

Folklore

THE AFFLICTION



ADVENTURE CREATION KIT

Contents

| | | | | | |
|---|----|--|----|---|----|
| INTRODUCTION | 3 | Table 02-02: Random Special Ability | 22 | Table 04-17: Keyword(Science) | 37 |
| Getting Started | 3 | Character Keywords | 23 | Table 04-18: Keyword(Survival) | 37 |
| Storytelling | 3 | Ghost Form | 23 | Random Artifacts | 39 |
| Who is Your Audience? | 3 | Ghost Attributes | 23 | Artifact Descriptions | 39 |
| Sharing with the Community | 3 | Ghost Points | 23 | Table 04-19: Non-Story Artifacts | 39 |
| | | Defense and Might | 23 | Table 04-20: Story Artifacts | 39 |
| | | DMG Bonus | 24 | Random Companions | 40 |
| | | Stride | 24 | Companion Descriptions | 40 |
| CHAPTER I: CREATING ADVENTURES | 4 | Ghost Powers | 24 | Table 04-21: Animal Companions | 40 |
| Story Design Considerations | 4 | Table 02-03: Random Ghost Powers | 24 | Table 04-22: Militia Companions | 40 |
| Understanding the Thematics | 4 | Character Booklets | 24 | Random Items | 40 |
| Basic Plot and Story Depth | 5 | Character Focuses (#1) | 24 | Consumables | 40 |
| Single Stories vs. Campaigns | 7 | Starting Assets (#2) | 25 | Table 04-23: Consumable Items | 40 |
| Type of Gameplay | 7 | Location Extras (#3) | 25 | Table 04-24: Consumable Resources | 41 |
| Choices | 8 | Lore Tree (#4) | 25 | Enhancements | 41 |
| Story Templates | 8 | Table 02-04: Generic Lore Tree | 25 | Table 04-25: Enhancement Items | 41 |
| Basic Story Outline | 8 | Foe Creation | 26 | Protective | 42 |
| Story Elements | 9 | Creature (& Affliction) Card Creation | 26 | Table 04-26: Protective Items | 42 |
| Difficulty & Duration | 9 | Skirmish Creation | 27 | Recipies/Augments | 42 |
| Starting Location | 9 | Other Card Creation | 27 | Table 04-27: Recipes Items | 42 |
| Skirmish or DCE Encounter Tables | 9 | Companions | 27 | Table 04-28: Augment Items | 42 |
| Story & Map Skill Checks | 10 | Road Events | 27 | Weaponry | 42 |
| Table 01-01: Skill Bonus Percentages | 10 | Off-Road Events | 27 | Table 04-29: Weaponry Items | 43 |
| World Map Travel | 11 | Rumors | 28 | Random Mystic Knowledge | 43 |
| Use Town Services Box | 11 | World Events | 28 | Table 04-30: Prayers | 43 |
| Choose Your Path Moments | 12 | Items and Artifacts | 28 | Table 04-31: Rituals | 43 |
| Attention! Box | 12 | Heirlooms | 28 | Random Off-Road & Road Events | 44 |
| Adventure Maps | 12 | Mystic Knowledge | 28 | Table 04-32: Road Events | 44 |
| Encounters & Skirmishes | 12 | Tarot | 28 | Table 04-33: Off-Road Events | 44 |
| Primary and Optional Goals | 13 | Where to Print? | 28 | Off-Road Descriptions | 45 |
| Story Markers | 14 | | | Off-Road Event Choices | 46 |
| Story Moments | 14 | | | Road Descriptions | 48 |
| Rewards and Loot | 14 | | | Random Tarot & Heirlooms | 50 |
| Adventure Hooks | 15 | | | Tarot | 50 |
| World Map Locations | 15 | | | Table 04-34: Tarot | 50 |
| Table 01-02: World Map Descriptions | 15 | | | Heirlooms | 50 |
| Table 01-03: Tiles Segregated by Biome | 16 | | | Table 04-35: Heirlooms | 50 |
| Random Tiles by Biome | 16 | CHAPTER III: SUPPLEMENTAL LORE | 29 | | |
| Table 01-04: Random Underground Dungeon Tiles | 16 | World Concept | 29 | CHAPTER V: FOE LIBRARY | 51 |
| Table 01-05: Random Outside Wasteland Tiles | 16 | Kremel | 29 | Angry Mob (Mortal / Melee) | 51 |
| Table 01-06: Random Wilderness Tiles (10x10) | 16 | Towns | 29 | Banshee (Spirit / Ranged) | 51 |
| Table 01-07: Random Inside Dwelling/Rural Tiles | 16 | Castles & Estates | 30 | Bat Swarm (Nature / Ranged) | 51 |
| Table 01-08: Random Outside Dwelling Tiles | 16 | Major Graveyards / Tombs | 31 | Blood Priest (Mortal / Ranged) | 51 |
| Table 01-09: Random Town Tiles (10x10) | 17 | Major Forests | 31 | Bruja (Occult / Ranged) | 51 |
| Table 01-10: Specific Non Random Tiles | 17 | Cave Systems | 31 | Dark Dryad (Nature / Ranged) | 51 |
| Random Creatures by Type | 17 | Other Locations | 31 | Dark Oak (Nature / Melee) | 52 |
| Table 01-11: Random Demonic Creatures | 17 | Magic In Folklore | 32 | Decaying Dead (Undead / Melee) | 52 |
| Table 01-12: Random Mortal Creatures | 17 | Dark Magic | 32 | Demonic Flame (Demon / Melee) | 52 |
| Table 01-13: Random Nature Creatures | 17 | Sorcery | 32 | Demonspawn (Demon / Melee) | 52 |
| Table 01-14: Random Occult Creatures | 17 | Divine | 32 | Flesh Eating Ghoul (Nature / Melee) | 52 |
| Table 01-15: Random Shape Shifting Creatures | 17 | Psychic | 33 | Gargoyles (Demon / Melee) | 52 |
| Table 01-16: Random Spirit Creatures | 17 | Alchemy | 33 | Hand of Death (Undead / Melee) | 52 |
| Table 01-17: Random Undead Creatures | 17 | Dimensions | 33 | Highwayman (Mortal / Melee) | 52 |
| Table 01-18: Random Affliction | 17 | The Spirit World | 33 | Imp (Demon / Melee) | 52 |
| Sandbox Story Tables | 18 | Fae Lands | 33 | Infested (Undead / Melee) | 53 |
| Table 01-19: Story Starters | 18 | Underworld | 33 | Mad Druid (Occult / Ranged) | 53 |
| Table 01-20: Story Conflicts | 18 | Antagonists & Afflictions | 33 | Moon Priest (Mortal / Ranged) | 53 |
| Table 01-21: Story Elements/Plot Twists | 18 | Demonic | 33 | Necuratu (Undead / Melee) | 53 |
| Story Structure Templates | 19 | Mortals | 34 | Night Stalker (Shapeshifter / Melee) | 53 |
| Combat-Focused | 19 | Nature | 34 | Poltergeist (Spirit / Ranged) | 53 |
| Puzzle-Solving | 19 | Occultist | 34 | Possessed (Demon / Ranged) | 53 |
| Exploration | 19 | Shapeshifters | 34 | Rabid Wolf (Nature / Melee) | 53 |
| | | Spirits | 34 | Restless Spirit (Spirit / Ranged) | 54 |
| | | Undead | 34 | Streggha (Occult / Ranged) | 54 |
| CHAPTER II: CREATING ASSETS | 20 | Creature Origins | 35 | Undertaker (Mortal / Melee) | 54 |
| New Character Creation | 20 | Vampires | 35 | Vampire (Undead / Melee) | 54 |
| Archetypes | 20 | Werewolves | 35 | Vicious Hound (Nature / Melee) | 54 |
| Table 02-01: Recommended Archetype Modifiers | 20 | | | Watchman (Mortal / Melee) | 54 |
| Bounty Hunter | 21 | CHAPTER IV: RANDOMIZED CARD TABLES | 36 | Werewolf (Shapeshifter / Melee) | 54 |
| Citizen | 21 | Random Ability Cards | 36 | Wretched Hag (Occult / Melee) | 54 |
| Explorer | 21 | Ability Descriptions | 36 | CHAPTER VI: ADVANCED TOWN SERVICES | 55 |
| Mentalist | 21 | Table 04-01: Keyword(Any) | 36 | Other Locations | 56 |
| Mythologist | 21 | Table 04-02: Keyword(Cook) | 36 | CREDITS | 57 |
| Religious Order | 21 | Table 04-03: Keyword(Explore) | 36 | Personal Use Licensing | 57 |
| Savage | 21 | Table 04-04: Keyword(Fierce) | 36 | | |
| Survivalist | 21 | Table 04-05: Keyword(Forbidden) | 36 | | |
| Living Form | 21 | Table 04-06: Keyword(Gambler) | 36 | | |
| Attributes | 21 | Table 04-07: Keyword(Holy) | 36 | | |
| Vita | 21 | Table 04-08: Keyword(Hunt) | 37 | | |
| Defense and Might | 22 | Table 04-09: Keyword(Learned) | 37 | | |
| DMG Bonus | 22 | Table 04-10: Keyword(Lethal) | 37 | | |
| Power Points | 22 | Table 04-11: Keyword(Magik) | 37 | | |
| Stride | 22 | Table 04-12: Keyword(Martial) | 37 | | |
| Skills | 22 | Table 04-13: Keyword(Military) | 37 | | |
| Starting Equipment | 22 | Table 04-14: Keyword(Mythos) | 37 | | |
| Mystic Knowledge | 22 | Table 04-15: Keyword(Psychic) | 37 | | |
| Special Abilities | 22 | Table 04-16: Keyword(Revenge) | 37 | | |

INTRODUCTION

Welcome, wayward travelers, to the *Folklore: The Affliction Adventure Creation Kit*. Within these pages you shall find the details for crafting your own stories, characters, adversaries, and more for expanding the *Folklore* mythos.

