrier of forgetfulness he placed over himself starts to weaken. With this, the Illusion starts to peel away like the paint on the house's façade. The black, oily water in the bathroom is in itself a gateway to Zug Island, which flows into and merges with the nephrite's Purgatory. Sensing this disturbance, the nephrite stretches out its consciousness and searches for Franklin – and he can feel it. He becomes increasingly erratic and fearful, although does not know why. At the same time, the guilt haunting the player characters also comes to life in this borderland where the Illusion is weak.

As the Illusion slips away, the gamemaster should remain focused on introducing subtle innuendo and curious phenomena, rather than frightening the players to the extent they do not continue with the crime reenactment. For example, the brackish water in the tub seems to ripple, as if something is moving beneath it – but nothing can be found.



Franklin Mills

When he arrives on scene, *Franklin Mills* is frustrated and agitated – only worsened by the exchange with Jerome Allen. He says the player characters are wasting his time and this is part of a major conspiracy against him. They have drugged him and stolen his memories. Now they are trying to pin these terrible murders on him, as well. However, after he enters the house and sees the crime scene, his defiance soon fades.

Within moments, his demeanor takes a radical change. He becomes like a little boy trapped in a grown man's body, shifting between the two roles (Adult and Child) with increasing frequency. He talks as though he had not been part of the murders, yet still possesses an uncanny knowledge of their details.

Below are things Franklin Mills – in either role – can say while in the house. He utters the *italicized* sentences, whenever he becomes afraid or is pressed.

FRANKLIN [THE ADULT]

- ❖ What motive would I have for killing someone? That is bullshit.
- ❖ The State is trying to frame me.
- ❖ They are doing experiments on us vulnerable folks. Drugging and brainwashing us. Blaming us for crimes.
- ❖ I took a polygraph test. It proved that I wasn't lying.
- ❖ I have never seen this place. I have never killed anyone.
- ❖ Don't think you will get away with this. When all is revealed, you will get what's coming to you, you bastards. I'll sue every last one of you.
- ❖ This is the police's doing. And that cop, Kostroff. Hell, he did all this and now they're framing me. Covering for each other.
- ❖ [At the wardrobe] No. Wait! Okay, I'll confess. I'll tell you whatever you want, just as long as we get out of here right now.
- ❖ Wait? Shut up! Did you hear something? It sounded like someone was walking around down there.

FRANKLIN [THE CHILD]

- ❖ You have to take off your shoes. Mum would never let you walk in the house with shoes on.
- ❖ We gotta be quiet so mum doesn't wake up. She worked the night shift again.
- ❖ Someone changed things and put up new wallpaper. Mum would never go along with it.
- ❖ No wonder mum punished them. They are so messy.
- ❖ We gotta wait for my sister. She should be home from school any time.
- ❖ *We gotta get out of here. Now! Mum will find us, if we don't.*
- ❖ *When I was bad, she burned me with her cigarettes. Or worse.*
- ❖ *My sister made my mum very angry. So she was punished.*
- ❖ *[The murder scene in the Kitchen] I was so scared. I could hear Mum's steps. She came by and watched him bleed to death and tasted his blood. He mustn't die too quickly, she said. She doesn't want them to die quickly.*
- ❖ *[The burnt-up things] He'll have nothing left. Nothing at all. No friends. No toys. If you have nothing left, you are empty. Then there is nothing holding onto you.*
- ❖ *[The wardrobe] No, please, don't open. Don't open it. She is inside. She is inside, right behind the door. Please. Don't open it.*

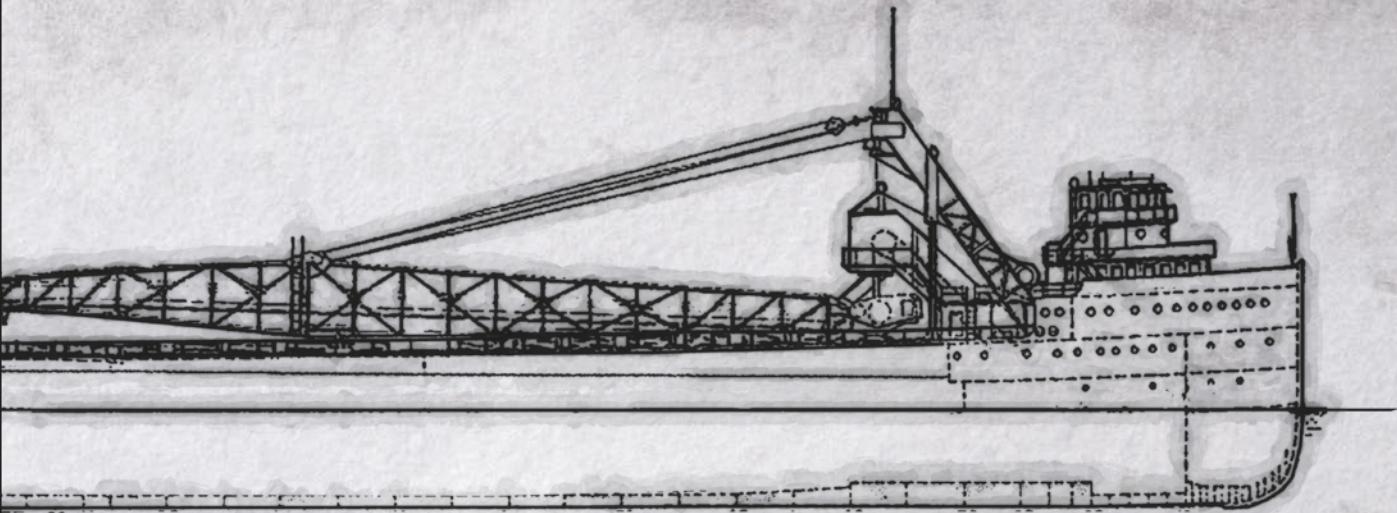
The Personal Experiences

The following events happen while the group are in the house; each connected to the player characters' pasts, dark secrets, or observations.

FELICIA JENNER

An 11-year old girl in a pink padded jacket is standing down the street, peeking out behind a lamp post. She appears to stare intensely towards the house. She looks so familiar. If you go look for her, she is nowhere to be seen.

Franklin looks right at Felicia and says, in an accusatory tone, "You killed a child too, huh? That makes us the same."



If Felicia has not been drinking:

You feel how the tremors are starting to come. The cold sweats. The liquor, the pills. You need anything that can deaden reality a little.

CAITLYN DEHAMRE

Caitlyn receives a text from one of her dead patients (Josie) on her phone, "I am feeling terrible. I have cut myself again. When do you have time to talk? I need you." Caitlyn recognizes the number, but if she dials it, it has long been disconnected.

Franklin mutters, "You're a doctor. You should be helping others, so why are you killing us?"

JOSHUA KATZ

It is dirty and messy, but in certain places there is a curious perfection. The carpet on the floor has its fringes neatly laid out. The bed on the upper floor is perfectly made.

A cigarette pack of *Virginia Slims* sits on the table. It looks completely new, but is the old-style package, as though it came right out of the 1970s. It is open and there are a few cigarettes missing.

In a compassionate voice, Franklin says, "I know what it's like to want to kill your mother."

AIDAN KOSTROFF

Franklin Mills stops and stares intently at him. For a moment, it looks as though blood is forming around his mouth and his eyes gain a manic glow.

A picture message arrives from Amy, but the image of Dominic appears distorted. It looks smeared and blackened around the edges. It almost looks like Amy has a hard grip on Dominic's neck. The text reads, "Come home soon. The boy has been bad."

A flickering image of a memory: *The screams, the woman's screams. The sound of Franklin chewing. Wet, gobbling, grunting. The flickering light from the torch reflected in the water. And the stench of waste oil and rust. Overpowering, everywhere. A pale child's face in the massive darkness. A shadow towering ever larger rising up behind Franklin.*

THE SHIP AT ZUG ISLAND

Fog, chill, and pattering rain. Stench of smoke and rust. Rippling water and oily puddles. Zug Island is a manmade island with factories and steelworks. Heaps of coal are delivered there by ship. It looks like another world driving into this ashen landscape. Everything is wreathed in a white-grey haze. Fires from the smelting plant create strange halos in the mist. The wrecked ship rests at the dock. The entire ship is rusty and moldering. The gangway is in bad shape.

