



SUNSHINE IN MAINE

Her voice was childlike, calling my name from across the bonfire, asking if I would take her to the sunshine. I got up from the fire and made my way to the looming iron gate. From beyond it, my name wavered across the wind. "Amanda, Amanda. I want to see my sunshine."

My feet crunched across the dead grass as I crossed the threshold, and she takes my hands and leads me away in a chorus of "You Are My Sunshine."

Important Traits: Incorporeal Attunement is necessary for seeing Claire. Information checks in **Sunshine in Maine** predominantly use Interview and Research, so envoys with training or specializations in these skills are most useful. From the pre-gen characters in **Chill Third Edition**, we suggest Tessie Dillon, Christopher Monroe, Bradley Oulette, Noriko Frost, Tyler Copeland, and Maria Gallegos.

Major Menace: Claire Fern, a poltergeist

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SETUP

Beyond the main plots of the Boothbay Harbor, ME, graveyard is a 15-foot wrought iron gate. At the top of it "Knights of Pythias" was once spelled out in big block letters; now, the "ias" is missing from the end. The Fraternal Order of the Knights of Pythias isn't well known and its membership has declined over the decades. The Order no longer has a temple here. The gate had been installed in 1930, intended to be in front of a yet-to-be-constructed building. It was never built due to the funds being lost during the Great Depression. The local graveyard spread out, but never came close to the gates. The gate was left there for reasons unknown. Residents of the Boothbay Harbor region were quietly pleased that the Order had not been able to fund their Temple, as it was (and remains) a good little Christian area, at least as far as the adults are concerned.

A huge bonfire pit sits a short walk from the gates, down a slight hill, and at sunset the gate's shadow falls across it. The bonfire pit serves as a meeting place

for the town; it roars and crackles on the Fourth of July and Memorial Day. Teens often come out to the new graveyard to drink, play spin the bottle, a brave few do more than make out — but no one wants to go past the gates. They say that it's too far from the bonfire, or that nothing is back there. The truth is, once someone walks underneath the arch of that gate, their skin grows colder, and a creeping sense of dread overtakes them. Boys never quite get up the interest to go beyond the gate, but girls hear something calling their names. Most of them ignore it, remembering that they aren't supposed to stray far from the fire, but some are lured away against all reason, curiosity catching them and leading their decisions.

Claire Fern was nine years old and was a member of the Pythian Sunshine Girls in 1948. She and her sister Tamara were, in fact, the only members; her parents were the leaders of the local Temple. Tamara and Claire played hide and seek in the graveyard. A freak snowstorm blew up, and Claire froze to death out in the field beyond the gate. At first, Claire was just a quiet ghost asking for friends, but soon her needs became more intense. Claire began calling young girls through the gate, killing them, and keeping their souls to play with her. Keeping them isn't always easy, and many of her playmates pass on to the afterlife despite her best efforts. At first, Claire killed only once every decade, but she grows ever lonelier.

SAVE

One of the girls at the high school, Theresa Hayes, contacts SAVE after watching one of her friends vanish past the gate. Theresa believes in the supernatural, but she has never had any direct experience with the Unknown before. She runs the Paranormal Society, a club tolerated, if not exactly sanctioned, by the school's administration. Theresa hasn't been able to get anyone to believe her story, and she still hears Claire's voice calling her name. Based on her email and some quick investigation into the town's history, SAVE assigns a team to the case.

SAVE provides transportation to Boothbay Harbor (flights into Portland, and then a rental car for the hour's drive), as well as hotel accommodations. SAVE is also aware that a small coven of witches meets out in the graveyard (as mentioned in the Envoy Activation Notice), but doesn't have any reason to think they are involved in or even aware of any Unknown activity (SAVE's experience has been that, in general, religious practitioners or amateur ghost hunters don't usually find the Unknown, but when they do, terrible things happen). Theresa isn't part of the coven, but a lot of the Paranormal Society members are.

THE TIMELINE

December 15, 1948: Claire Fern (9) dies of exposure beyond the gate while playing hide-and-seek with her sister, Tamara.

January 4, 1949: Olivia Smith (11) goes missing after a party in the graveyard. Her body is never found.

