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## CREDITS

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STORY INTRODUCTION

If starting a new campaign or playing this story as a one-off start here:

As you enter the land of Kremel you start to feel the darkness suck the joy out of your group as the cold wind whistles through the nearly barren trees of early winter as the last light of the sun fades and leaves you in a starless night, even the sliver of the moon is hidden behind thick and dark clouds. In the distance, you hear wolves howling, as if daring you to keep moving this night.

The Church of the Crossroads, the entrance to Kremel, is a short distance down the muddy road. The church has seen better days but is still almost always a welcome sight for weary travelers.

You've been summoned to Waylin Point by Argus Hillbran, a trading partner of your family's for years. The message sent was cryptic and sounded urgent. Despite the years you've known him, you don't recall ever sensing a fear that shook him as badly as he was when he put quill to parchment. His normally simple yet clean handwriting was jittery and splashed with ink blots that fell from the quivering plume between inkpot and parchment.

You can either choose to stop at the Church of the Crossroads or continue on your journey.

Skip to “An Old Friend Beckons” on pg 3.

If you're continuing a campaign or using existing adventurers – start here:

You've been summoned to Waylin Point by Argus Hillbran, a trading partner of your family's for years. The message sent was cryptic and sounded urgent. Despite the years you've known him, you don't recall ever sensing a fear that shook him as badly as he was when he put quill to parchment. His normally simple yet clean handwriting was jittery and splashed with ink blots that fell from the quivering plume between inkpot and parchment.

You can either choose to stop at the Church of the Crossroads or continue on your journey.

Continue with “An Old Friend Beckons” on pg 3.

CHAPTER ONE

CHAPTER SKIRMISH TABLE

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AN OLD FRIEND BECKONS

ATTENTION!

- On the second day of travel, but before reaching Waylin’s Point, read the following instead of having a Road Event:

Clouds blot out the sun and it grows colder despite the light breeze subsiding. Birds stop chirping and you find yourself surrounded by an eerie silence.

A choir of voices, at once both haunting and soothing, come at you from all sides, starting as a low incoherent whisper and crescendo-ing to deafening chorus:

STORY SKILL CHECK

SPEECH (8) - Any One Character

“We sense Argus on you. You carry something of him. Pass it to us…” the last syllable extends into a serpentine hiss and ghostly appendages appear out of the shadows, palms upturned and waiting.

SUCCESS: Despite your prostrations of peace and goodwill, the dead want their prize. Skirmish with Restless Spirit at max vita minus 2.

FAILURE: You failed to convince them of a peaceful resolution. “We want Argus and everything he’s touched.” Skirmish with Restless Spirit at max Vita.

Before the skirmish make another skill check.
A murder of crows squawks noisily from the thick oak trees outside the city where the brightly adorned wagons of the gypsies rest, a short distance off the road just outside of town. Between the wagons are a handful of large pavilion tents along with a few smaller ones. Men and women go about their chores while children play. A large man wearing broad a striped shirt and olive drab colored pantaloons approaches you with a warm smile and open arms. “Welcome travelers, I am Rignor. Are you here to trade?”

The mere mention of Argus’ name slightly sours Rignor’s expression. “Please follow me to Vadoma’s pavilion.”

Once inside the large tent, you are introduced to Vadoma, one of the elders of this group of gypsies. The tent has a series of small wooden benches situated around a central fire pit. Vadoma rises from the chair she was sitting in as Rignor holds the tent flap and introduces you. Vadoma has an average build with black hair streaked with gray and gaunt facial features. Her skirt is a muted brown color, she wears a white blouse as well as a crimson and gold shawl. Gold jewelry adorns her ears, wrists, and fingers with her many bracelets rubbing together ringing like distant dull bells as she greets you, “please sit down. I know why you’re here.”

With the fire stoked, the smoke exiting through a steel funnel centered in the tent, Vadoma says “Argus and the darkness that taints him is known to us. He’s a good man who’s always dealt with us fairly. But I fear the curse he carries will abandon him when he’s too weak to carry it any further and will inhabit another nearby soul. This is why we don’t want him near our camp. I am willing to help. But there is a price for our assistance.”

Upon arriving Waylin’s Point:
You find Argus at the Ancient Flask Tavern sitting with his back to the corner by the cobblestone fireplace. His eyes are wide with fear and his hand trembles as he raises his pewter mug to his lips. You cross the room to greet him and a look of relief flashes across his sweaty and flushed features.