The player characters can park their cars at the quay. The wreck is dark and uninviting like some beached corpse. Crime Scene 2 is located deep inside the vessel. In order to reach the engine room, they must ascend the gangway, walk to the stern, and then make their way down via one of the stairwells. Aboard the ship, they are greeted by the stench of rust and waste oil – the scent oddly familiar. A cold wind emanates from the Great Lakes, and in the distance a lone fog-horn is wailing.

[A] The Stairwells

It is dark and cold. The stairs are of steel, the paint peels from the walls and everything is dripping with moisture. Amid the clatter and noise, their flashlights cast shadows around the ship, and every breath can be seen in the rank air. A great weight presses in on them, the too-numerous sounds distorting into a cacophonous murmur.

[B] The Engine Room

The engine room's door is steel, and when it is opened emits a shrieking, jarring sound, which cuts through the entire hull. It echoes like a scream; a premonition of what will awaken in the depths. In order to get into the engine room, the characters must take three steps down a metal staircase into a pool of murky water. The entire space is a distorted landscape of rusted machinery, twisted pipes, and long shadows. Everything drips with moisture, and the floor is covered with knee-deep, oily water. It reflects the flashlights like a glassy surface, which is only disturbed by the incessant leaks from the ceiling. There is another flight of steps leading to

the engine room on the other side. Those who studied the water in the bathtub of the Mills' family house can immediately see, or rather smell, the similarity.

At this point in time, the Illusion starts to truly crumble. Franklin's protective fugue unravels with every passing moment, and he becomes increasingly agitated.

Events at the Ship

Below are a number of minor events the gamemaster can introduce while at the ship.

Franklin breaks down: Franklin suffers a panic attack and begins rapidly shifting between his child-self and his adult-self. He becomes confused and does not know where he is. He accuses the player characters of punishing him and being on his mother's side.

A child's sobbing echoes through the rusty hull: There is child's wailing and sobbing. The sound is weak, but emanates from deep inside the ship.

FELICIA JENNER

Felicia suffers a flashback of when she first entered the engine room and discovered the victim, butchered and ritually dismembered. Yet, the woman continued to plead and struggle – even though she could not possibly do so.

CAITLYN DEHAMRE

Although dead, Dermont phones, "I will be right over. We need to talk."

From the ship's railing, she can discern four silhouettes – her victims – out in the fog and smoke. They are backlit by the smelting plant farther up the island, and seem to slowly stalk towards the ship. They disappear from view behind a pile of coal.

JOSHUA KATZ

The overpowering stink of old wine and cigarette smoke drifts out of a darkened corridor. No matter how he tries, he can't get it out of his nose. Yet no one else notices it.

AIDAN KOSTROFF

There's a faint scratching from behind the walls, persistent and desperate. When Aidan listens closer, Dominic's voice whispers through the rusted steel, "Daddy. Why didn't you save me?"

THE ILLUSION IS FORN ASUNDER

When Franklin's memories fully return, the Illusion rips apart. The anxiety and feelings of guilt come rushing back, washing over him like a tidal wave. However, he is still protected by the ritual, so the nephrite cannot simply claim him. She needs to enlist the help of the player characters to do so. But, she also senses the guilt in them and allows their own personal horrors to manifest.

She chooses one or two of the most susceptible characters and tries to form a pact with them. If they give her Franklin, either by drowning him in the dirty water or making him confess he is her son, she will allow them to escape. She also surrenders *William* into their care – provided they swear to adopt the boy. *GM Note: William has a purpose to fulfill, as she has sown her seed in him and he will be one of her servants in Elysium.* Although, the nephrite lets the person who helped her leave the ship with William unharmed, she allows the *purgatides* to claim the other characters and tear them to pieces. As such, forming the pact can become a desperate race for the characters.

As the Illusion surrenders to the Purgatory, let the events slowly escalate. Try to separate them in the darkness before things spiral out of control.

The Ship Becomes a Labyrinth

The nephrite causes the Illusion to crumble. Staircases and corridors are altered. Everything becomes labyrinthine and nightmarish, while an increasing number of paths and stairwells lead into the Purgatory. The player characters' perception of their surroundings cannot be trusted. The way they entered has suddenly vanished – where there was once a staircase, there is now only a dark corridor. The nephrite tries to trap the characters on the ship until she has made them give her Franklin. Below are some suitable moves to use on the ship.

- ◆ The oily water suddenly becomes deep; possibly swallowing the character up entirely.
- ◆ A breeze of fresh air descends down the staircase leading upwards, but the farther they follow it, the deeper into the ship they actually go.
- ◆ A door slams shut, separating the player characters.
- ◆ The semblance of *Martha Mills* can be seen as a reflection in the water.
- ◆ The flashlight flickers and dies.
- ◆ A body floats face down in the water. It is one of the *purgatides*, waiting to pounce.
- ◆ One of the rusty machines coughs to life and starts to operate. The roar is ear-deafening and the enclosed space quickly fills with the poisonous fumes.
- ◆ For a moment, Christian music echoes through the hull and is accompanied by the scent of cooking meatloaf.
- ◆ A door leads directly to the Purgatory.
- ◆ Janice Bedford's screams echo through Time and Space, and Aidan Kostroff recognizes them. She calls for help.
- ◆ The characters are blocked by a chamber half-filled with black water. On the far side, they see a glimmer of daylight, but they must swim across the sludge to get there.
- ◆ The floor collapses; the characters fall through, tearing up their bodies on rusty metal shards. One character gets impaled at chest height, and in order to get up, they must tear themselves up further on the sharp metal (the player gets a **serious wound**).

Events in the Depths of the Ship

FRANKLIN MILLS

Franklin comes aboard the ship and starts to mentally break down. The ritual he carried out, woven from suffering and insanity, is beginning to lose its grip. He can sense how his mother is looking for him and tries to hide.

Breaks loose: While Preston is distracted, Franklin manages to get hold of his keys. He breaks free and hides aboard the ship. He attempts to hide or hold one of the player characters hostage. He will be utterly terrified if he realizes the characters have made a pact with his mother, doing anything to escape.

The prey becomes hunter: Franklin can try to knock out the characters; possibly taking them hostage. With iron pipes, his bare hands, or weapons he steals, he attacks the characters. He sneaks in the shadows, strikes from ambush, and tries to attack lone player characters whenever he has the upper hand – see *Franklin Mills in Non-Player Characters*.

WILLIAM'S PRESENCE

William is a little boy, pale and scared. Dressed in sweat pants and an oversized Spider-Man t-shirt. His forearms, neck, and shoulders – at his collar bones – show marks from being burned with cigarettes.

William is held prisoner in the Purgatory, which resembles the Mills' family home, albeit distorted. In the ship, *Martha* uses him as bait to attract the characters or lead them astray. In the engine room, they can glimpse William's pale face between two large engine parts and rusty pipes, far in towards the wall. He is apparently stuck in there. Only one person can get into the small space, and they must crawl or squeeze through. As they do so, it seems to get increasingly narrow and tight. Instead of reaching William, this can lead to them into the Purgatory or they end up eye-to-eye with one of the *purgatides* or *Martha Mills* herself.

FELICIA JENNER

Lydia Gibbs: A shoe belonging to a child is discovered. There is a girl in a pink padded jacket, curled up against a wall in the ship. She is breathing painfully and her eyes are darting. One of her legs is broken at a strange angle, and a ragged bone protrudes from her leggings. This is the memory of Lydia; the child Felicia Jenner ran over. She opens her eyes and angrily accuses Felicia of having abandoned her. "Why didn't you take me to the hospital?" When the other characters are not close by, she pulls herself up on her feet, picks up a rusty screwdriver, and begins hunting Felicia (see *Purgatides*).

CAITLYN DEHAMRE

The purgatides awaken: Filled with hatred and an icy lust for revenge, the *purgatides* of her former patients awaken. They emerge from the water deep down below decks or from the waste-oil tank. First, perhaps, they appear as someone who is wounded, but Caitlyn quickly recognizes them. The *purgatides* move towards Caitlyn, ignoring anything standing in their way.

Josie [16]: Scrawny, Asian girl. Emo and Goth in style. Her forearms are cut up and she has a razor blade in her hand. She is covered with self-inflicted scars, and continually coughs up blood – as she has swallowed several razor blades.

Dermont [17]: A muscular black man. Wears jeans and hooded sweater. From the front, he looks perfectly normal, but the back of his head is completely blown away – from when he put a revolver in his mouth and pulled the trigger. The revolver is now in his hand.

Kyle [16]: Obese, white man. His face is discolored black and blue, and his neck covered in ligature marks from where he hanged himself.

