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CUSTOM FOES

FATHER ALFONSO (Mortal Ally / Ranged)

• Use the Highwaymen miniature or Whitmore standee.

VITA: 20
DEFENSE: 28
LORE: -20
SPECIAL
• He provides a +2 Faith bonus to all characters while alive and on the map. Behaves like a ranged foe when attacked. If defeated, characters lose the listed Lore amount.

POWERS
• 1-6 LAY ON HANDS: The Father grabs the closest wounded character within his Stride by the hand and squeezes. Recover 1d4 Vita. If no one is wounded, gain 1 Power Point instead.
• 7-9 HOLY AURA: The Father glows with holy light. All characters within AURA 1 gain 2 Vita. All Demons within AURA 1 lose 2 Vita.
• 0 BEGONE DEMON SPAWN!: A burst of holy light emanates around the Father. All characters within AURA 2 recover 1d4 Vita. All Demons within AURA 2 lose 1d4 Vita.

PETER SCHMIDT (Mortal / Melee)

• Use the Watchmen miniatures/standees.

VITA: 24/ 28 / 32 / 36
DEFENSE: 45
LORE: 19
SPECIAL
• Deft Moves: At the end of his turn Peter will move 1 Stride away from anyone he is adjacent to, regardless of if he has moved this round yet or not.

POWERS
• 1-5 HOWDY FRIEND: Peter smiles at you as if to shake your hand. However now there is a spear wound sticking out of you. Lose 1d4 Vita and miss your next turn on a d6:6+.
• 6-8 JUST A PIECE: Peter glares at you, wagging his finger. Suddenly he lunges at you and deftly removes a small part of your flesh and eats it. Lose 2 Vita and become SICKENED 4. Peter gains 2 Vita.
• 9-0 COVER TRACKS: Seeing the situation getting out of hand, Peter tosses a vial of acid at a random character who he is not adjacent with. (He will move his Stride to accomplish this if surrounded.) The target takes 2d4 Vita and is FRACTURED 4. Combatants within AURA 1 of his target lose 1d4 Vita.
STORY I, EXORCISM

CHAPTER 1 OF 4 OF THE REDEMPTION STORY

BEFORE YOU BEGIN

ATTENTION!

This is not an introductory story.
- You must have the Dark Tales Expansion to play the Redemption Series.

CHAPTER SKIRMISH TABLE

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Yorotrusk—not long ago this place was a sleepy village on the way to greater things; a resting stop for tinkers and merchants to lay their heads before moving on. But the troubles of Kremel have caused more people to move to the town, and with the bustle of people comes growing pains. Mundane threats like petty theft mingle with the greater dangers of dark evil. You have seen the full range of malevolence this land has to offer, and know every day is the chance to turn the tide for good. There are many epic tales in Kremel, and these stories are not among them. But they are tales of redemption, and they are yours to tell.

You had been visiting your friend, Julian the Hunter, the night it began. The sky above Yorotrusk was bursting with life, and a foreboding red light snaked between the grimy clouds. The red haze cast a pallor over the whole city, and an air of melancholy gripped you, as suddenly as if you had heard the worst news you could imagine.

A SUDDEN CALL

You had left the cozy fire at Julian’s home because you had received word from the priest in town. He had assisted you in the past, and you in turn have answered his call before. When his note mentioned needing help banishing an aggressive spirit, you did not question it at all. It is a sign of the times here in Kremel, and you have been down this path before.

Under the blood red night sky you arrive at the church, where the priest lets you in. Fearfully looking through the window, he explains the situation.

“My congregation has grown these last few years, I would say it was a gift from God, but I think it is fear more than anything. One of my flock, a man named Peter Schmidt, was attacked by a poltergeist. He had to flee his home. He came to me and begged me to perform an exorcism. I have tried to do as he asked over the past week, but the usually effective prayers have not worked. I need your help.”

“Was there anyone else who saw the poltergeist?” you ask.

“Besides Peter and myself, only his neighbor, Diana Woodbury. She claims she has seen what the true cause of the madness is, but she doesn’t care to speak to me at all, and I do not know why!”

CHOOSE YOUR PATH

Should you go to the heart of the problem, or try to see what Diana may know?