The Ability to create your own stories broadens the scope of *Folklore: The Affliction*, enabling a more significant and immersive transition into the world of role-playing. It is intended that you, as a story creator, assume a new role while playing *Folklore*, that of a Storyteller, where you guide other players through your imaginations. It is hoped that some of you will share your creations with the broader community via online submission.

Within this kit, you will find the necessary tools for new asset creation and guidance on how to create an appropriate story. But they are just guidelines for you to use at your discretion. It is up to you to utilize them and your own vision to create a cohesive whole.

GETTING STARTED

STORYTELLING

When creating a new story, or any game content that adds to a story's narration, you are assuming the role of a Storyteller. The responsibilities of a Storyteller may include some of the following:

- **Creating new stories for *Folklore: The Affliction*.**
- **Adding their own lore to the land of Kremel.**
- **Creating new characters, and the Creatures and Afflictions that torment the land.**
- **Enhancing story narration by creating new events, rumors, and world events.**
- **Creating new Abilities, Items, Artifacts, and Mystic Knowledge to aid characters.**
- **And most importantly, guiding other players through the adventures they create.**

In essence, a Storyteller can take the concepts of *Folklore: The Affliction* and make them their own as they see fit, even going as far as creating new or alternate rules to accommodate their ideas.

A critical role of a Storyteller is to act as the "game master" for stories they create. In traditional role-playing games, a single player takes this game master role and acts as the arbiter of all outcomes. In many cases, they are the designer of the adventure and/or world in which the players find themselves. It is recommended that the Storyteller not play an active character, but instead play as the Narrator, the Controller, and Arbiter of any rule disputes. The reason for this is that they will already know the story, the possible choices to be made, and the array of outcomes upon its completion. As a consequence, their experience may be less fun than playing a story where there is still a level of mystery. *Folklore: The Affliction* wasn't designed for a Storyteller roll fresh out of the box, but due to its RPG-hybrid nature, it can be played in this style with ease.

While acting as the "game master" for a story, a Storyteller is encouraged to take responsibility for the following:

- **Act as the Narrator, narrating the story.**
- **Act as the Controller, managing the control of all foes and non-player characters within the story.**
- **Act as the Arbiter, adjudicating any rules modifications they have decided upon for their story.**

The role of Storyteller does not have to be a full-time assignment. Even someone who loves the role of Storyteller will want to enjoy the stories created by other Storytellers as a player at times.

WHO IS YOUR AUDIENCE?

Before you embark on creating a new story for your players, or for the community at large, it is important that you consider who your audience will be. Failure to do this creates the risk of jeopardizing the enjoyment of those playing. For example, some players love hack-n-slash action and tactical-intensive combat, while other players crave an immersive story with choices that allow them to make it their own. There is no right or wrong to either approach, but having an understanding of what your group of players enjoy is critical to crafting a story that appeals to all.

This topic will be discussed further within "[Story Design Considerations](#)" on pg 4.

SHARING WITH THE COMMUNITY

To help create a rich and lush *Folklore* world, we encourage you to share your story creations with the greater community. By contributing and collaborating with other players, the creative synergies will enable you to continue your *Folklore* adventures with your favorite characters beyond what is provided in the core box and expansions. See the Greenbrier Games Inc. website (www.greenbriergames.com/folklore) for details.

CHAPTER I: CREATING ADVENTURES



It is important to have some experience playing *Folklore: The Affliction* before attempting to create your own adventures. In *Folklore*, adventures are referred to as stories. Stories consist of multiple chapters, which are good places to stop or start a session. A normal chapter should run between 30 and 90 minutes in length, with a full story consisting of 2-3 chapters.

Throughout Chapter II, we will craft a new story utilizing the guidelines provided. This story was used during the Gen Con 2017 *Folklore: The Affliction* events. Text displayed in this format details the thoughts used when creating the story. You will find the adventure, entitled *THE STOLEN HEART*, in the *Nightmare Tales Story Journal* and or online PDF of this document.

STORY DESIGN CONSIDERATIONS

When creating a story for *Folklore: The Affliction*, there are many factors to consider, from the basic plot, to the technologies that were available, the type of gameplay, to the final outcome. This section will address the common factors that should be determined before you give the story significant narrative depth.

UNDERSTANDING THE THEMATICS

Folklore is a game of dark fantasy set in the not too distant past, approximately in the late 1500's to early 1600's. Because of this, technology is relatively primitive, i.e. you would not see automobiles, telephones, electricity, and the like. However, cruder technologies were in use, such as gunpowder and even explosives. Here are some of the things that were around during this time period in order to give you a sense of things: gunpowder, basic firearms (flintlock pistols and rifles), the printing press, telescopes, blood transfusions (but not blood typing), water wheels, pocket watches, water thermometers, compound microscopes, bell chimes, parachutes, and flush toilets.

From a civilization standpoint, Kremel's history centered around a wealthy aristocracy, whose members resided in lavish manors and castles, ruling the populus indiscriminately within minor fiefdoms. However, much of that is ancient history as now a more structured government is in place. But cities/towns still operative relatively independently with their own militia and ruling bodies, with cooperation among them. We have kept details of governmental structures loose, so there are many approaches you can take if you wish to delve further into political matters.

Much of Kremel's commerce comes from trade with those outside the area, via trade routes using the road leading into the region from the south, past the Church of the Crossroads. Kremel has a rich farming history and is self-sufficient in this regard unless calamity happens to strikes...which it does far too often! Trade is prosperous between the various towns within Kremel, including news and rumors regarding other parts of the geography.

Outside of the safety of the towns and surrounding areas, it is quite dangerous, with Highwaymen attempting to take advantage of the weak, and the supernatural preying on those who stray from the beaten path. Most of the evil within Kremel acts subtly, working from the shadows. Townsfolk

whisper about werewolves, witches, and vampires, but hover between belief and skepticism, most having never seen such Creatures. But people go missing, crops sour, unexplainable illnesses infect the healthy, and the occasional unconfirmed "sighting" has instilled a great sense of wariness into the population. As a consequence, many people explain away the strange and unusual, with a select few being true believers. But all have inbred superstitions that have been passed down through the generations and occasionally they sense the need to employ deterrents against the things that go bump in the night, such as lining their doorways with salt to keep spirits at bay, or hanging garlic from their windowsills to ward against a vampiric presence. The takeaway is that with most stories, the general population should remain largely in the dark regarding the true nature of the Affliction terrorizing the land, lest panic spread like wildfire.

There is much mysticism and supernatural activity at work within the *Folklore: The Affliction* universe, from Ritual magic practiced by a witch's coven, the power of prayer among those of faith, the curses of lycanthropy and bloodlust, demonic entities seeking entry into the world, the interactions with the spirit world, to the mysterious gypsies. However, there is no traditional magic as you would see in a sword and sorcery RPG, with characters shooting lightning bolts from their hands. "Magic" like this is extremely unusual and should not be overused in stories. Certainly, many supernatural Creatures and Afflictions can do things such as this, but characters are significantly more limited in this regard.

The spirit world plays a very important role within *Folklore: The Affliction*. As you should know, when a character dies, they continue to play as their ghost. This is not something that would happen to most people within Kremel. But the veil between the mortal and spirit worlds is thin within the land, and those with fierce will and purpose can manifest while beyond life. When a character's Vita drops to zero, they are not beyond hope of returning if they can reach a physician to resuscitate them. A spiRitual lifeline still connects them to the mortal world, and they can be drawn back into their body. If they undergo too much strain while in spirit form (i.e. lose all of their ghost points), that lifeline or cord is severed, sending them into Limbo and beyond recovery. The gypsies possess strange and unexplained supernatural abilities, giving them

the unique capability to find a lost soul and bring it back, at a significant cost to both them and the soul being retrieved. This is why the thematic Tarot card is used, representing the toll the spirit underwent being brought back from beyond the veil. See ["Supplemental Lore" on pg 29](#) for more details.