Sarah [13]: Blond hair, hollow-eyed, very pale. Took sleeping pills. Wears a large T-shirt and knickers, and is holding a heavy, rusted iron pipe.

AIDAN KOSTROFF

The weapon: Aidan sees a service pistol, *his* service pistol. It is oddly clean and shiny, despite the constant damp. If he picks it up, a memory flares up within him of how Franklin Mills released him. Gave him his weapon and ordered him to stop the police officers. He moves upwards, led by his weapon, and meets Clark Glover on the stairs. He shoots him in the chest, feeling a euphoric rush. Then he walks back down and seals the door to the engine room. Aidan senses the weapon's eagerness to kill again. If this memory is false or true is up to the GM.

The Purgatory

The player characters can be drawn into the Purgatory, which resembles the Mills' family house. They can, for example, be dragged beneath the water and pop up in the bathtub on the upper floor of the family's house.

The Purgatory looks like the Mills' family house, but in its original state; the way it appeared back when Franklin grew up there. Everything is meticulously arranged and tended. There is not a single speck of dust and the scent of detergent and cigarettes lingers everywhere. On the walls, there are paintings of Jesus and several crucifixes. Otherwise, it is quite barren and uninviting.

GETTING TO THE PURGATORY

This can happen when one sinks down into the water in the depths of the ship, rushes through a door, becomes drawn in amid the machines, or through other similar instances. In a split moment, one finds themselves inside the house.

The bedroom and the wardrobe

The bedroom is locked. If anyone forces the door open or steals the key from Martha Mills' apron, they can enter. In the wardrobe, the characters find *William*, who is sitting there crouched, hungry, and trembling with fear.

Outside the Purgatory and Lisa Mills

Outside the house, there is an endless grey haze. Characters can see semblances moving out there – this is Martha Mills' paranoid perceptions of her neighbors and colleagues, menacingly spying on her. If anyone ventures out into the chilly haze, they travel through the ruined neighborhood, but eventually always return to the Mills' family home.

While outside the Mills' family house, the characters notice an emaciated girl through the cold mist. This is *Lisa Mills*. She is shaking and frozen, but attacks anyone trying to help her with a shard of rusty metal (see *Purgatides*). She is insane from her torments, and does not respond when spoken to.

Martha Mills (the nephrite)

Martha stalks through the house. Sometimes she sits and watches television in her living room; usually Christian songs and sermons. Other times, she stands in the kitchen preparing meatloaf, backing manically at something on the cutting board. Sometimes she opens the porch door and stands there smoking. She almost always keeps her back to the person watching her.

The Pact

Martha Mills wants to select someone willing to give *Franklin* over to her, as well as adopt and take *William* with them – providing her a gateway into Elysium through him. Outlined below are suggestions for how she can form pacts with each of the player characters.

FELICIA JENNER

Silent and scared, *Lydia Gibbs* sits at the dinner table in the Mills family home. The table is set and gospel music plays on television. The air is heavy the scent of meatloaf and cigarettes. Martha Mills is frantically backing at something by the sink. "Sit down," she orders, as though talking to a child. "Lydia told me what you did. How you ran her over and killed her. But you have a chance to atone for your sins." Thereafter, Martha serves the meatloaf, but not until Felicia Jenner has washed her hands thoroughly. Martha offers Felicia a way to atone for what she did; if she

gives Franklin to Martha, she may take William and Lydia up to the surface. Felicia must also promise she will take care of them. Lydia cannot talk, but nods and obeys Martha in everything. After a while, it is apparent Martha has cut out Lydia's tongue and she will never be able to leave the Purgatory.

JOSHUA KATZ

Joshua is drawn into the Purgatory. In the kitchen, Martha Mills stands backing frenetically at something with her back towards him. His mother, *Laura Katz*, is sitting on the sofa in the living room (see *Purgatides*). She is obviously drunk; a glass of white wine sits in front of her on the table. Also on the living room table, there is a hammer. Laura says she has been talking to Martha and she promises if he gives her Franklin Mills, Martha will give him William in exchange. But only as long as Joshua promises to raise him as his own son.

If Joshua answers 'no,' his mother becomes livid and attacks him, "You ungrateful brat! I have done everything for you." If he answers 'yes,' he must seal the deed by beating Laura to death with a hammer. She willingly places her head on the table, entreating him to hit hard. She is encouraging, but it takes several blows before she is dead. Her scalp is knocked open and bleeds profusely, exposing bone and brain alike.

CAITLYN DEHAMRE

If the Purgatides get hold of Caitlyn, they drag her down into the depths and start assaulting her. They will try to drown her in the dirty water or strangle her with cables, causing her as much suffering as possible before she dies. Suddenly, a sharp voice from Martha makes the Purgatides back off like scared children. Martha offers Caitlyn a cigarette and says she definitely understands disobedient children need to be punished. She explains how her own disobedient son, Franklin, ran away from her. But if Caitlyn only would kill him, Martha will make sure the Purgatides never harm her again. However, Caitlyn must take William back with her and raise him, as penance for the souls she took without permission.

AIDAN KOSTROFF

Receives a multimedia message on his phone. It is a photo of Amy sitting with Dominic in her lap. Dominic holds a whisk in his hand. "We're making pancakes tonight. Can't wait to see you," the message says. However, in the background, he notices an enormous silhouette standing in the living room doorway. It is Martha Mills with a gigantic meat-cleaver in her hand.

Soon after, the phone rings. The telephone line is noisy with static. Martha Mills' harsh and strict voice comes on, "Franklin has been a very naughty boy. Give him to me. Drown him in the engine room, and I will not punish your family." Then the phone starts to crackle and dies. If Aidan fulfills the pact, William appears from the dark, crying and scared, and turning to Aidan for protection.

CLOSING

ONE OR MORE PLAYER CHARACTERS SEAL THE PACT WITH THE NEPHARITE

Franklin is drowned in the ship by one or more player characters. William returns to the characters. Characters who do not participate in the sacrifice remain trapped in the Purgatory with Franklin.

THE PLAYER CHARACTERS SUCCEED IN STOPPING THE NEPHARITE

After a hard and lethal battle, the player characters incapacitate the nepharite and the purgatides. The nepharite's power over the ship is temporarily weakened, allowing the characters to escape from it. Maybe they will also bring William and Franklin with them. However, the nepharite has not been vanquished, and is eventually recreated in Inferno. The scenario can end with an epilogue, where the nepharite haunts the surviving characters in their dreams.

THE PLAYER CHARACTERS TURN ON EACH OTHER

Aware there is only one player character who can make the pact with the nepharite and escape the ship, the characters may start fighting among themselves. The characters who die in the Purgatory are captured by and bound to the nepharite.

FRANKLIN SUCCEEDS IN OUTSMARTING THE PLAYER CHARACTERS

Through cunning and ruthlessness, Franklin succeeds in killing the player characters one by one and escapes from the ship.

EPILOGUE

Describe how the killed or captured player characters wake up in Martha's home – the Purgatory. Let the *purgatides* and/or *Martha* show up and drop a hint as to the torments awaiting them.

The characters who managed to escape from the nepharite without sealing the pact wake up to Christian music playing from the kitchen in their home. Someone is baking meatloaf in the middle of the night.

The character who takes *William* eventually discovers a strangeness in his behavior. Sometimes his wording sounds like that of *Martha Mills* and he has a natural tendency for cruelty. Torturing pets, locking in siblings in closets, or similar things.

NON-PLAYER CHARACTERS

The higher powers and important characters appearing in the scenario are outlined below.

Franklin Mills

Home: Elysium.

Creature Type: Human.

Dressed in orange, prison overalls with a padded jacket atop. A grey-haired, haggard man, 45 years old. Continually shaking, he appears confused and to have lived a harsh life. Initially, he has hand- and foot-cuffs limiting him to very short steps.

When he arrives on scene, Franklin Mills is confused. He is coarse and his language is uncouth. He says the player characters are wasting his time and there is a major conspiracy against him. They have drugged him and stolen his memories, and now they are trying to pin these murders on him as well. However, when he is brought into the first crime scene, his cockiness begins to quickly evaporate.

He becomes a little boy in a grown man's body, shifting between the two roles (Adult and Child). He talks as though he had not been involved with the murders, but still has an uncanny knowledge of them. Occasionally, it is as though his innocent and boyish quality disappears and he becomes hard-set – his gaze somber.