March 16, 1949: Claire Fern's body is found after the snow melts enough to it. She is buried without much fanfare.

September 12, 1955: Patricia Clarke (16) goes missing after a date with her boyfriend, Oliver La Tour. He says she got out of the car near the bonfire spot to "get some air" and never came back. The authorities assume that he killed her, but her body is never found. Oliver is never charged with her murder and leaves town soon after (he died of natural causes in 2010).

July 4, 1967: Paula Marsh (7) runs off away from the town Independence Day picnic. She's seen close to the surf, and then running off towards the empty field. After trawling the nearby shore, and coming up empty, the locals assume she went swimming and drowned. Paula's death marks the first use of the term "Boothbay Curse." Locals warn tourists to keep a close eye on their young girls. Claire's ghost is unable to claim any "playmates" for more than a decade.

January 1, 1979: Penny White (18) goes missing after a New Years Eve party at the bonfire. She'd been talking about going away to New York City and had no family in Boothbay Harbor other than her abusive father, and so no one bats an eyelash when she doesn't return.

March 2, 1985: Henrietta Dust (12) goes missing during a sudden snowstorm trying to find her lost kitten. Her body is never found, and the police assume she froze to death and was taken by animals. A story in the Boothbay Gazette refers to her as one of the "Boothbay Girls," referring to the tendency of young girls to go missing or die in the region. The mayor's office, concerned about negative press, orders the paper to destroy the archives of this issue, but a few still exist (an esoteric clue for envoys looking into the history of the town).

January 14, 1987: Elizabeth Van Hart (18) goes out for one last bonfire before she leaves for college in California. Claire takes her, but everyone assumes that she just left without saying goodbye. Her family reports her missing a month later when they are unable to reach her.

November 10, 1990: Jane Tevis (15) goes missing after a party at the bonfire site, where her boyfriend is spotted kissing another girl. Her family reports her missing.

May 19, 1993: Norma Waits (10), in Boothbay Harbor on vacation with her family, sneaks out of their rented vacation home on the beach. She is presumed to have drowned while swimming; an article in the local paper compares the tragedy to Paula Marsh in 1967 and mentions the Boothbay Curse.

October 15, 1998: Betty Thyme (17) tells her parents she hates them and she's running away to the city. She is never seen again. An extensive search is conducted, but nothing comes of it. She is officially still missing, but presumed dead.

November 1, 2004: Lisa Reiman (14) has been part of the AOL chatrooms for months, when she decides to go meet her friends for the first time offline. Her parents fight with her about it, but she tells them she's going anyway. She never returns. She is officially still missing, but presumed dead. The friends she was going to meet (in Portland) were interviewed, but stated that she never arrived. They blame the Boothbay Curse for her disappearance (Lisa had mentioned it in chats).

December 18, 2009: Sarah Van Horst (16) drives off to see her boyfriend, Matt Strader (16), at the bonfire spot. Neither of them return. It's assumed that they ran off together. His body is found three months later after the snow melts. An autopsy concludes that he froze to death, and the police assume that Sarah went for help and succumbed to the cold.

October 31, 2010: First coven meeting in Boothbay Cemetery. A group of teens comes together to celebrate Samhain.

April 15, 2011: Stepsisters Velma Long (7) and Iris Paulson (13) go missing after getting lost walking home from the beach. Iris is found two days later, dehydrated and traumatized, clutching one of her Velma's shoes. She lives in Bangor with her father

now, but has not spoken a word since that night and is heavily medicated.

September 4, 2011: The Boothbay Harbor Regional High School Paranormal Society is founded. Many of the members are also a part of the coven.

March 3, 2012: Amy Pryll (13) goes into the graveyard on a dare. She remains in contact with her friend, Jennifer Wilkes, via cell phone. Jennifer reports hearing someone singing "You Are My Sunshine" before the call cuts out. Amy never returns.

September 1, 2012: Tamara Messenger (9), vacationing with her family, goes missing at a Memorial Day picnic. She returns the next morning amidst a massive search party, with no memory of the previous night. For months afterwards, however, she insisted to her family that she had a younger sister. (Claire, upon learning this girl's name, retreats to the Unknown for a time, having been reminded of her humanity through her sister.) She now lives in Portland.

