

BEYOND THE FIRELIGHT



DULLAHAN

DULLAHAN

A FREE SCENARIO BY

Aaron T. Huss

COVER ART

dwori, Ecelop

INTERIOR ART

thatsmymop

COPYRIGHT

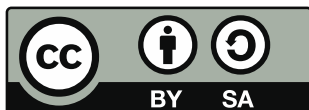
No parts of this book may be reproduced without permission except for review or journalistic critique.

Beyond the Firelight is a work of fiction and is presented as such.
Shadowed Earth is a work of fiction and is presented as such.

© 2016 Mystical Throne Entertainment. All rights reserved.
MYL61203 Dullahan
1st Edition December 2016

Permission is granted to print this ebook. No site license is provided.

This work is licensed under the Creative Commons Attribution 4.0 International License. To view a copy of this license, visit <http://creativecommons.org/licenses/by/4.0/>.



Dullahan

Scenario Backstory: Topsfield, Massachusetts Bay Colony, 1691. The town is still reeling from the events the year before involving Lord and Lady Pepperell's occult activities and the unnecessary death of Goody Eleanor. With the recent deaths of three more townsfolk, no one knows what to think. Have Lord and Lady Pepperell returned? Is there more demonic activity in the town? Or is this another sign of witchcraft?

Today is August 31 and the past three mornings, including today, have produced another dead townsfolk. First it was Lydia Adams, then Godfrey Fuller, and today it's Singleton Perkins. No one in town, including the constable, can find a tie between the three individuals. In fact, the constable has been questioning people heavily for the past couple days. None of the townsfolk heard anything and none of the victims are believed to have any enemies. It's as if they all fell dead with no reason.

Many of the townsfolk are connecting these recent deaths to the farm animal deaths from the year before. Although no one can confirm or deny the rumors, demons are believed to have the ability to control humans and animals alike. The speculation is that the demon possessed the animals, attacked their spirits, and feasting on their souls. These same townsfolk believe the demon has returned and possessed these three individuals, causing them to succumb to a similar fate.

The townsfolk are demanding answers and want immediate resolution. No one wants to become the next victim, nor do they wish to see their loved ones ripped away. The constable doesn't have the resources and requests volunteers to help out.

Act 1: *Mysterious Deaths*

Backstory: The townsfolk have called for immediate action to investigate the deaths of three of their kind. They all fear that they or their family will be next. So far, the deaths seem random, so anyone is a potential victim.

Difficulty: 6

OPENING

Act 1 begins as the group of characters has taken on the responsibility of investigating the mysterious deaths. Although the townsfolk are making many links to various possible causes, the investigators should start by collecting the actual facts.

OBJECTIVES

- Inspect the three bodies to find no wounds or injuries, only blood splattered on their faces.
- Find any townsfolk who can trace the last steps of the three victims. All three were out late the night before being discovered dead.
- Search the town for discarded weapons, only to find none.
- Search the surrounding woods for discarded weapons, only to find none.

DESCRIPTORS

- The townsfolk are walking on eggshells after the deaths.
- Everyone thinks the deaths are connected.
- Most of the townsfolk fear a murderer has come to the town.
- Cries of witchcraft can be heard from many townsfolk.
- Farmers are assigning overnight posts to ensure no one attacks their animals.
- The constable thinks there are links to the Pepperells.
- “Who’s going to die next!?”
- “Lock up your children before they become the next victim!”

SETTING

Topsfield is a small town in northeast Massachusetts. Last year the townsfolk became terrified by the horrific death of Goody Eleanor and many still believe was witchcraft brought about by Lord and Lady Pepperell. With the two hung for their crimes, the townsfolk now fear they're being haunted by the ghosts of the Pepperells or maybe witchcraft is still lurking about.

CHALLENGES

SCENE 1

The townsfolk have gathered the victims into what passes as a clinic in rural Colonial Massachusetts. Although debris has been cleared from the bodies, they haven't been cleaned or prepped for any type of medical examination. In fact, the townsfolk were getting ready to bury the victims in about three days.

SCENE 2

Townsfolk in Topsfield generally don't stay up late and lose track of their neighbors' whereabouts once the sun goes down. During the day is a different story, but at night people can sneak out without being seen.

SCENE 3

Topsfield is a small town with farmland around its outskirts and woods beyond that. The bodies were found near the farmland and no one has dug any further into how the deaths occurred.