Abilities

- ❖ *Tied to a greater power:* Franklin is bound to the nepharite and becomes paralyzed in its presence.
- ❖ *Desperate:* Because of Franklin's desperation, everyone that attacks Franklin has -1 on their rolls.

Combat [3], Influence [2], Magic [2].

Combat [Considerable]

- ❖ Hiding.
- ❖ Attacking from behind.
- ❖ Knock out.

Influence [Novice]

- ❖ Cheat someone.
- ❖ Threaten someone.

Magic [Novice] (repressed up until Franklin's breakdown)

- ❖ Practitioner of Death magic.
- ❖ Call the nepharite.

Attacks

Fighting with his bare hands, implements, or any weapons he takes from the player characters.

Unarmed: *Stranglehold [1]* [Distance: arm]; *Push [1]* [Distance: arm]; *Hit [1]* [Distance: arm].

Iron bars/pipes: *Attack from behind [3]* [Distance: arm]; *Knock out [2]* [The victim must choose Knocked out at (-9)]; [Distance: arm].

Small firearm: *Directed fire [2]* [Distance: room].

Harm & Harm Moves

Wounds: OOOO ☠

- ❖ Stumbles.
- ❖ Dazed.
- ❖ Escapes bleeding.
- ❖ Dying.
- ❖ Dies.

The Nephrite [Martha Mills]

Home: Inferno & the Purgatory.

Creature type: Nephrite under the Death Angel, Sathariel.

The nephrite has assumed the countenance of Martha Mills. She seems unnaturally tall and imposing, as though seen through a child's eyes, gazing up at her. She is dressed either in a skirt, blouse, or cardigan with an apron, or in a nurse's uniform. It is decidedly unpleasant to look at her face, the viewer unconsciously needing to lower their gaze. When anyone actually looks at her, they notice there is something wrong with her face. It does not move quite as it should, almost as though there is something else hiding under the skin – something alien.

Occasionally, she picks up a packet of menthol cigarettes, Virginia Slims, which she enjoys burning people with – as a warning, in case they go against her. She talks to people as though they were children, with a forcefully chiding, yet maternal, tone. She continually remarks how the characters are dirty, need to wash their hands, and don't know how to behave properly.

Objectives

To regain the grip on Franklin Mills' soul: The nephrite wants Franklin Mills back with her. During his escape, he concealed his soul from her perceptions. Now, the nephrite will try to make a pact with one of the player characters to kill Franklin Mills aboard the ship – drown or beat him to death. If he dies within her domain, she can sink her claws into him and take him 'home.'

Allowing William to be brought back to Elysium: William, whom the nephrite has brought into its fold, now carries her seed within him. She wants William to return to Elysium and grow up there, becoming a tool and/or a gateway for her.

Abilities

- ◆ *Tied to Inferno:* Should the creature be annihilated in Elysium, it will be recreated in Inferno.
- ◆ *Domain (Purgatory):* The creature is bound to its domain and immediately knows if someone enters it, even when the creature isn't present.
- ◆ *Pact-binder:* The creature can make pacts with humans.
- ◆ *Shapeshifter:* The creature can change its appearance at will.
- ◆ *Adult-child relationship:* The nephrite appears much larger than the player characters (-2 all attacks) and has an authoritative influence over them (-2 all forms of social interactions).

Combat [4], Influence [3], Magic [5].

Combat [Forceful]

- ◆ Takes hold of and lifts someone up.
- ◆ Throws someone around.
- ◆ Invokes purgatides.
 - ◆ Attacks several creatures simultaneously.

Influence [Significant]

- ◆ Leader of purgatides.
- ◆ Manipulate someone.
- ◆ Create a sense of isolation.

Magic [Exceptional]

- ◆ Commanding voice.
- ◆ Distort rooms, streets, roads, and stairs.
- ◆ Manifest someone's fears.
- ◆ Peer into someone's soul and previous life.
- ◆ Summon purgatides.

Attacks

The nephrite primarily uses manipulation, magic, and purgatides to break down and control her victims. If directly attacked, she proves to be calculating and ruthless. She uses her cigarettes to punish unruly 'children' and the slicer to kill irritating people. The nephrite is also larger and stronger than a human being.

Unarmed: Lifting up [-] [Distance: arm, the victim is held tight]; Throw away [2] [Distance: arm, victim flies away several meters].

Cigarette: Burn [1] [Distance: arm]; Put out a cigarette in someone's eye [Serious Wound] [Distance: arm, the victim must be held tight].

Slicer: Pierce [2] [Distance: arm]; Rip up [3] [Distance: arm, the victim must be held tight]; Sweeping slashes [2] [Distance: arm, attacks many targets around the nephrite].

Magic: Distorting the environment [-] [[See Through the Illusion](#) to orient oneself]; Manifest fear [-] [[Keep it Together](#) for the fear not to manifest]; Commanding voice [-] [[Keep it Together](#) in order not to obey].

Harm & Harm Moves

Wounds: 0000000000 

- ◆ Ignores the harm.
- ◆ Stops and enjoys the pain.
- ◆ Unnatural smile despite the face being disfigured by the attack.
- ◆ The skin cracking like a bloated larva, and blackened pus oozing out.
- ◆ An arm is cut off and continues to writhe on the floor.
- ◆ One leg is mutilated and is dragged along at an unnatural angle by the nephrite.
- ◆ The nephrite falls to the ground, seemingly dead, but rises a moment later.
- ◆ The nephrite's head is destroyed, and it is rendered harmless until it has been recreated.



Purgatides

Home: Inferno.

Creature type: Slave to a Death Angel or a nepharite.

Abilities

- ◆ **Controlled:** The purgatides are controlled by the nepharite and cannot defy her will.
- ◆ **Hardy body:** Guns and piercing weapons inflict **-1 harm**.

Combat [3], **Influence** [-], **Magic** [-].

Combat [Significant]

- ◆ Attack someone from behind or through an ambush.
- ◆ Surround someone.
- ◆ Pin someone down.

Attacks

The purgatides are controlled by the nepharite and are filled with uncontrolled rage against the perpetrators who directly or indirectly caused their death. They do not care about the harm inflicted upon themselves, but fear the nepharite.

Unarmed: **Bite** [1] [Distance: arm]; **Hit & Kick** [1] [Distance: arm]; **Knock over** [1] [Distance: arm]; **Kick someone who is lying down** [2] [Distance: arm, must first Knock over].

Piercing & slashing weapons: **Cut open** [2] [Distance: arm]; **Nail down** [1] [Distance: arm, **Act Under Pressure** to break free].

Crushing weapons: **Wild swings** [2] [Distance: arm].

Light gun: **Directed fire** [2] [Distance: room].

Harm & Harm Moves

Wounds: OOOOO ☠

- ◆ Ignores the harm.
- ◆ Loses control.
- ◆ Seems defeated.
- ◆ Dies.

Lisa Mills

A 9-year-old girl in pajamas, who is so emaciated she almost resembles a skeleton. Her eyes are pained from hunger, and she is trembles with cold. She attacks with a shard of rusty metal (piercing weapons).

Wounds: OOOOO ☠

Josie

Scrawny Asian girl. Emo and Goth in style. Her forearms are cut up and she has a razor blade in her hand (slashing weapon). She is covered with self-inflicted scars, and continually coughs up blood – as she has swallowed razor blades.

Wounds: OOOOO ☠

Dermont

A muscular black man. Jeans and hooded sweater. From the front, he looks perfectly normal, but the back of his head is completely blown away; from when he put a revolver in his mouth and pulled the trigger. The revolver is now in his hand (light gun).

Wounds: OOOOO ☠

Kyle

Obese, white man. His face is discolored black and blue, and his neck covered in ligature marks from where he hanged himself (unarmed).

Wounds: OOOOO ☠

Sarah

Blond hair, hollow-eyed, very pale. Took sleeping pills. Wears a large T-shirt and knickers, and is holding a heavy, rusted iron pipe (crushing weapon).

Wounds: OOOOO ☠

Lydia Gibbs

An 11-year-old girl in a pink, padded jacket. She struggles to breath, as if in great pain, and her eyes are flickering wildly. One of her legs is broken at a strange angle; a bone protrudes from one of her leggings. Lydia is armed with a rusty screwdriver (piercing weapon).

Wounds: OOOOO ☠

Laura Katz

A well-dressed, yet emaciated, middle-aged woman, who stinks of wine and smokes cigarettes. Her eyes are bloodshot and fingers nicotine yellow. She speaks with a faint slur. Possibly attacks Joshua with a hammer (crushing weapon).