December 15, 2014: Tamara Fern (Claire's older sister) dies of natural causes in Rhode Island and her remains are brought to her family plot in Boothbay Harbor. She is buried on the anniversary of Claire's death. This calls Claire back to the Known world, still mad with loneliness. Massive rainstorms keep people out of the graveyard this winter, however, and Claire has no chance to lure or claim a playmate.

July 5, 2015: A group of children spontaneously begin singing "You Are My Sunshine" at a bonfire while roasting marshmallows. Joan Primer (16) is present, and notices a young girl (Christie Mather, 9) start to walk off toward the graveyard, but stops her and brings her back. Claire uses the Hunter's Mark discipline on Joan.

October 31, 2015: Local witches have their ritual for Samhain.

November 1, 2015: Theresa Hayes (16), the president of the Paranormal Society, witnesses her friend Joan Primer (16) vanish past the gate. Theresa runs.

November 2, 2015: Theresa, having stayed awake all night desperately searching online paranormal forums for someone to believe her, finds an email address for a Portland SAVE envoy and sends a message.

November 3, 2015: SAVE Portland assembles a team to follow up on Theresa's email. Starting point for the PCs.

November 4, 2015: At 11PM, Theresa Hayes, unable to resist Claire's call any longer, walks out into the graveyard and vanishes.

November 5, 2015: Social media across the Mid-Coast lights up, calling Theresa the latest victim of the Boothbay Curse. A search party is organized, and spends the day combing the beach. The search party consists mostly of adults and high school students, but some younger people also join in. That night, girls who joined the search party hear Claire call their names.

THE CASE: BEFORE THERESA DISAPPEARS

Envoys need to learn the disturbing history of Boothbay Harbor, discover the ghost that has been killing girls for more than sixty years, and put her to rest. Claire, for her part, doesn't *want* to be put to rest. She sees people who try to convince her to go to the afterlife the way a toddler looks at a babysitter who wants them to take a nap. Poltergeist tantrums aren't fun for anybody.

Boothbay Harbor is a little town on the coast, the graveyard in question set on a narrow strip of land which juts out into the sea, but is safe from the tides. When the SAVE envoys arrive they'll find it a quaint little town with little activity; tourist season is over and many of the town's residents leave during the off-season. The economy is downtrodden, and the community is tight knit, there's a definite feeling that outsiders aren't welcome unless they're here to enjoy the beach and spend money.

The following scenes can take place before the evening of November 4th. When that time comes, if the PCs have not banished Claire, go to "Theresa Goes Walking."

Theresa Hayes's encounter — Interview: *Vital:* Theresa saw her friend Joan Primer vanish when she stepped beyond the gate to nowhere, after which she panicked and ran. Theresa has since heard a female voice calling her name.

Interest: The voice sounds like a young girl, maybe nine or 10 years old.

Esoteric: Theresa does not belong to the local coven of witches, but is head of the Paranormal Society. Joan stopped a young girl from walking off toward the gate at the last 4th of July picnic at the bonfire site. Theresa remembers that Joan looked shaken, but never asked her about it.

Sensing the Unknown on Theresa carries a +20 modifier, and reveals that she has indeed been touched by the Unknown (from the Hunter's Mark discipline; p. 240 of **Chill**). Use of Mental Shield discipline interrupts the Hunter's Mark for a scene, but the CM should turn a token light and contest the use of Mental Shield (as described on p. 165 of **Chill**), as Claire doesn't want to let go over her new intended playmate.

Boothbay Curse — Research: *Vital:* Boothbay Harbor has a long history of young women going missing, but most of them have rational explanations. The CM can give out the information in the timeline in detail, or can summarize it however she wishes, but names, dates, and details are provided there so that envoys can recognize the pattern of disappearances. To wit: Only women and girls disappear with no trace, none of the victims are older than 17, all of the victims disappeared in the vicinity of the gate to nowhere, the first known disappearance was Olivia Smith in 1949.