CONCLUSION

SUCCESS

After determining the three victims have no injuries and no weapons anywhere have been found, any number of conclusions can be drawn at this point. Continue on to Act 2.

FAILURE

The investigators have clearly happened upon a number of clues that they think are real. The Lead Storyteller may narrate what the investigators did find with the other players narrating how they follow those clues to dead ends. Unfortunately, this causes the loss of an entire day and a fourth body is found the next morning – local farmer Joshua Drake. Joshua also has blood splattered on his face with no visible wounds or injuries. Continue on to Act 2.

Act 2: The Plot Thickens

Backstory: The townsfolk, especially the constable, are dumbfounded by the findings of the investigation so far. It appears that like the animals from the year before, these victims simply died. That is until an old Celtic woman tells the tale of the dullahan.

Difficulty: 6

OPENING

If the Act 1 ended in Success, Act 2 opens in the evening of that same day. If it ended in Failure, Act 2 opens in the morning of the following day after the death of victim #4.

OBJECTIVES

- Look for any townsfolk who may know more than they're letting on. Find a Celtic woman who tells the tale of the dullahan (see the dullahan's Adversary entry for the details).
- Find a way to gather the townsfolk to discuss if they saw anything that resembles the dullahan described by the Celtic woman.
- Keep the townsfolk calm as panic begins to set in; figure out a way to keep them calm in order to devise a way of determining if it's the dullahan or not.
- Find safe places to hide in order to watch for any attacks tonight.

DESCRIPTORS

- Anyone seeing the creature runs away screaming.
- The beast rides a horse on fire.
- Only a trail of fire can be seen as the dullahan arrives.
- The creature carries a whip made from bone.
- The creature only speaks the name of its victim.
- Victims are splattered with blood in the face and fall over dead.
- "Satan is upon us!"
- "The angel of death has come to take us all away!"

SETTING

Topsfield has become a scene of panic. Although only the investigators are supposed to watch for the horrific creature, the farmers still watch over their animals and many townsfolk stay up to watch for the creature's arrival.

CHALLENGES

SCENE 1

Due to the deaths, many of the townsfolk have gone into their homes to keep their families safe (or what they think is safe). Rumors are forming, but they trust the investigators will find something.

SCENE 2

With neighbors being questioned and rumors spreading quickly, the townsfolk are starting to panic. Many are milling about in the center of town with some devising ways of permanently protecting their homes.

SCENE 3

The dullahan returns that night and claims another victim.

CONCLUSION

SUCCESS

If Act 1 ended in Success, the group watches as Joshua Drake becomes victim #4. If Act 1 ended in Failure, the group watches as Ruth Coffin becomes victim #5. Continue on to Act 3.

FAILURE

Choose a die type that corresponds to the number of players, including the Lead Storyteller. If there are an odd number of players, choose a die type that is one more than the number of players. (E.g. If there are 6 players, use a d6, if there are 3, use a d4). Assign a die value to each player's Personality. If any die values remain, those are considered a re-roll until one of the player's Personality values is rolled.

Roll the die. The Personality assigned to that die value becomes the dullahan's next victim (either victim #4 or #5). The creature rides up with lightning speed, throws blood in the face of the Personality, speaks his or her name, and the Personality falls over dead (and cannot be revived). Continue on to Act 3.

Act 3: No Hope

Backstory: The Celtic woman warns that the dullahan's attacks will continue for at least one more week, possibly two. It will continue to take the lives of people in Topsfield unless something can be done. This causes the townsfolk to run and scream in terror.

Difficulty: 6

OPENING

Act 3 begins shortly after the latest death. Those who witnessed the dullahan couldn't sleep and those who were asleep have been awoken by those who are running around panicking. No one wants to become the next victim.

OBJECTIVES

- Control the townsfolk before they destroy the town.
- Avoid being trampled by horses spooked by the panicking townsfolk.
- Find a way to bring order back to the town.
- Convince prominent townsfolk to stay and help.

DESCRIPTORS

- The townsfolk are losing their sanity.
- One family commits suicide to avoid losing one of their family members to the dullahan.
- The constable has given up.
- Townsfolk are yelling to burn the farm fields to keep the dullahan away.
- Farmers are willing to sacrifice their animals to save themselves.
- The cries of witchcraft ring from every corner of town.
- "Get out while you can!"
- "We must burn the town down to avoid the creature's wrath!"