Wounds: OOOOO ☠

William Bedford

William is a little boy, pale and scared. Dressed in sweat pants and an oversized Spider-Man t-shirt. His forearms, neck, and shoulders – at his collar bones – show marks from being burned with cigarettes.

Unique moves

- ◆ Run away.
- ◆ Scream in panic.
- ◆ Apathy.

Harm & Harm Moves

- ◆ Hides.
- ◆ Dying.
- ◆ Dies.

Important Characters

FELICIA JENNER

Clark Glover: Felicia's partner, who died during the apprehension of Franklin Mills.

Lydia Gibbs: An 11-year-old girl Felicia ran over and killed.

JOSHUA KATZ

Laura Katz: His mother who killed herself with alcohol and pills. Joshua told her to do it.

CAITLYN DEHAMRE

Josie, Dermont, Kyle, and Sarah: Former patients, who Caitlyn persuaded to commit suicide.

Jakob: The husband who abandoned her.

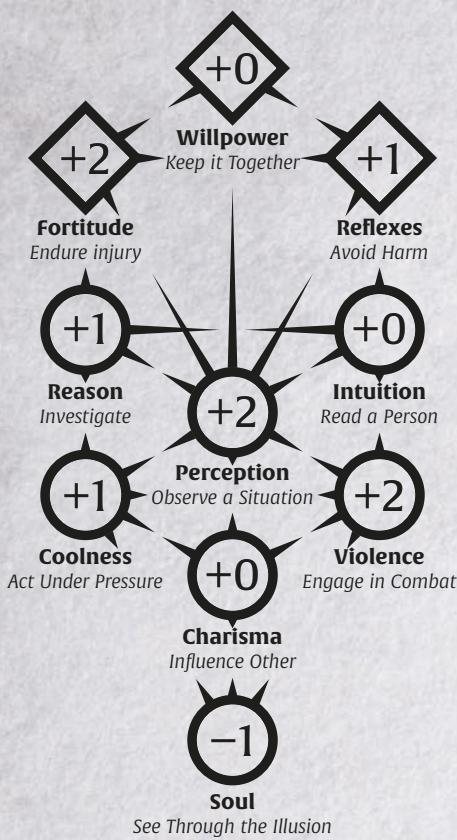
AIDAN KOSTROFF

Amy: Worried wife

Dominic: Four-year-old son.

DETECTIVE FELICIA JENNER

• Attributes



• Wounds

Serious Wounds (-1 ongoing)	Stabilized	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Critical Wound (-1 ongoing)	Stabilized	<input type="checkbox"/>

• Stability

■ Composed	
■ Uneasy	Moderate stress:
■ Unfocused	-1 to Disadvantage rolls
□ Shaken	Serious stress:
□ Distressed	-1 Keep it Together
□ Neurotic	-2 to Disadvantage rolls
□ Anxious	Critical stress:
□ Irrational	-2 Keep it Together
□ Unhinged	-3 to Disadvantage rolls
	+1 See Through the Illusion
□ Broken	The GM makes a Move

• Who you are

As a Detroit homicide detective, you have seen the city go from bad to worse. Being number one in murder statistics in the United States speaks volumes. You are tired, dejected, and feel as though nothing in your job really makes a difference. One does what one must to survive in Detroit, which is why you ease your life with liquor, pills, and bribes. You do business with several gangs in Detroit, but primarily the Almighty Vice Lord Nation. You leave them in peace and they give you a substantial bonus to supplement your meager police salary. By the classic definition, you are a "dirty cop," but your colleagues are no different. You have found it increasingly hard to conceal your alcoholism, but you just cannot keep sober.

• Connection to Franklin Mills

Franklin Mills is a dangerous and sick person. One of the worst you have come across. You apprehended him at the ship on Zug Island and now after all the commotion, you regret not putting a bullet in him there and then. You are disgusted with all the talk of him getting psychiatric care, of being psychologically evaluated. Life in prison is the only thing he deserves, but the death penalty would have been fairer. Your partner, Clark Glover, died when Franklin was apprehended, shot with police constable Aidan Kostroff's service weapon. You know deep down it wasn't young Kostroff's fault, but you still cannot keep yourself from blaming him. Also, something has been gnawing in you since that day. After you shackled Franklin Mills, you searched for the kidnapped boy, William, but never found him. You know you heard a child wailing from somewhere, echoing in the dark halls of the derelict ship.

• Dark Secret

After a night on the town with the colleagues, you drove home while more inebriated than usual. You reacted too late and ran over a child. It was nighttime; the girl ran into the street and you did not have time to stop. She couldn't have been more than ten and should have been curled up in her bed – probably the child of some negligent junkie. You tried to help, but she was already dead. Your badge was on the line and there were no witnesses. So, you jumped into the car and drove home. The day after you found her in the night's police reports; Lydia Gibbs, 11 years old. The moment you ran over her plays in your dreams again and again. Her surprised gaze into the headlights of the car. The thud as you ran over her and crushed her rib cage.

• Things in your possession

Suit and thick coat tailored for the weather. An automatic pistol in a shoulder holster with three additional magazines. Smartphone. Pack of cigarettes. A bottle of tranquilizers. A half-empty flask in your coat pocket. Strong, spearmint chewing gum to conceal the smell of liquor. Keys. A lighter and \$340.

• Motivation

Prove Franklin Mills only is faking his forgetfulness.

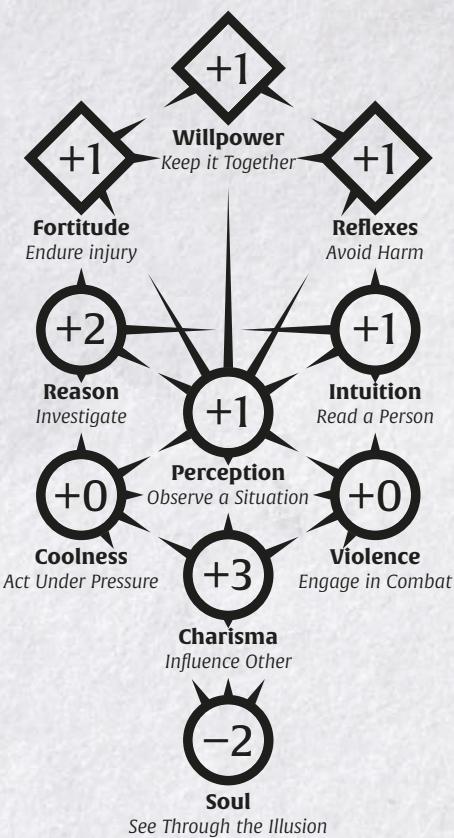
Get Aidan Kostroff to recognize his own dereliction of duty, which led to your partner – Clark Glover – being killed with Kostroff's service pistol.

Show you are still a good cop, who knows your job.

Get the opportunity to squeeze the truth out of Franklin Mills, and what he did with William – the vanished boy. Where did he hide the body? You are certain you heard the boy aboard the ship.

PROSECUTOR JOSHUA KATZ

• Attributes



• Who you are

A recently graduated lawyer, who took the job no one wanted in Detroit. You have a nice house in the uptown area. Your looks and social status make you very popular among women, and you are aware of your charm. You are a perfectionist, both when it comes to yourself and to others. Your home is as immaculately arranged as your own personal appearance. It is hard for you to handle emotions and feel sympathy for other people, particularly those who are sloppy, overweight, ugly, or people who do not take care of themselves. You hide this contempt behind a perfect smile and a veneer of compassion. You see Detroit as a vehicle for your career. After a number of high-profile cases, you intend to get into politics, as you believe having fought for justice in a city like Detroit will look excellent on your resume. Finding the Bedford boy could be your meal ticket.

• Connection to Franklin Mills

Franklin Mills is apprehended and accused of a series of murders, as well as the abduction of a young boy, William Bedford – who is now presumed dead. The case has attracted the media's attention and engaged many in Detroit. Intent on using this to your advantage, you forced through the arrangements for Franklin Mills being shepherded around the crime scenes. He maintains he has lost his memory, and you are hoping to make him remember and confess, and perhaps, most importantly, find out what he did with the missing boy. The forensic evidence and witnesses ensure Franklin cannot escape justice – you are certain of nailing him. But the case and the crime-scene reenactment offer the perfect opportunity to position yourself as the prosecutor who cares about the common people. You have already tipped off the journalists anonymously, assuring they will show up at the house where you will hold the first reconstruction, so you can spark some media coverage.