“Thank you for coming. I know death stalks the roads in Kremel. You’ve shown true friendship by even venturing to this point. But what I’m going to ask of you will test the limits of that bond. I have been cursed. Every time I close my eyes and drift off to sleep I see a small candle burning in the corner of some ancient crypt. Then arms start reaching for me and an ethereal voice sings of my death when the candle’s flame is finally extinguished. The dream always ends when a skull-like visage of a ghost appears in the flickering light and I awake in a cold sweat. As you can imagine, I’m not sleeping much these days. As the candle in my dream burns down, I even see it when I nod off during the day. Please help me. I beg of you, please help. I fear my time is running out. There’s someone at the gypsy encampment just outside of town who may be able to help but they won’t talk to me due to this curse. Please talk to Vadoma.”

Travel to Waylins Point.
Town Services are not available until after you’ve talked to Argus.

SEARCHING WAYLIN POINT
Deciding to look for another source of information you go back inside the confines of Waylin Point.

ATTENTION!

• PLAYERS: The following paragraphs are identified by letters. You may read any and all of these in any order until you decide you have enough information to proceed with your quest. When you’re ready find the CHOOSE YOUR PATH header on the next page.

A: You approach one of the guard at the edge of town who’s sitting in his small guard shed, facing the open side. He greets you warmly and invites you to sit close to the small stove that keeps his guard shed warm in cool Kremel weather. His friendly countenance darkens when Gregor’s name is mentioned. After a short pause he offers “I’m not one to talk about townsfolk to outsiders but if there’s smoke, there’s usually a fire.”

B: As you walk through the market most peddlers are loathe to speak at all of Gregor. Only Nathan, a local blacksmith, spoke up. “He’s cheated me in the past and I expect he’ll do it again in the future. Once I took him to the
magistrate with a complaint and he sent some thugs to scare me that night.”

The large man plays with his thick black mustache and then rolls his powerful
shoulders back. “It didn’t go as he planned. When only one of his thugs crawled
back to him, we came to an agreement; He doesn’t try that again and I don’t
involve the authorities again.”

C: You then find yourself back at the Ancient Flask Tavern talking to Argus
“it’s not the way of the gypsies to want to kill someone senselessly. Vadoma
must know something.”

D: You decide to talk to the man himself and find him at his manor. Gregor
is an old yet stoutly built man with a stooped back, bald head, and a long
and thick grey beard. “I’ve eard ye’ve been askin’ round ‘bout me. A many in
this town ‘ave been tellin’ lies ‘bout me. I’would do ye well to ignore these
untruths.”

“What yas are really lookin’ fer is to help yer friend Argus. I can help ye, but
ye need to do somethin’ fer me first. Think about it and get back to me soon.”

He closes the door leaving you to ponder.

**CHOSE YOUR PATH**

How do you want to proceed?

- **CHOICE 1:** If you accept the original offer from the Vadoma, skip to
  “Haynor Manor” on pg 6
- **CHOICE 2:** If you accept Gregor’s offer, read **Story Moment 19 on pg 12**

**MAP SETUP**

Use Town Street FE07a and Town Square FE08a

**RIGHTING WRONGS**

**PRIMAY GOALS**

- Get money from Kel at the red and white striped stall
- Deliver money to area marked by Target and then reach the Exit Zone
- If you are successful continue with “Return To Gregor” on pg 6

**ENCOUNTER RULES**

- Watchman 2 patrols moving along the path shown at a rate of 3 spaces per turn. Watchman 1 does not move.
- Intimidating Kel (Skill checks on the next page)
- Watchman 2 becomes alerted if he is within 4 spaces for either intimidiation check or if the Angry Mob is within LOS. Once alerted he calls for help. Watchman 1 is placed at the Spawn 1 token.
- Once you have the pouch the Watchman 2 will become alerted once he passes Kel’s stall, if he wasn’t alerted previously. Once alerted, he will move 6 spaces per turn chasing the party.
- If either Watchman is killed during the battle, remove the model and replace Watchman 1 to his original location.
- Once an alert has been raised, Watchman 1, will engage in any combat within his LOS.
Regardless of outcome of the encounter, all players involved become WANTED.
For a 2 Player game – Do not use Watchman 1.