- **CHOICE 1:** If there was more time, perhaps you would talk, but the red sky and the priest’s fear herald imminent danger. There is no time! Continue to **“Peter’s House”**.
- **CHOICE 2:** Perhaps there is something this woman has seen that both Peter and the Priest have overlooked? Read Story Moment 12 on pg 8.

PETE R’S HOUSE

The priest leads you to the start of a short pathway, headed North to a house, situated on the outskirts of town. There, the owner a man of average height, stocky build, and curly red hair, greets you saying, “When Father Alfonso told me he was at a loose end, I admit I was concerned, but I knew the blessed spirits would guide him. Thank you so much for helping in my time of need.”

You, accompanied by the priest and the owner, approach the front door of the house. A horrible sound, like a mixture of a gargoyle and a growl, comes from
inside. The front door swings open and a chest of drawers is thrown through.

**STORY SKILL CHECK**

**TRICKERY 8 • ALL Characters**

Can you move out of its way?

**SUCCESS:** You step swiftly to the side and are unharmed. **Gain a Boon.**

**FAILURE:** The chest slams into you and you stumble back. **Lose 1d6 Vita.**

Shaken, Father Alfonso tells you this violence has happened every time he and Peter have set foot near the house. “Thank the Lord that no one—either myself, Peter or you have been badly hurt thus far! If this vile entity will not leave in its spirit form, then I have no choice, I will perform a most dangerous prayer, and give this creature a corporeal form. If struck down, it should return to whatever unholy plane it crawled from.”

He asks you to head back into town to fetch holy water from the church well, while he and the owner waits near the house. “There is one other item I will need from the Apothecary as well. Please go to see Seira Lebirath, and tell her I need the Essence of Lifeblood. She will understand.”

**CHOOSE YOUR PATH**

Which will you gather first?

• **CHOICE 1:** The Holy Water. Continue to “The Church”.
• **CHOICE 2:** The Essence of Lifeblood. Continue to “The Apothecary”.

**THE APOTHECARY**

The Apothecary walls are filled with all manner of bottles, from the floor up to the towering ceilings. You notice Seira near the top of an impossibly high ladder. She hears the bell as you enter.

“Be right with you!” she near squeals and with a push of her leg she sends the ladder along its railings, stopping perfectly in line with where you stand. Seira asks, “How can I help, m’lovelies?” as she slides down the ladder and lands right beside you.

“Father Alfonso sent us.”

“Oh, I do like Father Alfonso! Such a nice man!”

“He is looking for some Essence of Lifeblood, it’s needed quite urgently.”

“Ooooh, turning a spirit corporeal? How exciting!” Seira hops back onto the ladder, “One moment!” She pushes off and slides a dozen sections away, swipes a dirty grey bottle from a shelf, slides back again, hops back off, and hands you the bottle. “I do hope it goes well and, you seem very nice, I hope no-one dies!”

“Th-thank you.” You exit and head round a corner, towards the market.

The **Group gains the blue story Marker.**

Two middle-aged women are clearing a market stall of vegetables, dropping them into their respective baskets.

“Young Meredith hasn’t been seen in two weeks. Bill ain’t happy at having to find a replacement on short notice.”

“Do you think she’d just up and leave? She didn’t seem the type.”

“I wouldn’t have thought so, but you never really know people do you? It seems she’d been seen sneaking off in the dead of night, heading North. Pretty girl like that, run off with some young fella I reckon.”

“I hope you’re right. Fourth girl to go missing in as many months. I dread to think.”

The women finish up, pick up the baskets, and head along the road.

**STORY SKILL CHECK**

**NERVE 6 • Leader**

The sudden approach of these ruffians startled you. **How do you react?**

**SUCCESS:** You have been in worse situations. Read Story Moment 06 on pg 7.

**FAILURE:** Their sudden arrival causes a momentary panic. Sensing your fear the thugs press in on their advantage. Skirmish with an Angry Mob. Put the counter at maximum. When you have finished, read Story Moment 04 on pg 5.

**THE CHASE**

The men take off in different directions. You give chase, but in the darkness you lose track of them in the alleyways closer to the center of town. Just as you have given up hope, you see one of them. He is no longer running, and instead looks at you with malicious intent, which then turns to fear when he sees you are looking back at him! He turns to run, and instinctively you run after him. But as you move towards him, you are filled with sudden doubt that this is the same person.
You catch up with the man in no time, and realize, with a start, that he is not the man who did the talking in the cemetery. In fact, he appears to think you were the thugs instead.