Interest: The term "Boothbay Curse" was coined in 1967 after the (presumed) death of Paula Marsh. The Boothbay Curse claimed no victims from September of 2012 to November 2015, with the disappearance of Joan Primer. Several paranormal activity websites talk about the "Boothbay Curse" and keep a list of "Boothbay Girls," most of which are all copied from a now-defunct (but archived) Portland-based site.

Esoteric: The last victim before this long, quiet period was named Tamara Messenger, but she isn't listed on any of the websites, presumably because she lived. She and her family now live in Portland. While Olivia Smith was the first "canonical" Boothbay Girl (that is, she vanished around the gate to nowhere and was never seen again), a young girl named Claire Fern died of exposure a few months before that. She was buried in the nearby graveyard.

Note for the CM: The PCs may delve deeper into some of the specific, more recent incidents. They might, for instance, choose to interview Jennifer Wilkes about what happened to her friend Amy Pryll. If they do this, grant clues based on the descriptions in the timeline and the rest of the case.

Claire Fern — Research: *Vital:* Claire died in December 1949, but her body was not found until the snow melted until the following March. She was then buried in her family plot.

Interest: Claire had one sister, Tamara (1938-2014). She died of natural causes in Warwick, Rhode Island, and her body was buried in the family plot in Boothbay Harbor.

Esoteric: Tamara was buried on the anniversary of Claire's death. Both girls were the only members of the Pythian Sunshine Girls; their parents were members of the local Knights of Pythias. A chorus of "You Are My Sunshine," Claire favorite song, was sung at her funeral. She was buried with her favorite stuffed animal, a teddy bear.

Tamara Messenger — Interview: Talking to Tamara can be done over the phone or in person (Portland is just over an hour's drive from Boothbay Harbor, well within the envoys' ability to investigate). Tamara is now 12, meaning the characters need to be careful in how they approach her. Her parents do not believe in the supernatural, but they are still confused about what happened in Boothbay Harbor and will respond to a successful Communication check.

Vital: Tamara remembers hearing a voice call her name and being unable to resist following it. "I felt like my feet moved by themselves." She has no memory of the rest of the night.

Interest: She remembers everything beyond the gate being cold, and feeling her body start to go numb, but then she felt something forcibly push her back beyond the gate, at which point she came to her senses.

Esoteric: Either Tamara or her parents can tell the envoys that for weeks after the incident, Tamara was certain that she had a little sister and would wake up screaming that this sister was in danger. She does not remember the sister's name, however. Tamara is an only child.

Joan Primer's Parents — Interview: The Primers are a family from a lower income bracket, and their daughter's disappearance has been met with less concern. Joan was considered a strange girl, and her parents aren't worried about her disappearance the way Theresa is (Theresa tried to tell them what happened, but they don't believe her). The parents don't believe their daughter is missing for any supernatural reason. They just think she's being a teenaged girl, probably staying with friends up in Wiscasset, and she'll call them when she's ready.

Vital: The graveyard is a popular makeout spot for local teens, and during the summers the town throws bonfires on a plot of land near the graveyard in view of the gate to nowhere. Townsfolk are superstitious about the graveyard because of the "Boothbay Curse," but Joan's parents don't believe in it.

Interest: The gate to nowhere has been there since the 1930s. Every so often the town talks about taking it down or at least cleaning it up, but nothing ever comes of it.

Esoteric: The Boothbay Curse refers to the tendency of young women to go missing in town, often near the bonfire or graveyard, but the Primers don't put any stock in it. The envoys can see, however, that Joan's mother is nervous.

The Coven — Interview: *Vital:* The members of the coven (all young women attending the local high school, aged 14-16) do not have any practical knowledge of the Unknown or the Art, though they do believe in the supernatural. Their "knowledge" on the subject comes from books available commercially.

Interest: All of the girls are aware and well-read on the Boothbay Curse, and can provide the PCs with links to websites on the subject (this grants a +10 modifier on Research checks regarding the Curse or the disappearances).

Esoteric: One of the girls, Lynn Bellanger, tells the envoys that the last time they performed Samhain ritual near the gate to nowhere, she heard a girl calling her name and saying she couldn't find "Teddy." She thought about following it, but then the others called her back to finish the ritual.