BASIC PLOT AND STORY DEPTH

One of the first steps of creating a story is to develop a skeleton for the story plot. It is a good idea to make decisions around the following topics:

Basic Plot. A good basic plot structure, borrowed from the three-act structure of storytelling, can be summarized as Setup, Confrontation, and Resolution. There are no laws about creating stories, but this basic structure is an excellent narrative tool, as it provides some structural familiarity to players, even if they have never heard of it, and it provides the core elements of a plot that have been proven time and again to generate and maintain interest.

Hello readers! This is Will Donovan, one of the creators of Folklore: The Affliction. Before I get into the details of our story idea, I need to have a basic plot in mind. My thought is that something is stolen, something valuable to someone of something. An Artifact or heirloom that has enough sentimental value to make the owner want it back desperately. The basic plot will be for the group of characters to find out it is missing, track it down, and return it to whom it belongs. There needs to be some compelling reason for them to want to do this, but we can decide that incentive later. So, missing heirloom, wanted back desperately by someone, group needs to get it back to where it belongs. That's a start!

The Setup phase is where your group obtains their mission and reason to attempt it. If your group is inclined to head straight out and "kill stuff" without worrying about a detailed story, you could make the setup brief, and work some of it into the encounters. In such an instance, your setup could consist simply of "Lady Valterra has offered a substantial award to whoever recovers her treasured Chalestine Locket, which was stolen by bandits near Darkenbough forest." From there you could arrange for their first encounter to be a combat wherein one of the Creatures drops a map that looks to be to the bandits' lair, though it begs the question: why did the Creature have it, and what happened to the bandits? With something simple like the preceding example, you've given the players a motivation, a specific goal, and burning questions, and you've set up encounters where they will gain information that advances them toward that goal. If your group is one that gets more engaged in detailed story elements, you could write a more dramatic setup, still about the Chalestine Locket, but now with details about where Lady Valterra got the locket, the lost romance it now symbolizes to her, the feud her family has with the Baron who owns the very land where the bandits operate, and the bounty one of the characters has on her head from something she did the last time your group played. Whatever the case, the setup should give the group a thing to do, a reason to do the thing, some basic clues to start figuring out more about how to do the thing, preferably with encounters along the way to give the group the thrill of combat and risk, and questions that propel them forward in search of answers.

For the Setup phase, I will keep things simple and flesh out the details later, but I need to figure out what will draw the characters into the story. How about we start with the mundane, and something not completely obvious to the true outcome. Let's say that people are going missing and the group hears about it and are compelled to help resolve the issue. Ok, that is a start, but we need more detail. The people missing are traders who are moving supplies from

Yorotrusk, a large city, to Ostelink, a small settlement. The group hears about it because, well, Ostelink is not getting their supplies. The traders do not reach their destination, but what happens to them? Death at the hands of brigands most likely. All we really need to know at this point is traders are missing and as a consequence Ostelink is not getting supplies they need. And of course it is important to resolve the fate of the traders.

The Confrontation phase does not refer to combat encounters, but to one or more major confrontations that are pivotal to the group's success. Using the above example, the encounter phase might include a fight with a group of supernatural Creatures that seems unrelated, but one of these Creatures makes a parting comment as it is slain, leading the group to wonder whether this mission really is a matter of defeating the bandits and returning with the locket; it would almost certainly include a fight at the bandit's lair, but will it be bandits they encounter, or something much more sinister? Whatever the case, by the end of the confrontation phase, the group should have gotten to where they thought they'd need to go for success, only to learn that there is yet one (or more) obstacle that must be overcome, one greater than all the ones before it.

The Confrontation phase is a little more difficult as it fleshes out how I take the story from point A to the resolution phase. First, the characters would most likely start in Yorotrusk and hear about the supplies not being delivered. I will probably start the adventure by sending them to Ostelink to investigate. But it would make the story more action-packed if something revealing happens along the way. I have to be careful here because my initial inclination is to add a lengthy diversion, but because I want to keep this story short, I will simplify things by keeping a lot of what happens into the narrative. Maybe the group comes upon an abandoned trader's caravan. To add a little misdirection, I could make the pack animals dead from a wolf attack, but then reveal that the wolves were not the reason the caravan was halted. I could also make it so that it looks like the cart was looted, but in reality, only the food is missing due to the wildlife scavenging it. A pair of human footprints would lead out into the wilderness, allowing the group to follow them to the trader. The characters may at that point have to skirmish with spirits, my thought for what is really behind things, giving them an idea of what true threat awaits.

The group continues to Ostelink for more information, so I will have to figure some things out. I have already been thinking of a main Affliction for the story and am going with the spirit variety. I will use the Wraith as the main Affliction, with a variety of spirit Creatures to fill in the gaps. But I also want a more mundane element to offset the supernatural, so will use some mortal Creatures, like the Highwaymen. One of the traders in Ostelink will reveal that they heard a terrible otherworldly scream and ethereal form coming for them, causing the trader to hightail it out of there. This will reveal that some sort of spirit or supernatural entity is at work. They will then determine that they should search Goran Tombs, given that it is the largest burial ground in the area.

When they arrive in Goran Tombs, the next part of the plot is revealed. Adding in my mundane elements now! A bunch of graves have been dug up and some of the crypt doors are ajar or have been tampered with. While investigating, they will get a visit from the Undertaker and his hound... because they are awesome, that's why. If they can't convince him of their good intentions, they will have to fight. Regardless, they will be told that the spirits have been agitated due to the desecration of their resting places and are sent to find the looters..

The group then follows the clues and finds the culprits in one of the tombs

and must fight them. Maybe throw in a moral dilemma in, i.e. an offered bribe to let them pass, etc. Most likely, they will fight the Highwaymen. I like moral choices, so maybe we will throw in something that will give characters an option to kill them or subdue and arrest them. On them is the thing the spirits are looking for. Now I came up with the title based on my thought of what this Item could be...a silver wrought heart inscribed with prayers by its owner's beloved..

THIS BRIDGES TO THE THIRD PHASE - RESOLUTION: The Resolution phase does include the celebration of victory (or mourning of the dead) after the final fight/encounter, but perhaps more importantly, it is the phase where the group has their greatest challenge, their "final boss fight" — the main Affliction in the story. Especially in groups that delight in story details, such major opponents can engage in dialogue with the group and provide information relevant to the story, filling in gaps in the players' knowledge and fleshing out the plot elements you wish to bring to light, and perhaps even teasing at a greater threat behind the scenes, material for chapters and stories yet to come.

For the Resolution, the group will need to return the Artifact to its home, probably somewhere in the same crypt they are in. They will get some hint where this is or be told specifically. Once they reach their destination, they will have to put it back. I could also give them a choice to keep the heart, it being a powerful Artifact, but it should make the upcoming battle more difficult. Ultimately, the Wraith appears, wanting vengeance for the injustice it has been subjected to. They fight it and then all is right with the world. If they fail, well, Ostelink will not be in great shape in the next story, having fallen victim to lack of supplies that were much needed and continued spirit attacks.

The three-part structure provided here is but one way to create a story. Storytellers are encouraged to explore narrative structure online, observe books and movies and television shows for structure and content, and create what they feel will best entertain their particular group.

STORY MATURITY: Your story's maturity level should be set to fit your audience's age and sensitivity to horror and violence. It sets the stage on whether to include elements such as descriptive violence, human sacrifice, sexual matters, sensitive moral issues, and how descriptive your narration should be with these areas. The stories provided with *Folklore: The Affliction* strive to hit a PG-13 level. The best way to ensure your stories will be well-received by players is to talk to them first and ask if the more 'R-rated' elements are okay with them. This is often referred to as "Session Zero" in many RPG circles.

This one is easy on a number of levels. First, us designers of Folklore: The Affliction have decided it is best to provide materials at a PG-13 level or tamer. Plus, since this will be an adventure run at Gen Con 2017, PG-13 is a logical threshold for maturity. We will give some light gore and creep, but keep things teen-friendly.

NARRATIVE DEPTH: Some players enjoy a deep, meaningful story, like with traditional roleplaying games, while others just want to jump into the action. You should determine ahead of time which approach you should take. The more narration you have within a story means it takes longer to play through it, but that can be ok depending on your audience.

I always like an immersive story, but for similar reasons as Story Maturity, i.e. this being a convention game, we will keep the narrative to the essentials while trying to relay the atmosphere of Folklore: The Affliction.

CREATURE THEMATICS: It is recommend that you decide on a single Creature type, or at least a small number of them, to focus your story around. For example, you might decide that your story should center around Occultists. In this case, you would probably want to have your main Affliction be an Occultist. Then populate your story with Creatures of that variety and choose 1-2 more that would work in cooperation with them, maybe Demonic and Undead. This is obviously dependant on the story's plot.

During the plot development, we decided that a spirit will be the Affliction within story. But as we have discovered, it is not the CAUSE of the problems in the story. Highwaymen, mortal Creatures, stirred up all the trouble due to their greed. So the Creature thematics will include Spirits and Mortals as the primary adversaries.