“I don’t know why you’re doing any o’ this, but we won’t sit idly by and let it ‘appen! Those creepy ribbons are one thing, but to take young women away from their families—that’s monstrous!”

“What do you mean?”

“Don’t dare try to deny it!” The man scans your face for a sign of guilt and squeezes his closed hand into a trembling fist.

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**HOMECOMING**

Back at the house, the priest performs the prayer. Gathering the elixir from you, he adds it to the incense in his aspergillum and immediately billowing smoke that pours forth. He swings it from its chain at the house while intoning a prayer. The horrible sound from within suddenly stops and is replaced with the sound of wood breaking.

**Discard the Blue Story Marker**

You head inside and see a fleshy figure, not a spirit, but definitely not human, tearing at wooden panels on the wall. The demonic creature appears consumed by rage. It has strange markings across its face, not scars and not a burn, something deliberate in nature. The markings seem familiar.

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**BANISHMENT**

The creature stares through you, and a pained screech explodes from its open jaws. It lunges with violent intentions.

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**PRIMARY GOALS**

- Defeat the Demonspawn. See the Encounter dialog box.
- If you have the YELLOW Story Marker, Read Story Moment 10 on pg 8 before continuing.
- Do not let Father Alfonso die.
- After the combat, immediately read the “After the Fight” on pg 6.

**OPTIONAL GOALS**

- Investigate all Search locations. Available only during combat.
**ENCOUNTER**

**Encounter a Demonspawn.**
- The Demon Spawn focuses attacks on Father Alfonso, who is represented by the Whitmore NPC standee, see “Father Alfonso (Mortal Ally / Ranged)” on pg 2.
- At the end of each round, the Leader must pass FAITH 8 to see if Father Alfonso can complete the second part of his prayer. If he has not completed the prayer in 5 rounds, or if the Demonspawn kills him, you lose the battle.
- If he does complete the prayer, the Demon Spawn takes 12 Damage, and attacks the rest of the party instead.

**AFTER THE FIGHT**
- **If You Won The Battle:** Read Story Moment 14 on pg 8
- **If You Lost The Battle:** Read Story Moment 01 on pg 7.

**GIVE ME PEACE**

“Do not be afraid, I mean you no harm.” The voice startles you, but you feel strangely at ease and ready to listen. “My name is Meredith Chalmers. This man who goes by the name Peter - he is not at all what he seems. I fell for his lies, his promises of travel and adventure, but I yearned for something more in life and so desperately wanted it to be true. He ended my life and the lives of others before me. Please, I beg of you, stop him before more women fall victim.”

You look for a sign of where this voice is coming from, but do not see any evidence of a spirit. However, as you scan the room, you notice that there are three urns set on either side that seem to shimmer with unnatural energy. “Yes!” the voice says, “Those are the keys to my prison! But one of them is false. Bring them to the priest to bless them, and it will set me free!”

This exchange has taken only a moment, but you realize that the Demonspawn has gone still. What has happened to stop it from attacking you? Is it the voice or something more?

**STORY SKILL CHECK**

**AWARENESS 5 - Random Character**

Why is the room so hushed?

**SUCCESS:** You see Peter, with a dagger in his hand, ready to lunge at you!
- Characters win First Strike in the following encounter.
**FAILURE:** Peter moves in behind you. “Why could you not have just done your job, father? This mess could have been avoided.”
- Foes win First Strike in the following encounter.

**PRIMARY GOALS**
- Free the captured soul of the girl, Meredith, from her prison of the Demonspawn. See the Encounter dialog box.
- Defeat the Watchman (representing Peter Schmidtt). See the Encounter dialog box.
- If you have the YELLOW Story Marker, read Story Moment 15 on pg 8.
- After the combat, immediately read the “After the Fight” on pg 7.

**OPTIONAL GOALS**
- Do not let Father Alfonso die.
- Investigate all Search locations. Available only during combat.

**MAP SETUP**

Use Great Foyer Stair Case tile FE02A.