Visit the Graveyard — Investigation: The graveyard ends around 20 feet from where the massive gate stands alone. The tombstones are worn away with the salt of the sea, and the view is gorgeous. A lighthouse along the coast shines its light to the ocean, and it's clear that the teens hang out here not just for the bonfires, but because it's a pretty place to be. When the envoys arrive, they find the remains of the last bonfire and a smattering of beer cans.

Vital: The newest tombstone is from 2014 (Tamara Fern). She is buried in a family plot with her parents (Weston and Mary Fern, both of whom died in the 90s) and her sister (Claire, who, of course, died in 1949).

Interest: Some headstones are marked with "BBG," carefully carved into the backs of the stones. All of these carvings look recent, within the last few years (the coven is responsible); Claire's headstone does not have this carving.

Esoteric: Near the bonfire, characters can find evidence of the coven's ritual, including a small felt pouch stitched up with black thread, containing a folded piece of loose leaf paper with a letter written from one of the witches to her dead grandmother (the girl made this pouch during the Samhain ritual, but dropped it by accident). Touching it while Sensing the Unknown grants a +30 modifier to the T#, and if the player rolls a High Success or better, she sees the words "I MISS YOU TAMMY" appear on the paper.

Sensing the Unknown near the gate, Claire's grave, or bonfire grants +30, +40, and +20 modifiers, respectively. Remember that a Colossal Success attracts Claire's notice, at which point the CM should add a light token and proceed to Confronting the Unknown. Singing "You Are My Sunshine" near the grave or the gate or calling for Claire by name also attracts her attention. If an envoy uses a discipline of the Art (other than Sensing the Unknown), roll a General EWS check for Claire. If it succeeds, she senses the envoys.

THERESA GOES WALKING

At 11PM on November 4th, Theresa succumbs to Claire's Lure Discipline and leaves her house. If not stopped, she walks to the gate to nowhere, walks through it, and vanishes into Claire's pocket realm. At that point the PCs have 24 hours to find and free her before she dies.

If they interrupt her, they can easily snap her out of her compulsion with a general Communication check (use of the Disrupt attunement also works, as does Mental Shield). She tells them that she's been hearing the voice calling her all night, and it got too strong to ignore.

If the characters do not stop her and she vanishes, her parents raise an outcry in the morning. They report her to the authorities, and Joan Primer's parents, realizing that Joan might not just be avoiding them, report her missing as well. The locals form a search party (which the PCs are welcome to join; unless they have done something to draw suspicion on themselves or have Drawbacks like Infamous, the town has no reason to think ill of them) and start combing the beach, the graveyard, and the woods.

The search party consists of most of the resident adults, but also the coven, several other teenagers from the town, and a few younger people. Claire, of course, revels in the attention (even if it's not really for her) and uses Hunter's Mark on various girls throughout the day.

After Theresa goes missing, the tenor of the town changes. Talking to townsfolk about the Boothbay Curse doesn't necessarily get more difficult, but the characters need to be very careful about their approach. If they give the townsfolk *any* indication they might have something to do with these girls disappearing, the local police may detain them. SAVE can dispatch legal aid, of course, but this will take time.

CONFRONTING THE UNKNOWN

The envoys can attract Claire's attention in a number of ways:

- They can sing "You Are My Sunshine" at her grave or near the gate.
- They can call her by name at her grave, the gate, or the bonfire.
- They can dig up her grave and retrieve her teddy bear. The halfway rotted teddy bear is missing an eyeball, but he still looks endearing when the PCs pull him out of Claire's tiny coffin.
- They can use the Voice of the Dead discipline to summon her (see p. 161 of **Chill**).

Once they have her attention, she manifests using the Apparition discipline. Claire appears as a little girl, all innocence and sugar and spice. Her hair is plaited into pigtails, and she has wide, shockingly blue eyes. She's dressed in a sweet 1940s dress with a lace Peter Pan collar, and soft pink fabric. She even wears the cute little patent leather Mary Janes popularized by Shirley Temple.

Claire is curious and, as always, greedy for company, though the envoys are probably too old to interest her (if the envoys brought someone with them that interests Claire, such as Theresa Hayes or one of the witches, she speaks exclusively to that character).