• Dark Secret

You grew up in a nice home in Washington, DC. Your father, Robert, was a Republican politician and died of cancer when you were 7 years old. Your mother, Laura, took care of you during your entire childhood. She was respected in high society, and concealed her alcoholism and depression well. But you knew. You found her unconscious several times and had to console and take care of her, as she drunkenly threatened to kill herself. She became increasingly embarrassing, nearly disgracing your family name and your and her reputation. So when she stood there with the pill box and the liquor bottle and wanting your pity, you said you didn't love her anymore and she should just go ahead and do it. The next day, she was dead from an overdose of sleeping pills. She was found lying in her own vomit on the upper floor of the house. You felt relieved. The outpouring of sympathy definitely helped you as well.

• Wounds

Serious Wounds (-1 ongoing)	Stabilized
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Critical Wound (-1 ongoing)	Stabilized
	<input type="checkbox"/>

• Stability

<input checked="" type="checkbox"/>	Composed
<input type="checkbox"/>	Uneasy
<input type="checkbox"/>	Unfocused
<input type="checkbox"/>	Shaken
<input type="checkbox"/>	Distressed
<input type="checkbox"/>	Neurotic
<input type="checkbox"/>	Anxious
<input type="checkbox"/>	Irrational
<input type="checkbox"/>	Unhinged
<input type="checkbox"/>	Broken

Moderate stress:
 -1 to Disadvantage rolls

Serious stress:
 -1 **Keep it Together**
 -2 to Disadvantage rolls

Critical stress:
 -2 **Keep it Together**
 -3 to Disadvantage rolls
+1 See Through the Illusion

The GM makes a Move

• Things in your possession

Impeccably dressed in brand-name clothes. Black leather gloves. Expensive coat. Robust winter shoes, as you will go into desolate houses and Zug Island. Portfolio with a laptop and important documents. Smartphone of the latest model. Small video camera to film Franklin, if needed. Keys. Wallet with various credit cards and a few business cards. Antibacterial tissue in your pocket.

• Motivation

Reconstruct the crime scenes. Let Aidan Kostroff demonstrate how he entered the house, and Felicia Jenner show you where she found Franklin Mills. See if you can get Franklin Mills to demonstrate how he killed his victims.

See if you can find William Bedford's body.

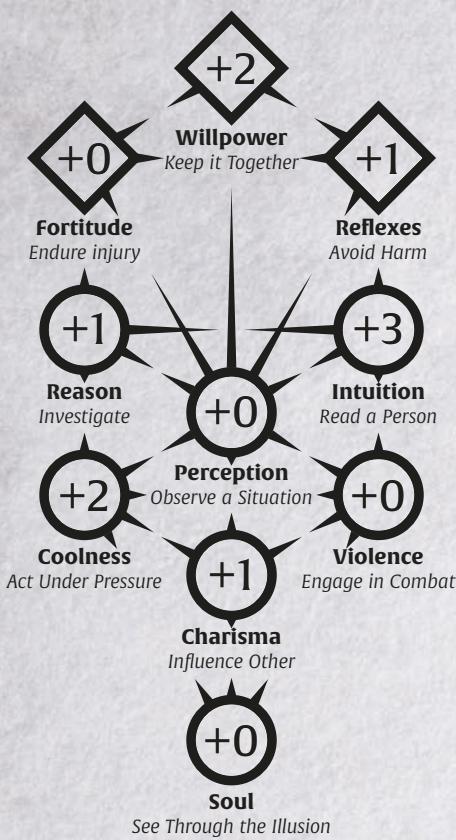
Get Franklin Mills to confess.

Maintain the appearance of being a moral and responsible person.

Felicia Jenner has the reputation of being corrupt and she is quite definitely an alcoholic (you know one when you see one). You want to dig up more dirt on her. She might be a good scapegoat to dangle in front of the media or someone you can have a hold over.

PSYCHOLOGIST CAITLYN DENMORE

• Attributes



• Wounds

Serious Wounds (-1 ongoing)	Stabilized
Critical Wound (-1 ongoing)	Stabilized

• Stability

■ Composed	
■ Uneasy	Moderate stress:
■ Unfocused	-1 to Disadvantage rolls
■ Shaken	Serious stress:
■ Distressed	-1 Keep it Together
■ Neurotic	-2 to Disadvantage rolls
■ Anxious	Critical stress:
■ Irrational	-2 Keep it Together
■ Unhinged	-3 to Disadvantage rolls
	+1 See Through the Illusion
■ Broken	The GM makes a Move

• Who you are

You are a psychologist who handles large amounts of psychological evaluations for the State. On the side, you are running a private clinic and working as a consultant. You have authored a number of articles on your blog, *Mazes of the Murderous Mind*, about criminals and macabre murder cases connected to mental illness. You have a number of followers, but your dream is to be published by one of the big publishing houses. You constantly feel overlooked and are frustrated the world doesn't recognize your genius. Your husband, Jakob, left you for another man and moved to Detroit. This is a source of great shame for you.

• Connection to Franklin Mills

Franklin Mills is a gold mine. He will make you famous. You will do anything to maintain he is mentally ill and ensure he is placed in a psychiatric clinic with rigorous surveillance under your care. You are sure that the macabre murders he carried out are connected to his past. A few years after Franklin ran away from home, Franklin's mother, Martha Mills locked his kid-sister, Lisa Mills, in a wardrobe, where she starved to death. Martha was judged mentally ill and incarcerated at a psychiatric hospital – where she took her own life. Now, 30 years later, Franklin has committed murders in the house where he grew up. You are already authoring the book, *The Murderous Mills*, about the macabre deeds of two generations of the same family. Franklin appears to have lost his memory for real, probably a deep form of repression, but you have noticed by talking about his mother or his sister, he can be stirred from his fugue. Among other things, Franklin said he often talks with his mother and she is furious with him for escaping. Franklin does not seem to understand – or want to understand – his mother is dead.

• Dark secret

So many patients have sat opposite to you, talking about their meaningless problems, humdrum lives, anxieties, and inner pain. Perhaps it was the feeling of power, but systematically you convinced four patients to take their own lives. You used innuendos to convince them their suicidal thoughts weren't so wrong after all, and they probably weren't loved by anyone. To avoid suspicion, you have assured nothing was recorded and your patient journals say something completely different. And when you received the phone calls and emails telling you they took their lives, you felt a curiously joyful sensation in your chest, leaving you walking on air. You literally have the power over life and death. You memorized their names and look at their pictures on your phone several times a day: Josie, Dermont, Kyle, and Sarah. You are itching to find another vulnerable person and gain power over their life.

• Things in your possession

Warm and practical clothes. Ipad, where you take notes and keep files. A hand-held, video camera. A briefcase containing sedatives, as well as a syringe of tranquilizer, which can knock out an adult in a flash. A file with photos of Martha Mills and Lisa Mills, which you can display if you want to trigger Franklin. Handbag with pepper spray, keys, wallet, smartphone, and credit card.

• Motivation

Get Franklin Mills to talk more about his mother and reveal his inner darkness. Convince Prosecutor Joshua Katz Franklin Mills is mentally ill and you should be given responsibility for him.

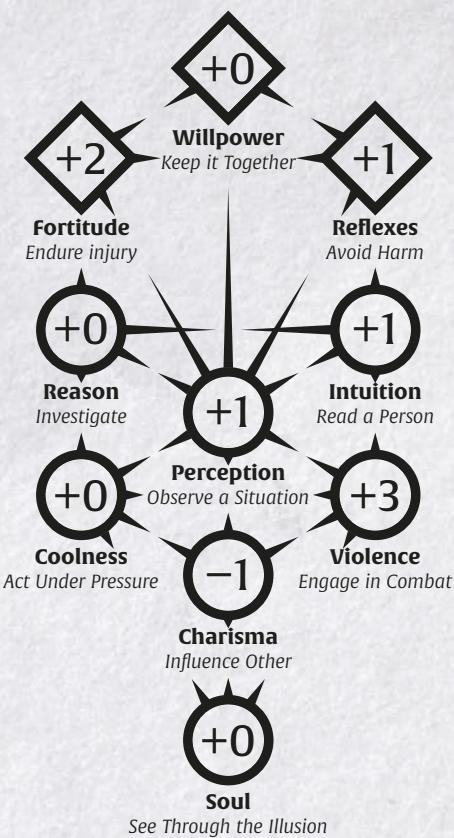
Try to understand what Franklin Mills wanted with the boy, William, whom he kidnapped.