**ENCOUNTER**

Encounter a Demonspawn and a Watchman (representing “Peter Schmidtt (Mortal / Melee)” on pg 2). Add 2 Decaying Dead if there are 4-5 players beside 2 random Compass Tokens.
• Father Alfonso is represented by the NPC Whitmore standee, see “Father Alfonso (Mortal Ally / Ranged)” on pg 2. Peter focuses attacks on Father Alfonso. If attacked he will move his stride away from the foe.
• The party must identify two items from three locations belonging to Meredith, that Peter has left around his home, like twisted keepsakes. Any character may forgo a turn to stand adjacent to one of the Compass Token locations and roll AWARENESS 7. If successful, turn over the token. The correct 2 tokens are A and B, not C (Make sure to remove D & E before Setup).
• Once both tokens are identified, any character may roll a FAITH 6 to complete the prayer to free Meredith. If Father Alfonso is defeated, the skill check is increased to a FAITH 9, as the characters must attempt it themselves.
• If the prayer is successfully completed, Meredith will be free from her prison and the Demonspawn will lose 17 Vita.

### Story Moments

**01.** You awaken in the church of Yorotrusk, confused and disoriented (see Rulebook “On Death and Dying” on page 32 and follow the instruction of Total Group Death). Despite being badly injured, Father Alfonso continued his ritual of exorcism to ward off the demon made flesh and his cries had caused others to arrive and assist him in dragging you out of the house and to safety. Once completed, the priest noticed the broken panels hid the balled up corpse of a young woman, with a clump of curly red hair in her clenched fist. Further digging revealed more bodies, all of young women, in various states of decay. It was too late for those young women, but Father Alfonso was at least able to return their bodies to their loved ones and give them the closure they deserved. You search the house and later the town, but Peter has disappeared.

- Continue on to “Chapter 1 End” on pg 7.

**02.** You notice the edge of a chain in his closed hand. “Did that belong to her?” you ask.

“Her name was Meredith,” he relents.

“Please, we would like to hear more of your friend. We are here to help in the town.”

His face softens and he begins to tell you everything he knows. You learn he was her brother. She had, on a few occasions, been seen sneaking off at night, heading North. He tried to stop her, but one day she didn’t come back, and he had thought her dead. How do you take this news?

- Gain the GREEN Story Marker.
- Continue to “The Apothecary” on pg 4. If you have already completed this task, continue to “Homecoming” on pg 5.

**03.** You have seen this symbol before. It is a spell to trap a spirit in an inanimate object. This is confusing—why would the Demonspawn in front of you have that symbol on them? Then you notice hair sticking out from the destroyed wooden panels. Looking closer you realize it looks like a body!

- Skip on to “Give Me Peace” on pg 6.

**04.** “Who are you? What do you want?” you ask, but the thugs hear the distant howl of a wolf and run off.

- Continue to “The Chase” on pg 4.

**05.** With a start the thought crystallizes in your mind. The symbol is the same one on the locket you were given!

- Recover 1 Power Point and skip on to “Give Me Peace” on pg 6.

**06.** You start to attack the thugs, and they run off. The distant howl of a wolf rings out. Become BRAVE.

- Continue to “The Chase” on pg 4.

**07.** You awaken in the church of Yorotrusk, confused and disoriented (see Rulebook “On Death and Dying” on page 32 and follow the instruction of Total Group Death). The priest fled the house and his cries had caused others to arrive and assist him in dragging you out of the house and to safety. They had torched the house and all that lay inside. Father Alfonso returned to the burned down house and performed a cleansing ritual, hoping it would provide peace for the victims’ spirits. No bodies survived the blaze. Peter is surely buried somewhere under the ashes with his poor victims, bringing an end to his terror, or at least that’s what you hope for.

- Continue on to “Chapter 1 End” on pg 7.

**08.** You follow the two women back to a farmhouse.

“It’s the strangest thing, but the odd goings on lately, the missing girls, those
odd ribbons around town—my old mum told me this all happened before, in her younger years."

“That IS strange. Those ribbons are a nuisance, you take them down one night and they’re back the next morning.”

“I asked her to go on, of course, and you know how she likes to talk, but I couldn’t get another word out of her, she said I should just forget about it.”

The women enter the farmhouse and the heavy door slams shut behind them. An elderly gentleman approaches and asks where you are heading. “Oh, Father Alfonso sent you? Such a kind man. The church is just down the road, beautiful building, you can’t miss it.”