STORY SKILL CHECK

SPEECH (8) OR TRICKERY(8)
- Any one character

Intimidate Kel

SUCCESS: Gain the pouch of money for Gregor.
FAILURE: Kel resists your threats and yells “Ruffians!”. Angry Mob forms at Spawn 2.

RETURN TO GREGOR

“Thank ye fer collectin’ what’s mine. Now fer what you wanted. Look for the Mitseck family Tomb in Goran Tombs. There be a trick ta get in. Yer resourceful so I’m sure yer figure it out.”
- Receive the GREEN Story Marker.

CHOOSE YOUR PATH

How do you want to proceed?
- CHOICE 1: Gregor should pay for duping us go to “Haynor Manor”
- CHOICE 2: Head to Goran Tomb, skip to “On the road to Goran tombs” on pg 7

HAYNOR MANOR

The Haynor manor is well appointed but shows some signs of distress from age and lack of maintenance as well as a dirty appearance, unusual in houses of this stature. You help an old ewerer woman carry some buckets of water for her and follow her in the servant’s entrance. The scullion in the kitchen tells you where Gregor is and how to get there using the lesser used staff passageways.

PRIMARY GOALS

- Defeat all foes.

OPTIONAL GOALS

- The first search token successfully searched provides the information, read Story Moment 23 on pg 12.
- This search may also be done after the combat is over. No other searches may be performed.

ENCOUNTER

Encounter Gregor Haynor (see stat block below)

Miniature: Undertaker
Type: Mortal
Vita: 22 / 26 / 30 / 34
Might: 0 / 4 / 9 / 14
Defense: 48
Stride: 4
Lore: 25
Coin: 12

Special:
- If Gregor doesn’t move, he gains an extra attack

Powers:
- 1-3 Crotchety: Gregor taunts as he strikes a character for 1d4 Vita. DERANGED 5
- 4-6 Misery: Gregor didn’t amass wealth without being stingy. He snags your coin purse taking 1d6 Vita and 1d6 coins.
- 7-0 Do Something!: Gregor attacks for 1d6 Damage. If he has any allies, the one closest to him gets a free attack.

AFTER THE FIGHT

The miser lays dead. You hope this wasn’t just the cold blooded murder of a man. You’ve heard stories of his wickedness and he even consorted with common bandits.
- If you defeated Haynor gain the YELLOW Story Marker.
- If you currently have the GREEN Story Marker, discard it.
CHOOSE YOUR PATH

How do you want to proceed?

- **CHOICE 1:** If you’re working for the Gypsies, continue at “Return to the Gypsies”
- **CHOICE 2:** Head straight to Goran Tomb, skip to “On the road to Goran tombs” on pg 7

RETURN TO THE GYPSIES

After defeating Haynor you go back to the gypsy camp — Vadoma greets you “Thank you for completing that foul task. Kremel will be better off without him. And so you helped us, we’ll help you. You need to travel to Goran Tombs. Time is of the essence and is worth the risk to leave the safety of the roads.

“You’re looking for the Tomb of the Mitseck family. It’s notable for a pattern of numbers on the door. You’ll need to solve the puzzle to gain entry. Think upon this: it’s a unique numerical problem.”

- The Gypsies heal the party for up to 10 Vita per player at no cost.
- If you were granted a boon for offering to help initially, read Story Moment 22 on pg 12.

Continue on to “On the road to Goran tombs”

ON THE ROAD TO GORAN TOMBS

Travel to Goran Tombs

- If you travel exclusively by road, take the BLUE Story Marker.
- You can’t rest at Yorotusk but all other city services are available.

Widely used by the wealthier families in Kremel, Goran Tombs is a large area filled with mausoleums, crypts, and underground labyrinths. The overgrown grass and moss covered structures show a lack of recent care. After some searching you come to a small stone sepulcher built into the hillside that’s marked with the family name and crest of Mitseck.

After brushing away the ivy drooping down over the door you see the following carved into the door:

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<tbody>
<tr>
<td>7</td>
<td>◆</td>
<td>13</td>
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<tr>
<td>□</td>
<td>19</td>
<td>23</td>
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<td>29</td>
<td>31</td>
<td>37</td>
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</tbody>
</table>

There’s a small open wooden chest on the ground that contains six squares with numbers drawn inside the shapes:

- 4 and 5 are within a circle, 10 and 11 are inside a diamond, and 15 and 17 are inside a square

STORY SKILL CHECK

**ARCHEOLOGY (8)** - Any one character

Why is the name Mitseck familiar?