FORESHADOWING: Foreshadowing can be a helpful tool in storytelling, although it is not necessary. Foreshadowing refers to having an event occur in a story that hints at a major plot element that will be heading towards the group (or that the group will be heading towards). Because the world of *Folklore: The Affliction* is one of superstition and dark supernatural forces, fortune tellers, the appearance of ravens or black cats, and other "bad omens" can both foreshadow and heighten the air of mystery, danger, and suspense for the group.

I am using foreshadowing in a number of ways. First, the title of our Gen Con story, THE STOLEN HEART, speaks to the object that is stolen by the Highwaymen, inciting the Wraith's wrath. It is very blatant, yet has many meanings to remain mysterious. But there are other opportunities to add some foreshadowing. One of the most important areas to include this is at the beginning of the narrative via a story introduction. I will add commentary that the characters feel the veil between the mortal realm and the spirit world seems particularly fragile, but attribute it to the every increasing troubles in the land so as not to reveal too much too soon. Another spot I could add some foreshadowing is when the group first discovers the abandoned trader's caravan. In this case, I can include strong emphasis that there are no signs of physical attack if they successfully search the area, which will allude to the presence of spirits. The last place I will add some foreshadowing is when the group questions a trader in Ostelink. I mentioned that the trader tells the group about ethereal figures making unnatural noises.

BUILDING TENSION: Tension is perhaps the most important, yet oft-underrated tool in the storyteller's toolbox. The best writers are able to make every chapter, page, paragraph, and even sentence end in a way that leaves you hanging, scrambling to read on. While it is perhaps unrealistic to expect to weave a story that will have your group hanging on your every word, there are some techniques you can use to enhance the tension in your storytelling:

- **Conflict:** Conflict creates tension, whether the conflict is a race against a rival group of good-doers, a desperate effort to prove the real culprit is an Affliction and not the innocent man the local magistrate believes is responsible (conflict with magistrate), or with a powerful Affliction itself. Conflict creates uncertainty and most people have a natural drive to stamp out uncertainty and replace it with something known and definite. Use that to propel your group forward through your story.
- **Time limits:** As the Storyteller, you can decide that a certain event will happen after a set amount of in-game time unless the group successfully achieves a certain goal. Of course, a time limit that is kept secret from the group defeats the purpose of creating tension, so be sure to make it clear

that there is a time limit and that it will be measured by number of rounds, a timer on your smartphone, or whatever method you wish so your group can watch that measurement with you, eyes wide and on the edges of their seats as they try to “beat the clock.” Keep in mind that the Storyteller should not act as an adversary against the players, meaning they should not intentionally delay characters in achieving their goals in order to sabotage a timed scenario.

- **Creating Obstacles:** When things get harder, the stakes get higher, and that increases tension. Saddle your party with mission Companions, such as a younger son or daughter of the baron, which might have the effect in the game of cutting the group’s movement rate in half while leaving enemies unhindered. Give your players a necessary mystical device, but have it be cursed so it draws Afflictions and other enemies to it over time—and make sure the group knows it does this. These things will give most groups a sense of greater urgency and make them squirm in their seats, knowing that the stakes just got much higher.
- **Taking Away Something Important:** While great care should be taken to use this sparingly, an entire adventure could center around recovering each character’s favorite Item, or an important Artifact within the group, that is stolen or which vanished during the setup phase of the story. It is important to take care with this tool because players generally don’t enjoy having their character’s hard-earned things taken away from them; it is also important that at the end of the story, if the players are successful, they recover their character’s lost belongings or something better so they feel more than a “break-even” sense of accomplishment.
- **Threat of the Unknown:** This tool is especially important in *Folklore: The Affliction*, and should be played up by the Storyteller whenever possible. Just because the group has seen some supernatural things and fought some Afflictions doesn’t mean they are experts on all things that go bump in the night. Remind them of this, not by coming out and saying it, but by showing them through the events of the story — confront them with a horror they’ve not yet encountered to keep them on their toes and wondering what lurks behind the next corner, and in the many shadows in the land of Kremel.
- **Character Engagement:** Character engagement refers to the sometimes-delicate balancing act of including story elements, such as encounters or events, that involve one or more of the characters in some way, such as an element of their background, if your group creates personalized character backgrounds, an element of a past adventure that a character participated in, or some other aspect of the character. Doing this raises the personal stakes for the character in question, which in turn increases tension, at least for them. Examples include finding a unique blade or heirloom that used to belong to one of the character’s family members on the body of a vampire, a revenge-minded friend of a Highwayman the character killed several adventures past, or a family member turned into a soulless banshee — the character will want to find out who is responsible and track them down, which can be a part of that story, something you reserve for a later story, or even a special story-based Rumor card that can be discovered by characters while they visit an inn at town. Be careful not to let such story threads linger unattended for too long, or you risk your players losing interest in what feels like an ignored storyline.

I could use our 2 hour Gen Con time slot limitation to my advantage. This real-life constraint can add tension by making it apparent that if we do not finish

the adventure within the Gen Con time slot, failure will result. I can have the Undertaker tell the group that they have a limited time (whatever time is left at that point) to find the grave robbers. If they do not, they most likely get away with their loot and the Undertaker and his dog will be...very upset...causing a unique failure condition for the end of the story. It could be that the group receives a penalty or must skirmish with the Undertaker whenever they are in or adjacent to a burial ground adventure location during the next story they play, in addition to the normal failure outcome. This will encourage the group to hustle a bit, and attempt ways to speed up gameplay. I may not add this to the story itself, but may include it for the convention.

SINGLE STORIES VS. CAMPAIGNS

Another consideration is in regards to a story’s longevity, meaning are you creating a single adventure or is your story part of a greater whole. When you have multiple stories that link together, it is considered a campaign. Campaigns should be long enough for a group of characters to grow a significant amount within their lore trees. Because of this, it is recommended that campaigns be comprised of no less than 3 single stories, but no more than 6.

A campaign is just one very large story broken into sections, each major section broken into a story, and each story broken into smaller logical segments.

When creating a campaign, each story should ideally have some connection with each other, and successes and failures should impact the storyline of proceeding stories.

TYPE OF GAMEPLAY

The type of gameplay you decide to use can impact the feel of a story. For example, you could create a story with a heavy emphasis on stealth and puzzle-solving, versus a dungeon crawl story that is heavily combat-focused. Both are completely viable, but each provides a completely different experience. It is also a good approach to utilize a good balance of many different gameplay styles, making the story more difficult to classify, but adding multiple dimensions to the player’s experience. Here are some basic gameplay styles you can employ in your stories:

COMBAT-FOCUSED PLAY: Stories with heavy combat appeal to those who like a lot of action in their game. It does not mean that the narrative is less important, but it usually takes a backseat to the field of battle. There are two major subcategories of combat-focused gaming:

- **Mob-Style:** This approach deals with throwing a horde of foes at the characters, usually using less-difficult Creatures, but in high numbers. This method could be employed using either encounters or skirmishes, or both. The advantage of skirmishes is that they resolve quickly, but can wear the group down fast.
- **Tactical:** This approach usually involves a smaller number of foes than with the mob-style, but placed strategically on the adventure map(s). It is also encouraged to think outside the box in creating additional obstacles and threats within the combat that make players have to use their wits to be successful. For example, in one *Folklore* story, the characters discover an object earlier in the adventure that causes the main Affliction to alter his standard AI by going after the character with the object at all costs. It is a difficult battle to survive unless characters work together to inhibit the Affliction.

PUZZLE-SOLVING: Stories with puzzles appeal to those who like a more abstract challenge in their game. These can puzzles can incorporate combat

if both aspects of gameplay are important. The two major subcategories of puzzle-focused gaming include:

- **Logical Puzzles:** Logical puzzles are challenges that test the mind or rely on clues found within a story to be resolved successfully. Examples:
 - The group might be required to answer a riddle successfully in order to proceed safely. The correct answer of this riddle could be revealed via a Story Moment. An example of this being used can be found in "[Story IV, Plight of the Fortuneteller](#)" on pg 24 within the core game.
 - The group might have to determine the correct order to pull a series of levers to reveal a powerful Artifact. The resolution of this could be handled using Compass Tokens whose letter designations relate to clues that tell players the correct order to pull the levers. An example of this being used can be found in "[Story VIII, The Heiress](#)" on pg 62 within the *Dark Tales* expansion.
 - The group might have to determine the correct path to follow or tomb to enter via a Choose Your Path moment. Clues could be uncovered while the characters are adventuring to give them a hint on the correct path. Failure to choose the right one could lead the group to a fight, a overlong journey, or some other hazard.
- **Physical Puzzles:** Physical puzzles are challenges that require characters to physically perform various actions. For example, the group might be able to confine Creatures by manipulating levers at the correct time, causing portcullises to block them from the characters, allowing them to escape.

EXPLORATION: Exploration gameplay is when there is extensive travel, whether via the World Map or through many Adventure Maps, required by a group of characters.