Aidan Kostroff is under your finger. He is being evaluated to see whether he is fit to return to duty, and an email from you can make sure he is given clearance or is deemed completely unsuitable for work within the police force.

You feel a strong desire for Prosecutor Joshua Katz and would like to work more closely with him.

ΛΙΩΛΙ ΚΟΣΤΡΟΦ

• Attributes



• Wounds

Serious Wounds (-1 ongoing)	Stabilized
Critical Wound (-1 ongoing)	Stabilized

• Stability

■ Composed	
■ Uneasy	Moderate stress:
■ Unfocused	-1 to Disadvantage rolls
■ Shaken	Serious stress:
■ Distressed	-1 Keep it Together
■ Neurotic	-2 to Disadvantage rolls
■ Anxious	Critical stress:
■ Irrational	-2 Keep it Together
■ Unhinged	-3 to Disadvantage rolls
	+1 See Through the Illusion
■ Broken	The GM makes a Move

• Who you are

You are a uniformed police officer in Detroit's police department. Even though your job is tough, you enjoy it. You like making a difference and the respect you get from wearing the badge and uniform, as well as the camaraderie with your colleagues. You are married to Amy and your son, Dominic, has just turned four. You live in a semidetached house in a suburb, struggling to manage with everyday life, making ends meet, and maintaining your marriage. You were seriously injured in service by the killer Franklin Mills, and have been on sick-leave since then. You are itching to put your badge back on and prove you are focused and competent, in particular to your colleague, Felicia Jenner, and your State-appointed psychologist, Caitlyn Dehamre. Amy has pleaded with you to look for another job. She is afraid you will be killed in the line of duty, but this is what you live for.

• Connection to Franklin Mills

You were first on the scene at 514 South Waring Street. You received a call about possible trespassing in progress. You were alone in your patrol car on that day. When your knock on the door was unanswered, you peered through a window and saw evidence of a massacre. You called for reinforcements and let yourself into the house, which seemed empty save for the victims. You heard cries from the upper floor. In a wardrobe, you found a young boy, William, who lay weeping with duct tape around his hands and feet, next to the body of a suffocated girl. You took the boy in your arms, but were knocked down from behind while leaving the house. When you came to, you were handcuffed and being dragged into a derelict ship by the perpetrator Franklin Mills – down into the dirty engine room. There in the darkness, the chill, and the oily water, you once again lost consciousness.

• Dark secret

What happened in the engine room haunts you. Nightmares, panic attacks, and hallucinations have become part of your daily life. Handcuffed to rusty machinery, you watched how Franklin Mills carried out some bizarre ritual. He butchered Janice Bedford before your eyes, yet she just wouldn't stop screaming. Not even when she was completely cut open. You were sure you would be killed next, never to lay eyes on Amy and Dominic again. Franklin had violent outbursts and beat you repeatedly, all the while chanting something. The last thing you remember before losing consciousness was him sinking his teeth into the woman's eviscerated heart, tearing off a piece of meat from it, and swallowing it – and all the while she kept screaming.

You woke up at the hospital and soon learned Franklin Mills was apprehended, William was missing, and Detective Felicia Jenner's partner, Clark Glover, had been shot to death with your service pistol. You were released early from hospital, but are still suspended from service whilst undergoing a psychological evaluation. If you pass this, you will return to work with the police force. Keep your mouth shut about what happened down there in the darkness and the woman who refused to stop screaming, even though she was dead. No one would believe you.

• Things in your possession

Suit with a shirt and tie Amy has chosen; you want to make the best possible impression. Thick winter coat of wool, and a scarf Amy knitted. Sturdy shoes. Bag with a coffee thermos and sandwiches. Wallet with \$23 in crumpled bills. Keys, wallet with a picture of Amy and Dominic, and smartphone (a 2-year-old model with hundreds of pictures of Amy and Dominic, which Amy sent). You feel naked without your service pistol, but have packed a baton in your bag. Just in case.

• Motivation

Get confirmation/forgiveness from Felicia Jenner.

Prove yourself a stable and competent person to Caitlyn Dehamre.

Have the courage to face Franklin Mills and find out what he was doing in the ship's engine room.

Make sure Amy isn't worried.

The Course of Events

Saturday 22 August 2015

10:10

17 Powell Street

Franklin Mills attacks and beats up Colin Thomas - a former work colleague - in Thomas' home. He wants his weapons, but Colin Thomas has already sold them. Franklin ties Colin up. Finds little more than \$100 in cash, and steals Colin Thomas' car - a dark-green, 1998 Ford Contour with the license plate, CHK-4PL8.

11:01 to 11:17

414 Oakwood Street

Franklin Mills is caught on a surveillance camera as he buys duct tape, rope, nails, knives, hammers, and a crowbar at Acme Bolts & Nuts.

12:00 to 15:30

514 South Waring Street

Franklin Mills enters the Bedford family home on 514 South Waring Street via the porch door at the back.

William Bedford, 9, and the neighbor, Lynne Jaskolski, 55, are at home. Lynne has been recruited by the Bedford family as babysitter.

Franklin Mills kills Lynne Jaskolski and holds William prisoner.

During the afternoon, Franklin Mills vandalizes the house. Tears down wallpaper. Burns up William Bedford's toys and other belongings on the floor of the living room area. Thereafter, Franklin Mills cuts off the legs of the family's dog, Zappy.

13:16 to 13:18

17 Powell Street

Colin Thomas, who has escaped, reports the assault and the car theft to the police. An arrest warrant is issued for Franklin Mills and the car is reported stolen.

15:30

514 South Waring Street

Ryan Bedford, 43, is believed to have come home from work at the discount store, Target. Franklin Mills is lying in wait for him. Ryan Bedford is executed under torture-style circumstances.

16:42

514 South Waring Street

Franklin Mills forces William Bedford to phone his schoolmate, Soraya Nadell, and asks if she wants to play.

17:00

514 South Waring Street

Soraya Nadell arrives at the house on her bicycle. Franklin Mills suffocates her in a wardrobe on the top floor of the house.

17:52

514 South Waring Street

Franklin Mills leaves William Bedford tied up in the wardrobe on the house's top floor, along with Soraya Nadell's body, and drives off in his stolen car. He is seen leaving by a neighbor, Jerome Allen, who becomes suspicious. Jerome goes over and knocks on the door, but there is no response. He then calls the police and gives a description of Franklin Mills and the vehicle.

18:15 to 18:30

58 Parsons Street

Franklin Mills parks his car outside St. Patrick Senior Centre at 58 Parsons St, where Janice Bedford (mother), 37, works. He lures her out of the car, knocks her down, and kidnaps her.

18:43

514 South Waring Street

Police officer, Aidan Kostroff, arrives at 514 South Waring Street in response to Jerome Allen's reported complaint. He discovers signs of violence in the house and calls for back-up, and then enters the house to look for survivors and perpetrators.

18:50

514 South Waring Street

Franklin Mills returns to 514 South Waring Street and overpowers Aidan Kostroff. He takes him as hostage and travels southwest in the car, along with William Bedford and Janice Bedford. They drive along St. Ford Street where witnesses lose track of them.

19:01

514 South Waring Street

Detectives Felicia Jenner and Clark Glover arrive at the crime scene on 514 South Waring Street. After discovering the bodies and Officer Aidan Kostroff missing, a State-wide arrest warrant is issued for Franklin Mills. Police patrols are dispatched to his home and his workplace. They follow up on the stolen car report.

20:13

Zug Island

Detective Felicia Jenner learns through Colin Thomas, while former workmates, he and Franklin were involved with dismantling a derelict ship at Zug Island.

20:32

Zug Island

Felicia Jenner and Clark Glover go to Zug Island and discover the stolen vehicle on the pier. Felicia Jenner calls for backup and they board the ship.

20:43 to 20:49

Zug Island

Clark Glover is slain aboard the ship during a shootout with Franklin Mills, who then locks himself in the engine room. When Felicia Jenner finally gains entrance to the engine room, she discovers Franklin Mills in a catatonic state, along with the unconscious Officer Aidan Kostroff and the body of Janice Bedford. William Bedford is nowhere to be found.

20:49

Zug Island

Police reinforcements, ambulance, and forensic personnel arrive at the ship at Zug Island.

Conclusion

Despite a thorough forensic sweep, Aidan Kostroff's testimony, and a search with dogs, William Bedford's body is never recovered. He is presumed dead, either drowned in the river or on the lower levels of the ship, or hidden away somewhere in the rusty hull where the coal and waste oil hides the smell from the dogs.