Claire speaks to the envoys, but keeping her attention requires a General Communication check for every conversational exchange. If a player fails such a check, Claire fades away and the characters need to get her attention again. If the characters have her teddy bear, though, she doesn't fade away, but asks for Teddy back if the envoys bore her.

The characters might ask some of the following questions of Claire.

Where are the girls? "We were playing, but then they went all limp and boring and pale and started yelling." (That is, Claire kept them in her pocket dimension long enough that they died of exposure. She keeps their souls trapped.)

How did you die? Unlike some ghosts, Claire fully realizes that she is dead. If asked about her death, she says that she was playing hide-and-seek with Tammy, and a snowstorm came up suddenly, and she hunkered down behind the gate to wait it out, and just remembers shivering. She doesn't seem especially sad or bothered by this, however, so much as annoyed and inconvenienced.

What happened to Tammy? Claire says that she didn't see Tammy after the funeral, but that she was happy Tammy remembered her favorite song so she didn't call her to play. She was sad when Tammy's body was buried her and she didn't see Tammy again; she came back just to see her.

Why don't you pass on? Claire grows angry at this question. She responds that she "isn't done playing yet."

Why don't you let the girls/Theresa/Joan go? Claire grows angry at this question. She says "they're not allowed to go home until we're finished playing!"

If the characters press the issue of letting the girls go or Claire passing on to the afterlife, she throws a tantrum. She attacks using Halt, Unseen Hand (throwing stones from the bonfire and other debris; Minor or Serious Injury rank), and Swarm. She only uses Wound if the characters harm Teddy or attack her directly (perhaps using the Astral Attack discipline).

BANISHING THE UNKNOWN

The envoys can banish Claire to the Unknown in a number of ways.

- Destroying Teddy causes her to fly into a rage and activate the Chill discipline. This banishes her to the Unknown (but probably causes some serious damage to the PCs, too).
- Using Voice of the Dead to summon Tamara Fern allows Claire to see Tammy again, and follow her into the afterlife.
- If the envoys use Voice of the Dead to summon Claire and the player's roll is higher than the CM's for Claire (see p. 161 of **Chill**), the envoys can instruct her to go and join her family, tell her she's being punished, or release her from this world. This requires an S/O check pitting the envoy's Communication (or relevant specialization) against Claire's EWS. If the rolls tie, Claire remains in the envoy's body and simply refuses, but a different envoy can try again. If the envoy's player rolls a higher result, Claire petulantly agrees to pass on. If the CM's roll is higher, Claire uses the Wound discipline on the envoy using Voice of the Dead and breaks the possession.
- Toppling the gate with Claire in her pocket dimension traps her, but any living person in the pocket dimension is likewise trapped. Claire will follow an envoy into the pocket

dimension if the envoy promises to play with her (this only works for women), or if an envoy expresses the intent to rescue her playmates. An envoy can attempt to leap out of the pocket dimension as it closes with a General Movement check. Toppling the gate requires a General Prowess check, or use of the Feat of Strength discipline.

AFTERMATH

If the characters banish Claire, or if she uses the Chill discipline, her dead victims' souls come pouring out of the gate. The younger ones hide among the grave-stones, laughing, while the older ones gather in a group and talk amongst themselves for a moment before all the girls fade away. They look at the envoys pointedly before they vanish (let the envoys sweat whether all of these ghosts are really gone, but follow-up investigation confirms no further Unknown activity).

If the envoys banish Claire before evening of November 6th, Joan Primer is alive, though dehydrated and traumatized. If Theresa Hayes vanished, she, too, is alive. The other victims, of course, are long dead, and their remains have vanished into the Unknown along with Claire (unless you wish to put the envoys in the position of having to explain how decades of Boothbay Girls' corpses suddenly appeared in plain sight!).

If the pocket dimension collapsed with any living people in it, they are forever lost to the Unknown.

CLAIRE FERN - POLTERGEIST

Most poltergeists die with an unfulfilled promise on their souls. Claire died while still a child, the promise of her own youth broken by her lonely, untimely death. Her anger at being left to die and having no friends is what fuels her rage.