- **Dungeon Crawl Exploration:** Dungeon Crawl Exploration (DCE) is a ruleset included in the *Dark Tales* expansion. It allows for a group of characters to travel from room to room, or Adventure Map to Adventure Map, exploring the area for their objective as outlined in the story. This adds an additional element of randomness to combat and exploration. A DCE may be short, with only a couple of rooms, to an extensive collection of maps coupled together to create a large environment for the group to traverse. See "[Story IX, Moonlighting and Mutilations](#)" on pg 71 within the *Dark Tales* expansion for good example of how DCE may be incorporated into a story.
- **World Map Exploration:** World Map Exploration is when the group must traverse the World Map in search of their objective. This is usually done using Compass Tokens, which are placed in specific locations on the World Map. The group must then travel to the location of each token until they find the one they need. This type of gameplay can be time consuming if too many tokens are used and the locations are wide-spread, so use caution when doing this. See "[Story II, Root of Evil](#)" on pg 11 within the core game for an example of how World Map Exploration is used.

STEALTH: Stealth gameplay is useful when you want to give players the option to avoid a fight. For example, you might have an encounter that may be too much for characters, so they may have the option to sneak by the enemy, or interact with something on the map to allow them to hamper them enough to defeat them. When using stealth, skill checks are usually incorporated into the situation in order to test a character's Trickery. An example of this can be found in within the *Dark Tales* expansion, in "[Infiltration](#)" on pg 68.

CHOICES

An important feature in many *Folklore* stories is character choice. For very linear

stories, this may not be as important because choice could branch a story into several different directions and outcomes. There are three different types of stories when considering how to add character choice into an adventure.

- **Linear:** Linear stories are non-branching and straightforward, having single success and failure outcomes. These stories have little need for character choice, although minimal usage of Choose Your Path moments is acceptable.
- **Choice-Driven:** Choice-driven stories are adventures that have multiple situations where characters must make a decision that could affect the outcome of a story, or critical moments within it. These usually contain several variations to the success and failure outcomes
- **Randomization:** Stories can also have randomized elements incorporated into them that have the same effects as choices, but are not within the player's control. Stories are also considered to have randomization if they include Dungeon Crawl Exploration incorporated into them.

STORY TEMPLATES

This *Adventure Creation Kit* includes three Story Templates that can be used to create formulaic stories following a specific pattern of elements. They have been modeled after three different story types: Combat-Focused, Puzzle-Solving, and Exploration. Keep in mind that these are meant for your convenience are are not meant to put constraints on your imagination. If you wish to deviate from the templates provided, please do so, but you will have to create your story using an alternate method, i.e. word processor, cut and paste of the provided story elements, etc..

BASIC STORY OUTLINE

The flow of a story should follow this basic outline:

1. Chapter I
 - a. Major Objective or Story Milestone 1 Completed
2. Chapter II
 - b. Major Objective or Story Milestone 2 Completed
3. <additional chapters if needed>
 - c. Additional Objectives or Story Milestones Completed
4. Chapter "Final"
 - d. End of Game Affliction Battle or Objective
 - i. Success: Positive Story Outcome
 - ii. Failure: Negative Story Outcome

Each chapter should end with either a significant story milestone being completed or an objective that players must complete in order to further the story. The later could end in either a success or failure, which could impact the future events in the story.

For example, in Chapter 1, the characters might have been tasked with finding a lost Artifact that could help them defeat the main Affliction at the end of the story. Chapter 1 could have a success and failure condition for finding this Artifact. On a success, they might receive a significant bonus while fighting said Affliction, where upon a negative, they would be at some disadvantage.

The final chapter is where players usually encounter the Affliction causing problems within the story, but this does not have to be the case.

For example, a story may have the characters fighting the main adversary in an earlier chapter, while they are tying up some significant loose end in the final chapter. This happens during several core and expansion Folklore stories.

Regardless of the final objective, stories should always end with a success and failure option. A success is usually an Artifact or significant loot award, and sometimes provides a bonus for characters during the next story they play. A

failure could result in loss of loot, a penalty for characters during the next story (maybe even a permanent effect), or a possible reappearance by the main Affliction. These are just guidelines for you to follow as you are limited only by your imagination.

STORY ELEMENTS

Stories may consist of a number of elements. It is recommended that you review elements by reading the Story Journal(s) provided with *Folklore: The Affliction*. Do not read stories you have not completed, otherwise you will spoil the surprises contained within. Also see the **Rulebook "Using the Story Journal" on pg 12**. The following is a summary of the elements that can be used in story creation:

DIFFICULTY & DURATION



Figure #01 (Difficulty & Duration)

1. Difficulty

2. World Map starting location
3. Estimated time for completing the story

These elements explain to the players the difficulty (Dusk, Twilight, Midnight, or Nightmare) and duration (the time to complete the entire adventure) of a story, and should always appear at the start of the adventure.

The difficulty of the story is important in determining how experienced characters must be in order to have a chance of success. If the difficulty of the story is unknown, characters could get in over their heads, resulting in failure and frustration. DUSK stories are appropriate for newly created characters, TWILIGHT for characters who have completed 2-3 stories, MIDNIGHT for characters having completed 4-5 stories, and NIGHTMARE for characters who have extensive experience, having completed 6 or more stories. Story difficulty can be increased by the following techniques, although this list is not exhaustive:

- » Placing a large quantity of foes in encounters.
- » Forcing characters to skirmish with multiple enemies, instead of just one at a time.
- » Utilizing Terrifying Creatures, which are Creatures with the red-shaded background. These are more challenging than their green-shaded counterparts.
- » Increase the difficulty-level of skill check challenges.
- » Increase the amount of damage caused by failures, such as skill checks.
- » Creating combats that force characters to battle for their lives while attempting to achieve other objectives simultaneously

As mentioned previously, try to keep chapters around 60 minutes of play time, although there is no hard rule. If you follow this rule-of-thumb, just add up the number of chapters and that is how many hours necessary to complete the story on average. Don't stress too much about fitting a chapter within 60 minutes as first, as it does require experience to get a sense of duration, and perhaps a playthrough or three. A good rule is to have no more than two Adventure Maps as part of a chapter, especially if they both have combat elements associated with them.

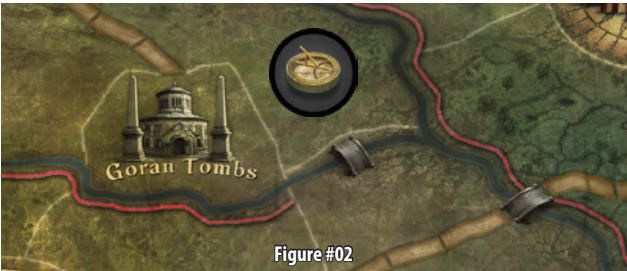
THE STOLEN HEART is going to be a Dusk level story because I will be using starting characters that have never been through another story. Because I have a two hour slot, I am trying to keep the length of the story to around 90 minutes in order to accommodate setup, quick rules explanation, etc.

STARTING LOCATION

The starting location is where characters will BEGIN the story. This means that to start the adventure, characters must travel to the specified location in whatever condition they ended their last game in (including if characters have been killed) before the story can start. Possible starting locations include:

- **Towns** - Ostelink (small-size settlement), Waylin Point (mid-size settlement), Yorotrusk (large-size settlement)
- **Forests** - Darkenbough, Elkra Pines, Raminov's Wood
- **Manors** - Belvar Estate
- **Castles** - Ashland Spires, Olo Pelios
- **Ally Locations** - Alchemist Tower, Church of the Crossroads
- **Graveyards and Crypts** - Feleron Crypts, Goran Tombs
- **Cave Systems** - Moroi Peaks, Nurian's Hollow
- **Other Special Locations** - Bone Isle, Dark Spire, Standing Stones

Because a story's creation comes from your imagination, new locations that do not exist within the game may be created. An example of this can be found in the **"Story IX, Moonlighting and Mutilations" on pg 71** story within the *Dark Tales* expansion, where the group has to travel to Kulkarni Manor, which does not pre-exist on the World Map. These special locations are usually represented by placing a Compass token on the World Map in the proper space.



In some cases, a story may not have a starting location, which means that the story will start whenever the game session begins, whether the group is in a town, adventure location, or on the road.

SKIRMISH OR DCE ENCOUNTER TABLES

| CHAPTER SKIRMISH TABLE | |
|------------------------|-----------|
| DIE ROLL (D10) | CREATURES |
| 1 | 2 |
| | |
| | |

Figure #03

Figure #03 (Skirmish or DCE Encounter Tables)

1. 10-sided die range breakdown.

2. Creature(s) the group must skirmish.

Most chapters begin with a skirmish table, which is used for random skirmish encounters, whether initiated from the story itself or various event cards. If there is ANY chance that a skirmish will occur, include a skirmish table. It is recommended that you populate it with just a few entries, using Creatures that fit the thematics of the story.

For THE STOLEN HEART, I am going to keep the skirmish tables focused on Highwaymen and spirits, like Restless Spirits, and maybe Banshees.