SUCCESS: Read Story Moment 22 on pg 12
FAILURE: You can’t place the familiarity.

CHOOSE YOUR PATH

Which Stone do you want to place first?

- **CHOICE 1:** If you put the 4 in the circle, read Story Moment 14 on pg 12
- **CHOICE 2:** If you put the 5 in the circle, read Story Moment 09 on pg 12

INTO THE DARKNESS

Once inside, there’s stairs down and a soft glow in the distance. As you reach the bottom of the stair, the path comes to a cross of hallways, with rooms full of caskets at the end of each leg. The soft flickering glow of a candle is straight ahead. The tunnel is dark, damp, and much colder than the outside air.

As you enter the chamber, you hear voices whispering and other singing. The words are unintelligible, but their malice can’t be mistaken. Out of the casket at the center of the room, an ethereal form rises up and starts to wail. “You’re not Argus! We demand Argus’ blood!”

The ground trembles softly and loose flagstone around the room are pushed up and over. Decayed hands coming up through the broken floor start grasping for you as the banshee screams spitefully.

- If you have the Blue Story Marker there is one additional hand of death and the enemy automatically gets first strike.

**PRIMARY GOALS**

- Defeat all foes.

**OPTIONAL GOALS**

- Break the curse at Brazier (Fire token)
- Investigate all search locations. After the first one is checked, read Story Moment 6 after the battle is over
You know whoever cast this ritual went to Ostelink and the seedy Spire’s Shadow inn on the south west side of town. The curse has been lifted but the person responsible must still answer for this.

**CHAPTER TWO**

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<td>Highwayman</td>
</tr>
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<td>Decaying Dead</td>
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**FOLLOWING THE CURSE**

Exiting the crypt with the curse broken you know what you must do. You must head to Ostelink to find the source of the curse. A swarm of questions assail you as you travel with naught but a name and a location.

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**FOLLOWING THE CURSE**

Exiting the crypt with the curse broken you know what you must do. You must head to Ostelink to find the source of the curse. A swarm of questions assail you as you travel with naught but a name and a location.

**WORLD MAP**

Begin Travel to Ostelink ignoring off-road travel, After one leadership transitions, read “On the road to Ostelink”.

**ON THE ROAD TO OSTELINK**

On the second day, you hear soft voices from the bushes and trees just off the road. “They’s should be along soon,” says the first voice.

“How’s do you know?” a second voice asked.

“Shh,” a third hissed, “I can sense people nearby.”

“Yes my lady,” the second one said in a lower voice.

“Go and look for them by the road,” the woman said.

**CHOICE YOUR PATH**

There’s enemies nearby do you…

- **CHOICE 1:** Hide. Make an ECOLOGY 7 Skill check to avoid detection. If you have the YELLOW Story Marker, make this check at -2.

  **SUCCESS:** They don’t find you. Continue to “Arriving at Ostelink”.

  **FAILURE:** You spot them! Continue to “Highway Skirmish” on pg. 9.

- **CHOICE 2:** Stand up to them. Continue to “Highway Skirmish” on pg. 9.

If the curse wasn’t broken during the battle, it may be done now (FAITH 6). Multiple attempts are allowed.

- **Once the curse is broken read Story Moment 11 on pg 12.**

- **If a search wasn’t completed during the combat, read Story Moment 06 on pg 12.”**

**Encounter**

Encounter with 1 Banshee some Hands of Death per below:

- 2 Players: 1 Hand of Death
- 3 Players: 2 Hands of Death
- 4-5 Players: 3 Hands of Death
- If you have the BLUE Story Marker, add an additional Hand of Death AND the enemy gets First Strike.

**Story Skill Check**

**FAITH (8)** - Any one character. May be attempted multiple times.

**Breaking the Curse**

**SUCCESS:** Breaking the curse does 1d6 Vita to all enemies still in the battle (this damage ignores ETHEREAL and ABSORPTION keywords). Read Story Moment 11 on pg 12

**FAILURE:** You are unable to break the curse yet.

If the curse wasn’t broken during the battle, it may be done now (FAITH 6). Multiple attempts are allowed.

