STORY DEMO

SPIRITUAL UNREST

• Dusk
• Ostelink
• 30 min

STORY INTRODUCTION
This is a short demonstration story that was used during GenCon 2015 to show some of the basic mechanics of Folklore the Affliction, such as choosing your own path, skill checks, skirmishing and miniature combat. Full stories take approximately 90-120 minutes to complete.

A TOWN IN DESPAIR
During your quest to drive evil from the land, you come upon the town of Ostelink. Its villagers are recovering from a strange illness that claimed many lives. The graveyard is overburdened and only the wealthiest can afford the plots that are left. Desperate for a place to bury their loved ones, the commonfolk have taken them to the ancient burial ground of Goran Tombs in hopes to laying them to rest. However, none of the townsfolk who have recently made the journey have returned.

You quickly realize that something dangerous must be lurking within the tombs. Perhaps somebody in the town has information that might help you.

CHOOSE YOUR PATH
Will you seek out the Gypsies who have knowledge of such cursed places or visit the town chapel to see if the priest can help?
  • Gypsies: Read Story Moment 1.
  • Chapel: Read Story Moment 2.

With the information you obtained, you are ready to travel to Goran Tombs to face whatever haunts its depths.

WORLD MAP
Travel from the town of Ostelink to the caves of Goran Tombs.

WHEN YOU ARRIVE AT GORAN’S TOMBS
The entryway of this accursed burial ground is littered with the grey, lifeless forms of those who could not escape the evil that lurks within. You must rid this place of its Affliction! You stumble through the mist, following the trail of dead bodies strewn across the grounds.

STORY SKILL CHECK
AWARENESS 5 - The Leader
Can you find the crypt that leads into the depths of the Tombs, and quickly as the dead are restless!
SUCCESS: The trail of bodies makes finding the crypt entrance fast work. Continue with the story by reading THE CRYPT section.
FAILURE: Your investigation causes the lurking dead to take notice. Skirmish with Flesh Eating Ghouls and then continue to THE CRYPT section.

THE CRYPT
You reach the mausoleum entrance and descend into the crypt. Wandering the chamber are two Flesh Eating Ghouls, chewing on stray bones. Hovering in the center of the room, over a large sarcophagus, is a wispy spirit with burning red eyes.

STORY SKILL CHECK
AWARENESS 7 - All Characters
Is there something strange about the large sarcophagus in the center of the room?
SUCCESS: You notice the lid of the central sarcophagus is ajar. Perhaps closing it will put the restless spirit at peace. Place a red Skill Check die (d10) on the central sarcophagus on the map below.
FAILURE: No, it must have been your imagination.
The Restless Spirit looks at you with malicious fury for invading its resting place. Feeling its hate, you realize that the townsfolk must have perished at the will of this creature. The spirit rushes forward with the arms of death!

MAP SETUP
Use Tomb tile FC07B

PRIMARY GOALS
- Defeat the Restless Spirit and Flesh Eating Ghouls.
- See the Encounter dialog box.
- After the combat is complete, read AFTER THE FIGHT.

OPTIONAL GOALS
- Investigate all search locations.

ENCOUNTER
Encounter 1 Restless Spirit and 2 Flesh Eating Ghouls. If you completed the AWARENESS skill check regarding the sarcophagus, see the map skill check for an alternate way to defeat the Restless Spirit.

MAP SKILL CHECK
TRICKERY 7 - Any character adjacent to central sarcophagus (Only if you on success of previous AWARENESS story skill check).

Can you close the sarcophagus and seal the restless spirit away?
This requires a characters Action.
SUCCESS: The spirit becomes calm, closes its eyes and fades back into the sarcophagus, content that its resting place has been restored. Gain its reward plus 1 additional Lore.
FAILURE: You fail to close it. Try again next round. Another character may also attempt it during their turn.

AFTER THE FIGHT
You have successfully eliminated the evil that was lurking within Goran Tombs. You were not able to save those that ventured recklessly into this foul place before you, but perhaps now the dead can be buried in peace. Your skin prickles as you sense other dangers in the countryside. There is still much to do in order to rid the lank of its Afflictions!

END

STORY MOMENTS
1. You find the Gypsy camp just outside of town and ask the Medium there for advice. All characters pass OCCULT 6. If at least one character is successful, you open your mind for the spiritual reading and gain 1 Power Point. She falls into a trance and bellows in a haunting voice: "Stay AWAY! My resting place has been disturbed, and all who come to take what is mine will lie with me FOREVER!" The gypsy recovers and says you must re-seal the crypt of the Restless Spirit in Goran Tombs to put the apparition to rest and end the curse. She then gives a Spirit of Wine (Item) to the group if any character passed the OCCULT check.

2. You find the Chapel of Ostelink near the center of town. The priest greets you on the steps of the church and joins you in a prayer. All characters pass FAITH 6. If you are successful, become BRAVE(+1 NERVE and +1 Damage) as the priest finishes the prayer, and praises you for bravely facing this deadly evil. He then gives the group a Holy Water and wishes you safety in your exploration of Goran Tombs.