You can include more than one Creature for each entry if you wish to make the adventure more difficult. Place easier battles near the beginning of the list and tougher skirmish challenges towards the end.

Dungeon Crawl Exploration (DCE) Encounter Tables are used in chapters that include DCE's. The rules for DCE's can be found on the back cover of the Dark Tales Story Journal. DCE Encounter Tables are used for random encounters while dungeon crawling, but also filling in for the function of normal Skirmish tables.

STORY & MAP SKILL CHECKS

Figure #04

Figure #04 (Story & Map Skill Checks)

1. Skill being tested (# representing the skill check level).
2. Who must attempt the skill check.
3. Descriptive text.
4. Success/Failure text depending on check outcome.

Table 01-01: Skill Bonus Percentages

Skill checks are a critical component of any story and should be employed whenever you want to test character(s) with a challenge. They may represent

obstacles, triggers (such as a chance at surprising a foe, or being surprised), or any other challenge you wish characters to overcome. They can apply to a single character, the entire group, or even a random individual. Each skill check has a success and failure condition that must be followed. Whenever you encounter a skill check, the character(s) specified will resolve it by rolling a d10 and adding any skill modifiers they have with the skill being tested. Any time you roll a 1, it is an automatic failure. The following table shows the probability of success for each skill check level based on a character's total modifier bonus.

For example, a Story Skill Check could be encountered while the story describes the characters sneaking into an enemy's lair, attempting to be silent. The story could instruct all characters to perform a Trickery check to successfully sneak in without alerting anyone.

A Map Skill Check could be located within a pool of water that hints at something within its depth. If a character chooses to investigate, they might have to perform an Awareness check in order to spot a hidden object. If they fail, they might not notice the object and perhaps fall into the pool, causing some sort of calamity to the group.

When creating a skill check, you must determine the following:


- **Mandatory or Optional:** Is the check something the character(s) must do, or an optional challenge. Make sure this is clear! Whenever a story skill check appears, it is always mandatory unless otherwise specified. If a map skill check appears in the primary goals of the map, it is mandatory. If it appears in the optional goals, it is optional.
- **Who will perform the check:** A single character or even the entire group could be required to make the check. Some common examples are the Leader, the entire group, a random character, somebody carrying a particular Story Marker, etc.
- **What skill should be tested?:** The check should fit within one of the eight Folklore skills: Archeology, Awareness, Ecology, Faith, Nerve, Occult, Speech, or Trickery. The check could also require characters to test multiple skills, or choose one of several.
- **Difficulty:** The difficulty of the skill check should also be decided. Some factors to determine this can include the difficulty level of the story, the level of reward if successful, and the overall impact to the story branching on a success/failure.

BONUSES TO SKILL BEING TESTED

| | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +10 |
|----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1 | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% |
| 2 | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% |
| 3 | 80% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% |
| 4 | 70% | 80% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% |
| 5 | 60% | 70% | 80% | 90% | 90% | 90% | 90% | 90% | 90% | 90% | 90% |
| 6 | 50% | 60% | 70% | 80% | 90% | 90% | 90% | 90% | 90% | 90% | 90% |
| 7 | 40% | 50% | 60% | 70% | 80% | 90% | 90% | 90% | 90% | 90% | 90% |
| 8 | 30% | 40% | 50% | 60% | 70% | 80% | 90% | 90% | 90% | 90% | 90% |
| 9 | 20% | 30% | 40% | 50% | 60% | 70% | 80% | 90% | 90% | 90% | 90% |
| 10 | 10% | 20% | 30% | 40% | 50% | 60% | 70% | 80% | 90% | 90% | 90% |
| 11 | 0% | 10% | 20% | 30% | 40% | 50% | 60% | 70% | 80% | 90% | 90% |
| 12 | 0% | 0% | 10% | 20% | 30% | 40% | 50% | 60% | 70% | 80% | 90% |
| 13 | 0% | 0% | 0% | 10% | 20% | 30% | 40% | 50% | 60% | 70% | 80% |
| 14 | 0% | 0% | 0% | 0% | 10% | 20% | 30% | 40% | 50% | 60% | 70% |
| 15 | 0% | 0% | 0% | 0% | 0% | 10% | 20% | 30% | 40% | 50% | 60% |

- **Modifiers:** The difficulty level of skill checks can be modified if certain conditions are met. One common example is with Tracking tokens. Characters may be able to perform a skill check with a very difficult level, but if they perform certain tasks, such as investigating the terrain, they can earn Tracking tokens. The number of Tracking tokens could then reduce the overall check level.
- **Description:** Make sure that the flavor text within the dialog box explains what the skill check is asking the characters to do. Also ensure that story skill checks fits within the flow of the story and make sense to whoever is reading the narration.
- **Success and Failure:** What happens if the character(s) succeed in making the skill check? Or fail? Sometime you may not want to reveal these things within the skill check dialog box. If so, consider using a Story Moment to hide the outcomes until after the check is made.

WORLD MAP TRAVEL



WORLD MAP

Travel to: _____

○ : _____

○ : _____

Figure #05

The World Map in *Folklore: The Affliction* represents the geography known as Kremel, which is a fictional eastern European location. Most stories involve sending characters on missions throughout the World Map to visit different locations and uncover various mysteries contained with the stories. World Map travel provides several benefits to a story:

- » Expands the scope of a story, allowing you to involve more of Kremel's population to give stories an epic feel.
- » Adds additional challenge by forcing characters to encounter Road and/or Off-Road Events.
- » Provides an additional level of randomness to the story.
- » Gives you flexibility to leverage a host of Adventure Maps which represent the many adventure locations within *Folklore*.
- » Helps balance playtime, giving characters a respite from tactical combat and making it possible to visit town in order to resupply and recover Vita easier.


World Map travel is not required...an entire story could begin and end within its starting location, as discussed in the Spelunking example below. The danger to doing this is that it gives characters little opportunity (and perhaps none except via total group death) to seek recovery from a tough series of challenges. Here are some examples of how the World Map could be utilized in a story outside of simply traveling from point A to point B.

- **A Road Less or More Traveled:** A story could provide characters a choice on what route on the World Map to take, one longer but less dangerous or a shorter path fraught with peril.
- **Story Branching:** A story could give the group a choice between destinations, for example, one could take characters to the Standing Stones to conduct a Ritual, or visit a specific town's gypsy encampment. Each choice could lead down distinct story branches, adding additional replayability to the story.

- **A Hunt for Answers:** You could put characters on a hunt for a specific object, Creature, or person(s). In this case, you could leverage Compass tokens, placed strategically on the World Map and have the group search for the correct one to find what they are looking for.
- **A New Landmark:** As mentioned in "**Starting Location**" on pg 9, you could create a brand new town or other landmark that characters must visit, treating it as any other adventure location.
- **Spelunking:** Characters could start and end a story without ever traveling the World Map. Perhaps they begin in Nurian's Hollow and must find their way through the cave system to the lair of an Affliction terrorizing Kremel. The group could be made to stay the course and muscle through the entire cave system to the end of the story without being able to go back into town due to some story-based constraint. If they all died, they could be deposited in the nearest town and be forced to travel back to Nurian's Hollow to continue. To make it easier, you could populate the map with a recovery area (or handle via the narrative) so that characters could get a second breath, or allow the group to take additional rests.

I am going to only have two destinations within THE STOLEN HEART. First, the characters are going to have to head to Ostelink, and then onto Goran Tombs. However, I want them to stop on the road on their way to the town, so I need to add a mechanic within the World Map dialog box to make this happen. The verbiage I am using is "Travel on the road towards Ostelink, stopping after the group's FIRST movement. Off-Road movement is not allowed during this World Map Movement." This will allow narration to stop until they have a chance to investigate the wagon of a missing trader, and prevent them from getting off-road and messing up the story, i.e. if they are not on the road, my narrative will not make as much sense.

USE TOWN SERVICES BOX



USE TOWN SERVICES

○ : _____

○ : _____

Figure #06

During a story's narration, you are normally not able to use a town's services, i.e. heal wounds, purchase gear, sell Items, etc., until instructed to do so via the Use Town Services dialog box. However, when you stop in a town outside of narration, i.e. while traveling on the World Map for instance, you may do so when you wish. Place the Use Town Services dialog box in the story whenever you feel it appropriate for characters to shop. If there are restrictions you wish to place on a shopping spree, include them in the available space within the box.

For example, i.e. if you want to allow folks to take advantages of all town services but the Market because the latest supply caravan has not arrived and all goods are depleted, state "Use Town Services, except the Market which is unavailable due to a shortage in goods."

I am only going to give characters one chance to use town services. Because they will begin the story in Yorotrusk, they will have the opportunity to shop before the story starts...well, if they were not brand new characters with

absolutely no coins as they will be at Gen Con, but if you run this story for your gaming group, that might not be the case. The next opportunity will be when they arrive in Ostelink AFTER story matters are dealt with. This will allow them to heal up if they need to before heading to Goran Tombs.