SETTING

Topsfield is quickly becoming a scene of mass murder. The people are in such a panic and quickly losing their sanity that they're threatening to kill anyone who gets in their way, possibly commit suicide, sacrifice others to save themselves, and any number of ways to survive. The townsfolk are effectively killing themselves.

CHALLENGES

SCENE 1

Many of the townsfolk stayed awake, peering out their windows to see if another attack occurred. Many of them witness the dullahan as it arrives, claims another victim, and leaves just as quickly. Those that witness this run out of their homes screaming.

SCENE 2

The whole town is in an uproar over the attack witnessed by many. Some are grabbing farm implements and burning torches to "hunt down the beast"; others are simply losing their insanity. The scene is causing the horses, and other livestock, to buck wildly.

SCENE 3

As the daylight begins to fade, prominent townsfolk, who could help control the town, are beginning to leave. They fear for their lives and have the money to quickly move elsewhere.

CONCLUSION

SUCCESS

If Act 3 ends in a Success and the dullahan is on victim #5, Ruth Coffin is killed that night. If the dullahan is on victim #6, it's one of the player's Personalities. Use the same method described in Act 2, Failure.

FAILURE

Using the method described in Act 2, Failure, one of the player's Personalities becomes the next victim. Additionally, the Personality of the player to the right of that player is trampled by the dullahan's hellish horse, becoming another victim after being burned alive.

Act 4: Take a Stand

Backstory: The townsfolk are running everywhere attempting to leave before it's too late. However, the Celtic woman has been doing some more research and finds a way to stop the attacks the next morning.

Difficulty: 5

OPENING

Act 4 opens with another death at the stroke of midnight. However, the Celtic woman spent the night searching through her books for a way to stop the dullahan. By the early morning, she has found a solution.

OBJECTIVES

- Gather the townsfolk and convince them the dullahan can be stopped.
- Find as much gold as possible within town and possibly neighboring towns.
- Find a way to use the gold to stop the dullahan from attacking Topsfield. (This Dice Roll determines if the plan works or not.)

DESCRIPTORS

- Gold is the only thing that can stop the beast.
- The creature cannot be killed, but it runs from the sight of gold.
- Lord and Lady Pepperell's estate may have gold in it.
- The Celtic books are a bit sketchy.
- Where did the creature come from?
- Did the Celts bring the creature here?
- "Blame the heathens for not believing in the word of God."
- "Only the might of God can save us!"

SETTING

Parts of Topsfield are on fire. Those who aren't panicking are working to fight the fires as they don't want to see the town burn down.

CHALLENGES

SCENE 1

The old Celtic woman tracks down at least one of the investigators to tell of her discovery. In one of her books, it states the dullahan is driven away by the sight of gold.

SCENE 2

Gold is not a common sight in rural Colonial Massachusetts, but it does come in many forms. It might be found in a church, estate, farm, or around someone's finger.

SCENE 3

The dullahan returns that night.

CONCLUSION

SUCCESS

The efforts of the investigators have paid off and the dullahan flees from the sight of the gold. It returns every single night, only to be driven off again and again until two weeks later. After two weeks, the attacks stop and the dullahan is never seen again.

FAILURE

The plan has failed and the dullahan continues its attacks on Topsfield. The remaining townsfolk complete their downward spiral into insanity, burning most of the town to the ground. Many of the townsfolk flee, but some become the dullahan's next victim even while residing in a different town. One of the victims is the constable, and at least one more player Personality is as well. The attacks stop after two weeks, but that leaves 14 more dead from the dullahan and even more from the panic that set in.

All in all, Topsfield suffers from the deaths of 20 townsfolk. Hopefully the dullahan doesn't return to Topsfield again next year... or any year.

SPECIAL TRAITS

- Horror
- Immune to all attacks

DESCRIPTORS

- Has no head.
- Is a creature of absolute horror.
- Rides from late August through early September.
- Demands a sacrifice every night.
- Rides a hellish horse that moves at supernatural speed.
- Has been known by the Celtic people for centuries.
- Is a harbinger of death.
- Speaks the name of its victim immediately before death.
- Throws blood splatter in the victim's face.
- Has never been killed.
- Cannot be found by searching the region.

EQUIPMENT

- Bone whip (inflicts 2 Wounds)
- Hellish horse

HEALTH

Immortal; the dullahan can only be driven off by the site of gold and then hope to survive until it disappears until August the next year (hopefully in a different location).