Victims

The Bedford family

Ryan Bedford 43 (**Deceased**) Works at Target (discount store). Signs of extreme trauma/torture. Death attributed to blood-loss.

Janice Bedford 37 (**Deceased**) Works as an enrolled nurse at St. Colonial Senior Centre (retirement home). Signs of extreme trauma/torture. Death attributed to blood-loss.

William Bedford 9 (**Missing, presumed dead**) Son of Ryan and Janice. Signs of trauma at Crime Scene 1. Body not located at Crime Scene 2.

Other victims

Soraya Nadell 9 (**Deceased**) Playmate of William Bedford. Signs of trauma. Death attributed to asphyxiation.

Lynne Jaskolski 55 (**Deceased**) Neighbor and babysitter to William Bedford. Signs of trauma. Death attributed to blood-loss.

Clark Glover 43 (**Deceased**) Detective. Death attributed to gun-shot wound.

Crime Profile Franklin Mills

Name: Franklin Oscar Mills

Race: Caucasian

Sex: Male

DOB: 3/13/1970 **Age:** 45

Height: 6'1" **Weight:** 165

Hair: Brown/Gray **Eyes:** Brown

Home address: 1563 Waterman St. Detroit, MI 48209

State: Michigan

Prior occupation: Welder, Odd-jobber, Construction worker.

Summary:

Franklin Mills grew up in Oakwoods Heights in Detroit. His father, Richard, left the family early and Franklin grew up with his mother, Martha, and his younger sister Lisa. Franklin might have suffered from behavioral disorders, and didn't have many friends. He was known as a problem child, who got into fights, and on two occasions he was forced to change schools.

Franklin ran away from home in 1985. He took several odd jobs in the northern states. On occasion, he got into trouble with the law, mostly for lesser infractions. He was, among other charges, apprehended for assault, theft, car theft, possession of drugs, and making unlawful threats.

The autumn of 1991, Franklin's mother, Martha Mills, was arrested for the murder of her daughter Lisa Mills, Franklin's sister. Martha had locked her up in a wardrobe on the upper floor of the house (514 South Waring Street), resulting in Lisa's death from extreme dehydration, as she was denied food or water over a prolonged period. Martha underwent a forensic psychiatric investigation and was incarcerated at the Long Hill psychiatric hospital. Franklin visited his mother at

Long Hill on one occasion. Six months later, Martha Mills took her own life.

Franklin Mills has over the years held sundry jobs within construction, industry, welding, and dismantling. He has mainly stayed around Michigan. Now and then, he has been arrested for petty crimes and has spent brief periods in prison.

On Saturday, August 22, 2015, Franklin Mills returned to his parental home at 514 South Waring Street. There he committed several murders with sadistic features directed against the family who were living in the house. He was eventually apprehended on a derelict ship at Zug Island; discovered in a catatonic state. When he regained the full capacity of his senses, he claimed to have no memory of the events, nor about large chunks of his life. He has gone through a psychological evaluation, but appears unable to understand he has committed the crimes and any possible motives for this.

The forensic evidence (DNA, finger prints, trails of blood, textiles, gunshot residue, footprints) all suggest Franklin Mills' guilt for all attributed crimes.

Criminal record

5/12/1988 Theft, illegal sale of copper conductors

10/10/1989 Assault

8/23/1990 Car theft

12/18/1994 Possession of drugs

2/14/1995 Vandalism

8/07/1995 Assault

6/04/1999 Offensive behavior

2/12/2003 Illegal threat

9/14/2009 Theft

8/22/2015 Murder, kidnapping, theft, assault.

Aidan Kostroff's Report

Aidan Kostroff's report on the intervention on Saturday August 22, 2015

Arrives with patrol car to 514 South Waring Street at 6:43 p.m. Dispatched after a neighbor saw an unauthorized person moving around the Bedford family house and gave the description matching a dark-green 1998 Ford Contour reported stolen earlier during the day.

Does not see any movement on the premises or in the driveway. Starts by walking up and knocking on the front door, checking the door. No reply. Walks around the house on the right side, looks through the window in the living room and sees signs of a burglary, vandalism, and a person who might be seriously injured (later identified as Ryan Bedford) tied-up naked on a chair and covered with blood.

Called for reinforcements and entered the house on his own to determine whether the perpetrator was still there and see whether the injured person was still alive. Checks the pulse of the victim, who appears to have died from his wounds. Secures the bottom floor, but sees trails of blood leading to the upper floor. Also hears sounds of sobbing, as if coming from a child.

Sends another message to the emergency call center and entreats them to speed up the reinforcements.

To the upper floor. Trails of blood on the stairs indicate signs of further violence. Secures the upper floor and discovers a body in the tub in the bathroom (later identified as Lynn Jaskolski). From the wardrobe in the main bedroom, there is the sound of sobbing. Opens the wardrobe. Finds the body of the girl later identified as Soraya Nadell, and William Bedford, who is alive with his hands tied behind his back. William Bedford is in a state of panic. Takes William Bedford, carrying him out of the closet.

While attempting to leave the crime scene, walks down the stairs and is attacked there by Franklin Mills, knocked unconscious with a crowbar.

Wakes up in a dark engine room after elapsed time of unknown length. Handcuffed to a rusty machine, missing his service pistol. Sees Franklin Mills kill a woman (later identified as Janice Bedford). Because of the injuries and the lack of light in the engine room, it is impossible to confirm whether someone else was there. Slips in and out of consciousness.

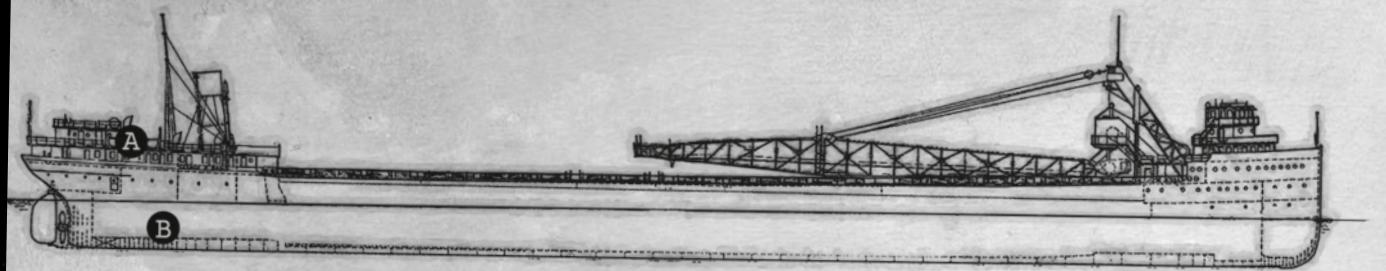
Later wakes up in hospital.

Murder Scene

The ship at Zug Island

A. [The stairwell]: Clark Glover was shot to death in the stairwell on the way down to the ship's engine room.

B. [The engine room]: Janice Bedford was found dismembered and handcuffed. Aidan Kostroff was kept captive and assaulted in the southern part of the engine room. Franklin Mills was found in a catatonic state, leaning against one of the walls, drenched in blood.



Murder Scene

The house on South Waring Street

A. [The porch door] Franklin Mills forces the porch door with his crowbar. It is also by this route he leaves the house.

B. [The living room] Trails of blood from Lynn Jaskolski suggests she was incapacitated here. There are traces of her being dragged through the hall and up the stairs to the upper floor.

In the middle of the living room floor, Franklin burnt up toys and clothes belonging to William Bedford. The wall-to-wall carpet is blackened from fire. Found here was the cadaver of the family dog, which was dismembered and beaten to death.

C. [The kitchen]: Ryan Bedford was found naked and bound to a chair. The feet were nailed to the floor with thick nails. The femoral artery was cut open with

a clean incision, leaving him to bleed to death. The well-sharpened knife used for this was found washed-up and neatly placed on a cloth on the sink.

D. [The hall]: The place where Aidan Kostroff was attacked and beaten unconscious as he carried the boy, William, down the stairs.

E. [The bathroom on the upper floor]: Lynne Jaskolski, William's baby-sitter. Brutally assaulted with a crowbar. The assault occurred on the bottom floor, but she was dragged up to the bathroom and drowned in the bathtub - where the body was later found.

F. [Soraya Nadell]: Soraya Nadell, her hands tied behind her back and her mouth and nose taped over, left to suffocate to death in a wardrobe on the upper floor. William Bedford was also tied up in the wardrobe when Aidan Kostroff found him.