Her Lair acts as a small pocket dimension. When she snatches children and young adults out of the world, she takes them body and soul and brings them into her own personal pocket world, a space where she can play with them.

Claire can't take people into her pocket dimension from anywhere but the entrance to the gate where she died, and she doesn't leave the graveyard and surrounding area (she sometimes goes as far as the beach). Inside her Lair, she can use the Stifle and Torture disciplines, and the Lair itself activates the Seclusion discipline.

CLAIRE FERN

EWS: 85
(Potent)

REF: 70

STA: 40

Injury: N/A

Disciplines: Apparition, Chill, Halt, Hunter's Mark, Lure, Swarm, Whisper, Wound, Unseen Hand

Aspects: Incorporeal, Invisible, Lair (Seclusion, Stifle, Torture), Spectral Attack

RUNNING SUNSHINE IN MAINE

Claire isn't a traditional poltergeist. Unlike most poltergeists, she's didn't return from death because she promised a child something — she *was* the child who missed out on the promise of youth. Her age is important to play out for the envoys, whether it's playing tic tac toe in the ashes of the bonfire, or throwing objects when she doesn't get what she wants. The most important (and creepy) thing that Claire does is to play with other children. Incorporating her need for play emphasizes her childlike nature, and following it up with a display of the Evil Way should set the appropriately scary tone. Whispered nursery rhymes and hand clapping games are absolutely something Claire would do. She's bored. She wants someone to play with her.

She's also angry. For some reason, whatever she's doing to take these girls and have them as playmates isn't working. Bored and angry children make messes, throw tantrums, and generally create chaos. In the end, this is a really sad ghost story. Players definitely should be afraid of Claire (because she is dangerous) but they should also feel a certain amount of sadness for the way that her life ended.

Small town culture means that everyone who the envoys talk to should mention that they've heard they're investigating the disappearances of the girls, and they likely have an opinion about the choice to come in from out of town and investigate. Some townsfolk are happy that someone is coming in and having concern for the girls, and others might think that this is town business and therefore should be handled by those who live in Boothbay Harbor proper. The most common reaction, though, is denial — there is no Boothbay Curse, it's just a few coincidences, and please don't go writing about this and driving away tourists.



More...

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ENVOY ACTIVATION NOTICE

tags: **Inbox****SAVE**

S SAVE Portland

(Nov 03, 2015)

Yesterday, SAVE received an email from a high school student at Boothbay Harbor Regional High School in Boothbay Harbor, Maine. The text of the email reads:

Hi.

I know I'm only sixteen, but you've got to believe me. Something weird is happening in my town. I'm the head of the Paranormal Society at Boothbay Harbor Regional High, and we've done a little investigating, but that was mostly just the witches seeing what they could find out about the energy where girls are disappearing. Lots of girls. Enough of them that this is a pattern. We don't know what happens, but someone will walk away from a Friday night bonfire and just ... never come back.

I keep hearing my name called out in the distance, and I don't follow it, but I really want to. Please, before something happens to me, please come help.

-Theresa Hayes

Boothbay Harbor is a small town of approximately 3000 people, many of whom do not live there year-round (the town derives most of its revenue from summer tourism).

No missing persons reports have been filed recently, though investigation into missing persons databases do indicate that at least a few young women from the town have gone missing in the last few years. Boothbay Harbor's records are spotty and apparently not accessible online, so Ms. Hayes' reports that "lots of girls" have gone missing may in fact be true.

The "witches" to whom Ms. Hayes refers are apparently a small group of pagan students who meet to conduct rituals in a local graveyard. SAVE has no reason to think that any of these students has any proficiency in the Art or knowledge of the Unknown, though of course they might believe they do. Transportation to Boothbay Harbor has been arranged, as have accommodations at a local B&B. Interview Ms. Hayes, investigate the area to which she refers as well as the history of the town. If the town does in fact have a history of girls going missing, discern if the Unknown is responsible and attempt to dispel or destroy any creatures present.

Please exercise caution. Ms. Hayes may be telling the truth, but she may also be delusional, mistaken, or the victim of a prank. Approach this situation with care and empathy.

Please report any updates to SAVE's Portland branch.



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