- **Gain a Boon. Continue to “The Church” on pg 4. IF you have already completed this task, continue to “Homecoming” on pg 8.**

**09.** “If you could just say what you know, we have heard from the Priest that—” you begin.

“Oh no! HE knows about me then?” she gasps, and slams the door shut. No amount of knocking will bring her back.

- **Continue to “Peter’s House” on pg 3.**

**10.** You suddenly hear organ music—a quick tempo, bouncy, and upbeat. It’s coming from inside your knapsack. You reach inside and pull out the gift from Diana, which has transformed. The outside of the cylindrical box has shifted to reveal carvings of horses and a piercing light shines inside. As you inspect the musical box, the outside begins turning, making the casted horse shadows dance around the room. The tempo of the music grows faster, faster, and faster still—when suddenly the music stops, and the box is still. An unsettling silence is broken by the wailing of restless spirits.

- Replace the Map Skill Check dice with 2 Restless Spirits.
- Continue with the Banishment Encounter, ignoring the Map Skill check section in the Primary Goals.

**11.** You lean closer to look at the symbols, when suddenly there is a tear in the world around them!

- Lose 1D4 Vita.
- Replace both spawn tokens with 2 Decaying Dead if there are 1-3 players, or 2 Flesh Eating Ghouls if there are 4-5 players.

**12.** You knock on Diana’s door. It cracks open the slightest amount and brown eyes peer at you from within. “What do you want?” she asks.

Pass SPEECH 6 - Any One Character

Can you convince Diana you mean to help her?

- **SUCCESS:** Read Story Moment 16 on pg 8.
- **FAILURE:** Read Story Moment 09 on pg 8.

**13.** You look at the carvings and see that the symbols form a type of lock, one that is about to break!

- Gain 8 Lore.
- Replace both spawn tokens with 2 Decaying Dead if there are 1-3 players, or 2 Flesh Eating Ghouls if there are 4-5 players.

**14.** The creature slumped to the floor, no longer a threat. But your sighs of relief were cut short when you noticed what the broken panels were hiding. You saw the balled up corpse of a young woman, with a clump of curly red hair in her clenched fist. Pulling away more panels revealed more bodies, all of young women, in various states of decay. It was too late for those women, but Father Alfonso could at least return their bodies to their loved ones and give them the closure they deserved. You search the house and later the town, but Peter has disappeared.

- Each character receives 30 Lore.
- Continue on to “Chapter 1 End” on pg 7.

**15.** You suddenly hear organ music—a quick tempo, bouncy, and upbeat. It’s coming from inside your knapsack. You reach inside and pull out the gift from Diana, it has transformed. The outside of the cylindrical box has shifted to reveal carvings of horses and a piercing light shines inside. As you inspect the musical box the outside begins turning, making the casted horse shadows dance around the room. The tempo of the music grows faster, faster, and faster still—when suddenly the music stops, and the box is still. You feel unsettled and overwhelmed with sadness.

- Each character receives SPOOKED 6. Continue the story.

**16.** She looks around and asks, “Are you alone?” Puzzled you reply, “Yes, there is no one else here.”

“Oh good, I didn’t want HIM to see me talking to you. There is more at stake here than you can imagine. Here take this talisman of protection.”

- Gain the YELLOW Story Marker.
- Continue to “Peter’s House” on pg 3.

**17.** The man dusts himself off and says, “Maybe you aren’t the ones who kidnapped Meredith, or any of the other women who have gone missing these recent months, but that don’t make you good people.” With that he runs off into the night.

- Continue to “The Apothecary” on pg 4. If you have already completed this task, continue to “Homecoming” on pg 5.

**18.** Peter lies bloody and lifeless, no longer posing a threat. You defeated him, but he took more damage than any man should. The fleshy husk of the summoned creature lies on the floor and the vibrant spirit of Meredith stands over it, with one hand gesturing to the broken panels in the wall. The panels hid Meredith’s corpse, with a clump of curly red hair in her clenched fist, and beside her the bodies of other young women. More spirits appear and a chorus of beautiful voices ring out, “Please tell our loved ones of our fate, let them know we love them and we are free. You have our thanks.” You suddenly notice the blood-stained floor where Peter had fallen but, much to your confusion, his body is nowhere to be found.

- Each character receives 30 Lore and 20 Gold.
- Continue on to “Chapter 1 End” on pg 7.