CHOOSE YOUR PATH MOMENTS

Figure #07

Figure #07 (Choose Your Path Moments)

1. Descriptive text.
2. Choice 1.
3. Choice 2.

The Choose Your Path dialog box is one way to give characters a choice. Usually there are only two choices, but there can be as many as you wish. However keep in mind the provided templates will only support the two choices. Choose Your Path moments are normally paired with Story Moments in order to keep any hint of the outcome of the choice a secret.

There will most likely be several Choose Your Path moments in THE STOLEN HEART, but one I know that I will add for sure is the choice of keeping the heart talisman instead to returning it to the Wraith's resting place. If the person holding it decides to keep it, they will be afflicted with a negative status to make the battle harder. Of course, they will not be able to use it until the Wraith is defeated because they will not know what it does until the end of the story.

ATTENTION! BOX

Figure #08

The Attention dialog box is the generic callout for situations where other story elements will not be suitable. For example, if the group must suddenly resist a negative status due to an environmental hazard or they receive a gift from a thankful townsman. The Attention box stops narration in order for the event it

details to be executed, and then narration begins again.

ADVENTURE MAPS

Figure #09

Figure #09 (Adventure Maps)

1. Map name
2. Map ID number.
3. Default map grid of 10x10 squares. Use 2 letter abbreviations for map
4. Map legend shorthand area

Adventure Maps are where tactical combat and exploration take place. When a story is ready for a map to be put in play, use the Map Setup dialog box. These boxes are gridded so that you can hand-draw your own maps. There are two types of map setup boxes.

- **10x10:** This is the default map set up, which supports a single 10x10 map configuration.
- **10x20:** This is an alternate map set up, which supports two 10x10 maps lying side-by-side for a 10x20 configuration.
- **DCE:** There is a third map configuration, Dungeon Crawl Exploration, that does not have a Map Setup box due to the unpredictable variations. If you wish to use DCE, use the 10x10 Map Setup box and reference a separate page for your map configuration.

In order to keep the game within my targeted 90 minutes, I am going to use just two Adventure maps, both which will have combat on them, one with the Highwaymen (or graverobbers) and the other with the Wraith, the boss of the story. Both will be graveyard themed, maybe one inside and one outside.

ENCOUNTERS & SKIRMISHES

Encounters take place on Adventure Maps using miniatures/standees included with the game. This is tactical combat, so a character's position on the map matters. A story usually has at least 1-2 encounter(s) per chapter. Exceeding this number can result in an overly long story. Here are some things to consider when creating an encounter:

- **Difficulty:** How challenging should the encounter be? Do you want to slightly drain characters of their strength or make them pull out all the stops to succeed? It is advisable to place easier encounters in the early segments of the story, having the final battle be the most difficult.

- **Map Features:** What interesting things are available for characters to do while in the midst of combat. Perhaps there is a dead body of a fallen Highwayman, represented by a Dead Body token. If it is flipped over in combat and a SNARE appears, perhaps it's ghost rises and joins the battle against the characters? Search tokens are always a good way to entice characters to get characters to move to areas of the map they wouldn't necessarily want to go.
- **Fight or Flee:** Normally, you are not allowed to flee from combat. But in some cases, you might want to spawn in an endless stream of Creatures until characters achieve some objective. In these cases, you need to specify that defeating Creatures is an optional goal. See "**Primary and Optional Goals**" on pg 13.
- **Failure Condition:** If the group experiences a Total Group Death, the rulebook addresses how to proceed. However, if you have another idea in mind, make sure that you reference it within the encounter. For example, if all the characters are in a bar fight and all die, you might want to state that when characters reach zero Vita, they become unconscious instead of dying. And if all characters fall unconscious, instead of following the rules for Total Group Death, they should skip to another section and find themselves in jail.

ENCOUNTER

Encounter with # ____ of: _____

○: _____

○: _____

SKIRMISH

Skirmish with: _____

○: _____

○: _____

Figure #10

Skirmishes are quick in-story fights that quickly drain a group of their strength. Most skirmishes consist of one Creature, but multiple Creatures can be skirmished at a single time single time, making the combat much more difficult. Even when skirmishes are represented by a single Creature, this does not define their quantity from a story standpoint.

Usually skirmishing with a single Creature is enough of a challenge for characters. However, if you want to make the combat more harrowing, there are several ways to increase its difficulty. Keep in mind you can reduce the difficulty of a skirmish using these same principles in reverse.

- » Add more Creatures to the fight. Skirmishing with two Creatures can be more than twice as difficult as just one. Both Creatures attack ALL characters, where the characters have to choose which Creature they want to target. Use extreme caution when adding more than two.
- » Set the skirmish counter to maximum. This sets the counter to the max amount for the number of characters in play, including ghosts and those in Limbo.
- » Add a + modifier to the skirmish counter. For example, if you say "Add +1

to the skirmish counter", the dice is rolled for the skirmish counter and then it is increased by 1, up to a maximum of 8. This can be more challenging than having the counter at maximum. If you rolled the maximum for 2 characters and had to add 1 to the counter, it would take the skirmish beyond what the maximum is for the 2 characters.

- » Finally, you can include any special instructions for the combat within the provided text box. For example, you could have Creatures roll two attack dice and take the better results, or give them a bonus above and beyond what is represented by the skirmish counter.

As I mentioned previously, I am going to limit the story to two encounters to keep game time within my constraints, Highwaymen and the Wraith. However, I will use skirmishes to add additional tension and wear the group down. Want to include at least one spirit skirmish, and since the group is going to be meeting the Undertaker, I have an opportunity there as well. Poor, poor players :-).

PRIMARY AND OPTIONAL GOALS



PRIMARY GOALS

1

○: _____

○: _____

○: _____

○: _____



SECONDARY GOALS

2

○: _____

○: _____

○: _____

- Investigate all search locations.

Figure #11

A minimum of one Primary Goal should be included with every Adventure Map. Goals provide the players with clear objectives on how to progress the story further.

- **Primary Goals:** Primary Goals are objectives that MUST be completed in order for the story to progress. They should also consist of instructions on what to do once the goals have been completed, such as skipping to a new chapter, reading the After The Fight section, or reading a Story Moment. There should always be at least one Primary Goal.
- **Optional Goals:** Optional Goals are objectives which do not need to be completed in order to progress a story, such as investigating search locations. You do not have to include optional goals with an Adventure Map.

An example of using an Optional Goal is with combat. Normally, you are not allowed to flee from combat. But in some cases, you might want to spawn in an endless stream of Creatures until characters achieve some objective. In these cases, you can include defeating the Creatures as an optional goal. This would mean that as long as the characters completed the primary goals, it is unnecessary to defeat every foe. The characters might be instructed instead to proceed to the Exit Zone or just skip to another section.

STORY MARKERS

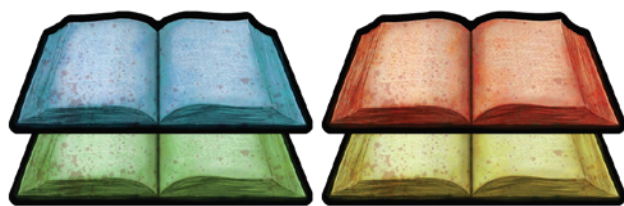


Figure #12

Story Markers are book-shaped tokens included in the game that cause a future impact within a story. When a specific event occurs or the characters make a certain choice, you can award them a Story Marker. Later in the story, if they possess the marker, you can award them, penalize them, or branch into an alternate story path. A Story Marker may be given to a specific character or the "group" if it does not matter who it is awarded to individually.

For example, during the story, a character is asked to escort an old woman to visit her deceased husband at Feleron Crypts. Because the group was going there anyway, she agreed. She would then receive the woman as a mission Companion and receive a Story Marker...let's say it is the Yellow one. Unfortunately, once the group arrives at Feleron Crypts, the story branches if anybody in the group has the Yellow Marker. They then find themselves in an encounter with a coven of hags, the old woman who the character was escorting being one of their number.

I will definitely be using Story Markers within THE STOLEN HEART. My current plan is to use them as follows:

- » The Heart talisman. The marker will represent who is holding it, and if they choose to keep it during the Wraith fight, it will provide penalties to the bearer.
- » A missing trader. The group may encounter one of the missing traders, who has gone a bit catatonic. They will have the opportunity to bring him into town for some extra love. The marker will just be an easy way to represent that.
- » A successful attempt at communicating with trader. With his mental state diminished, the group will try to get him talking. If they do, the character that was successful will receive a bonus to the next spirit combat.
- » The trader's wagon. Before the group finds the trader, they will find his abandoned wagon. The town of Ostelink needs the supplies, so if they take it with them, they will receive a movement penalty but be rewarded when they get to town.

STORY MOMENTS

Story Moments consist of flavor and mechanical text that describes an outcome of a character's choice or an event outcome that, as a Storyteller, you want to want to keep unrevealed until the right moment.