- **Once the curse is broken read Story Moment 11 on pg 12.**

- **If a search wasn’t completed during the combat, read Story Moment 06 on pg 12.”**
HIGHWAY SKIRMISH

SKIRMISH!

Skirmish with Highwayman
- If you have the YELLOW Story Marker the Highwaymen are at max Vita.
- If the Highwaymen found you, they automatically get first strike.

Continue on to “Arriving at Ostelink”

ARRIVING AT OSTELINK

USE TOWN SERVICES

The southwest portion of Ostelink is a dilapidated area frequented by many on the wrong side of the law. The dirt streets are narrow, windy, and littered with refuse, offal, and beggers. Amidst the poverty and filth there are still dingy shops and tattered stalls selling food, clothing, and wares.

You find the Spire’s Shadow inn near the edge of town on a small knoll overlooking the rest of the slum. Behind the inn, in the distance, you can see the Dark Spire poking up over the jagged mountain range.

The inn’s common room is half full and the lanterns only dimly illuminate the room. The wooden bar is stained and worn with more than a few scars from daggers. Behind the bar is a husky and balding barkeep with a two day growth of black beard that is busy drying a mug with a dirty rag.

“Welcome. What can I get for you?” he asks as you approach.

QUESTION THE BARKEEP

CHOOSE YOUR PATH

What do you ask the barkeep?
(You may choose one or all options)

- CHOICE 1: Ask for Duran, read Story Moment 05 on pg 12
- CHOICE 2: Ask about Mitseck’s Crypt, read Story Moment 01 on pg 12
- CHOICE 3: Ask about highwayman on the road, read Story Moment 21 on pg 12

Once you’re done at the Inn continue with “Travel to Olo-Pelios”

TRAVEL TO OLO-PELIOS

You head out the western gate of Ostelink towards the mountains of the Moroi Peaks and the ancient castle of Olo-Pelios. The fabled structure has many rumors about it as well as many fables told to children to scare them into staying in bed at night.

When was it built and by whom? Was it really built by giants? The scholars say no modern craftsman living in Kremel has the skill the replicate that ancient structure. The other stories, the stories of gateways to hell and other eldritch dimensions, give you pause as you try to track down the man who cursed Argus.

A sudden strong gust of wind whistles down from the north and you can almost make out an ethereal laughter as the leaves rustle and branches sway. You steady your pace and readjust your equipment as the first autumn leaves on the road crunch under your boots.

- Your resolve has never been stronger. Each character becomes BRAVE.

Continue with “Arrive at Olo-Pelios”

ARRIVE AT OLO-PELIOS

The mountains are steep and road barely visible at times. Only seeing the top spires of the citadel in the distance helps keep you on the right path.

You reach a small valley cutting between mountain peaks that affords you a path towards the castle. A bridge built with sweeping arches supporting it high above the crevasse it spans separates the main portion of the castle from the surrounding lands. The ancient walls of sleek stone rise above you. There are many places in the wall where you can’t see the seam between the different stones until you are mere inches from them. It’s nearly as flawless as it is old.

You hear some soft chanting in the courtyard, just past the outer wall.

Continue to “The Courtyard”

THE COURTYARD

A man in flowing robes is facing a set of double doors to one of the towers. A skeleton is near him and a second is at the top of the stairs. It beats its sword into the parapet in warning.

“I was wondering if you were going to catch up,” the man says as he turns around. “I’m Duran, as I’m sure you guessed. I’m sure you have some questions.”
CHOUSE YOUR PATH

What do you ask the Duran?

- **CHOICE 1:** Why did you curse Argus? Read Story Moment 02 on pg 12
- **CHOICE 2:** Whose orders are you following? Read Story Moment 17 on pg 12

Once you’ve asked any questions you wish continue with “COURTYARD BATTLE”.

COURTYARD BATTLE

**MAP SETUP**

Use FC10a Castle Grounds

**PRIMARY GOALS**

- Defeat all foes
- Unlock the gate leading to the dungeon.

**OPTIONAL GOALS**

- Search the Dead Body tokens. Available only during combat.

**ENCOUNTER**

**Encounter Duran and 1 Decaying Dead minion (the one closest to him).**

- **3-5 Players:** Add a second decaying Dead

**Miniature:** Galastic  
**Type:** Mortal

- **Vita:** 16 / 20 / 24 / 28
- **Might:** 0 / 4 / 9 / 14
- **Defense:** 48
- **Stride:** 4
- **Lore:** 20
- **Coin:** 4

**Special:**
- After hitting with Voices from Beyond, Duran will attempt to summon a Flesh Eating Ghoul. On a d10:10+, he’s successful and the Ghoul appears adjacent to Duran. There can be a max of two summoned Ghouls present at any given time.

**Powers (Ranged):**
- **1-5 Visions of Death:** Darkness shoots from the Necromancer’s eyes, striking you. Lose 4 Vita.
- **6-7 Narcolepsy:** With a flourish he throws some bone dust at you. Lose 1d4 Vita and pass OCCULT 5 or lose your next turn as you fight off the unnatural sleep.
- **8-0 Voices from Beyond:** The Necromancer’s chants in guttural tones and it starts to eat away at your soul. Lose 1d6 Vita and become SPOOKED 4.

**STORY SKILL CHECK**

**TRICKERY (8)-** Any adjacent character

The gate to the Wraith is locked. It requires a TRICKERY 8 to unlock.

**SUCCESS:** The gate is unlocked. If the gate is unlocked before the battle is over take the RED Story Marker.

**FAILURE:** The character who failed takes 2 Damage. The next attempt gets a +1 bonus to their TRICKERY ROLL. This bonus stacks with all previous +1’s for failing. (Track with Tracking Tokens)

- If the gate wasn’t opened during the battle, continue to make attempts until successful. Then continue reading.

Duran and his minions are defeated and now you stare into the black void of the tower’s dungeon.
INTO THE DARKNESS, AGAIN
As you descend down the spiral staircase you feel like you’re being watched.

STORY SKILL CHECK
AWARENESS (6) - All characters (One success needed for the party to succeed)

There’s something hiding in the dark staircase.
SUCCESS: You hear footsteps approach and get First Strike on your enemy.
FAILURE: A decaying hand smelling of fetid decomposition claws your shoulder before you could react.

SKIRMISH!
• Skirmish with: Flesh Eating Ghouls.

THE FINAL CONFRONTATION
The room at the end of the hallway is lit by braziers and the door is open. At the back of a great hall on the pedestal is a ghostly apparition. This must be the Wraith.

“You ended the curse before it could finish absorbing Argus’ soul. It’s a pity.” It sneers at you, and hisses, “Before you die, would you like to know why I cursed him?”

• If you say yes – Read Story Moment 13 on pg 12

PRIMARY GOALS
• Defeat all foes

OPTIONAL GOALS
• Investigate all search locations. Available only during combat.

AFFLICTION ENCOUNTER
Encounter the Wraith Affliction.
• 4-5 Players: Add a Restless Spirit

IF YOU WON THE BATTLE
As the wraith disperses back to the Void you hear the bemoaning wail of “Myla… I failed you…”

It’s over. Argus’ curse has been lifted and the source behind it defeated. You head back to Waylin’s Point to tell Argus the news.

“I can’t thank you enough for what you’ve done for me,” a well-rested Argus says as he holds his drink aloft for a toast in your honor.

After taking a long pull on his tankard he says, “there was a dark moment in my family’s distant past. Torgil was the man’s name. He claimed the girl took her own life with his dagger seeing him so distraught at her rejection. It was said Myla’s father, Celor was his name if I recall correctly, was rightly furious and demanded justice. It was so long ago, so I don’t know if he got it or not. While the mortal world tends to forget some details, I guess the spirits never do. I do know that Torgil eventually married and had two children and I’m descended from him.”

He shrugs and takes another pull on his tankard while thoughtfully looking out the window.

As you take your leave, you’re standing at the edge of Waylin’s Point. The cool late-autumn air is crisp and refreshing. As you start your journey you wonder if the wraith was right about Duran…

IF YOU LOST THE BATTLE
You wake up in the Gypsy camp at Ostelink. Vadoma has traveled to meet you.

“When I heard about your defeat, I came to see how I could be of assistance.” As you recover, she tells you that the Wraith has fled from Olo-Pelios and she can’t sense where he’s gone. But Argus is safe for now.

You know that eventually, the Wraith will try again. There’s always someone who will trade their soul for more power.

THE END
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Thank you for reading and/or playing this adventure. I hope you enjoyed it and look forward to hearing your thoughts.

~James