For example, you are given a choice to chase after a Highwayman that assaulted a farm outside the town of Waylin Point, or stay at the farm to ensure everyone is uninjured and safe. Each choice has a different impact on the story. To help players make an unbiased opinion, the results of each choice are made into Story Moments so that the Narrator doesn't see them until they reference the story moment for the choice that was made.

Ideally, Story Moments should be ordered randomly and placed at the end

of the story so when the Narrator looks up their result, they don't readily see the outcome of the alternate choice. This adds to the replayability of the story and adds a bit of a "choose your own adventure" feel to the game.

Figure 13 shows how I use Story Moments in THE STOLEN HEART. I don't want the group to see the outcome of the speech check, although it is fairly obvious that it will not go well if it is failed. As you can see, the results are separated quite a bit from each other, on being the 4th Story Moment, and the other the 10th.


| STORY SKILL CHECK | |
|---|-------------------|
|  | Skill: SPEECH (8) |
| | Who: THE LEADER |
| CAN YOU CONVINCE THE UNDERTAKER THAT YOUR INTENTIONS ARE PURE AND YOU HAD NO PART IN THE RECENT GRAVE ROBBERING? | |
| SUCCESS: READ STORY MOMENT 10 | |
| FAILURE: READ STORY MOMENT 4 | |
| <p>10. YOU CAREFULLY ARTICULATE THE PURPOSE OF YOUR SEARCH OF GORAN TOMBS, EXPLAINING THAT A SUPERNATURAL THREAT IS STIRRING HERE. HIS ANGER GRADUALLY DIMINISHES, BUT HIS EYES ARE STILL HARD AS DIAMONDS. HIS HOUND, SENSING THAT HOSTILITIES ARE UNLIKELY TO OCCUR, SETTLES BACK DOWN TO REST AT HIS MASTER'S FEET. GAIN 8 LORE AND BECOME RESPECTED.</p> | |
| <p>4. STARTLED BY THE MAN'S VENOMOUS FURY, YOU STAMMER OUT AN APOLOGY WHICH SEEMS TO INFURIATE THE UNDERTAKER EVEN MORE. "SCHOOL'S IN SESSION, YOUNGLINGS, YOU'RE GONNA THINK TWICE ABOUT MESSING WITH MY CHARGES AGAIN! GET 'EM BOY!" SKIRMISH WITH THE VICIOUS HOUND. AFTER THE FIGHT, HE COMMENTS WRYLY, "YOU DON'T FIGHT LIKE THE NORMAL MANGY, FILTHY, ROTTEN-STENCH FILLED GRAVEROBBER. I EXPECTED YOU TO BE EXPLAIN YOURSELVES." YOU CAREFULLY EXPLAIN THE PURPOSE OF YOUR SEARCH OF GORAN TOMBS, EXPLAINING THAT A SUPERNATURAL THREAT IS STIRRING HERE.</p> | |

Figure #13

REWARDS AND LOOT

While Lore and Coins are awarded automatically by defeating Creatures, including some flavor to the loot section can enhance the gameplay experience. Here are some options you can choose from:

- **Additional Coins and/or Lore.**
- **Extra Items.**
- **An Artifact, either one from the deck or one of your creation.**
- **A Milita or Animal Companion.**
- **A Prayer or Ritual.**
- **A permanent skill or attribute bonus. Be careful not to overuse this or play could become unbalanced.**
- **A boon.**
- **Removing a Tarot card.**

In the STOLEN HEART, I decided that it may be possible to keep the heart talisman instead of returning it to its resting place. Making it an Artifact that characters could keep makes an exciting alternative. To make them "pay for it", I will adjust the final battle to be harder if they go this route. The heart itself was given in love by the spirit's beloved over a hundred years past, so it's name needs to express that...Talisman of the Devoted Heart. And it's power should also carry some kind of protection because of the presence of love and devotion. In this case, it will provide a +1 FAITH and +1 NERVE at all times. In addition, if you give up those benefits for a story, it will allow you to use the Boundless Faith prayer without having to possess it.

ADVENTURE HOOKS

The Adventure Hooks section contains tables for randomly generating which tiles, Creatures, and Afflictions to use for your story creation. You may obviously select them without using dice, but if you become stumped or wish to run your campaign in a more sandbox style, these tables will help with that.

WORLD MAP LOCATIONS

Below are all 18 “named” World Map locations. You can use this table for generating random places to go when constructing a new adventure.

- **Location:** Inside, Outside, or Underground, for purposes of choosing appropriate tiles if you want an encounter for your adventure.
- **Biome:** Dungeon, Dwelling, Town, Wasteland, Water, Wilderness, or Special.

Table 01-02: World Map Descriptions

| D100 | LOCATION NAME | LOCATION | BIOME | DESCRIPTION |
|-------|--------------------------|--------------------|-------------|--|
| 01-05 | Alchemist | Inside/ Outside | Dwelling | The Alchemist is revered—or is it feared?—throughout Kremel, as a reclusive and curt man whose knowledge spans the scientific and the supernatural. His spartan black stone needle of a tower stands alone in the countryside, in southeastern Kremel. Visit his tower for services listed in the Story Journal and/or Location Reference Cards. |
| 06-10 | Ashland Spires | Inside | Dwelling | A castle nestled within the mountains of eastern Kremel. Once of great beauty and magnificence, it fell in disrepair when the wealthy family died out after the tragic disappearance of a their child. |
| 11-15 | Belvar Estate | Inside | Dwelling | The abandoned mansion of a family once imperious and fabulously rich; the Belvars and their sprawling home have both long since fallen into ruin. The sprawling home is said to be guarded by the hostile spirits of those who in life walked its many halls and courtyards. |
| 16-20 | Bone Isle | Outside | Wasteland | Bone Isle is the resting place of a multitude of dead. Long ago, townsfolk used this small isle as a tranquil cemetery for their loved ones. Now it is avoided at all costs due to the stories of the dead walking freely among the once beautiful tombs and headstones. It costs 5 Coins for the group to travel to Bone Isle via ferry. |
| 21-25 | Church of the Crossroads | Inside | Dwelling | This ancient church stands at the natural entrance (mountain gap) into Kremel, welcoming wayfarers. A small trading post that served as a gateway to the land. This is the starting location for the initial <i>Folklore The Affliction</i> story, “Everything Changes”. This is also where characters go to learn new Abilities and purchase Prayers. |
| 26-30 | Dark Spire | Inside | Dwelling | This odd tower-like projection broods over Kremel from high atop its own plateau. There is no longer any way to reach it on foot, as the approach road that ascended to the plateau—itsself backed by crumbling and treacherous cliffs—is interrupted by a wide and deep chasm from which foul mists rise. No one alive today knows if the Spire is a natural or man-made structure. Old Kremelran tales claim it was once a gateway to hell that was sealed shut long ago, and that the chasm was created more recently to deter others, after some foolhardy explorers dared to venture into it—but who caused the chasm to open, and how, are matters that no two stories agree on. |
| 31-35 | Darkenbough | Outside | Wilderness | Forming the southwestern border of Kremel, this large wild woodland was once a fertile hunting ground. Since darkness came to the land, even the boldest hunters rarely enter farther than the forest verges, and report that wildlife is scarce deeper within. The forest gets its name from its incredible density, the trees in most places growing so thickly as to blot out all traces of light. It is said throughout Kremel that Darkenbough has a dark, hostile awareness of its own. Trees are known to uproot themselves and move from place to place, and ancient woodland beings like the Dryads have been seen among them. |
| 36-40 | Docks | Outside | Water | The docks leading to Bone Isle are quite large, having once served the expansive cemetery. Since the place has fallen into darkness, most of the fishing boats and ferries are gone or lie abandoned. One brave fisherman still offers to ferry foolish travelers to the far shores, where many never return from. It costs 5 Coins for the group to travel to Bone Isle via ferry. |
| 41-45 | Elkra Pines | Outside | Wilderness | Found in southern Kremel, it is rumored to be a haven for witchcraft and other dark magics. Rivaling Darkenbough in size, it is a woodland best avoided. Occultists are said to abduct villagers and take them into Elkra’s depths to perform foul Rituals for their demonic brethren. |
| 46-50 | Feleron Crypts | Inside/ Outside | Dungeon | Standing in the center of the Deadlands, this walled burial city is so isolated today that it is rarely used for burials. A few families that have a long history of burials in Feleron bravely maintain their tradition. The Crypts are so ancient that their origins have been forgotten over time, but the walls are said to have been built when the Deadlands were a vast, lush plain of flowers. |
| 51-55 | Goran Tombs | Inside/ Outside | Dungeon | The largest and most-used burial ground in Kremel today, used by most of the established families of the land. It is an overgrown labyrinth of above-ground mausoleums and an extensive underground maze of passages and crypt-chambers. |
| 56-60 | Moroi Peaks | Underground | Dungeon | Little is known of this underground burrow of tunnels, but it is rumored that they lead to various places deep within the earth and some say the gate of the underworld itself. They stretch so deep beneath the surface that the air itself sings lungs and burns the eyes. |
| 61-65 | Nurian’s Hollow | Underground | Dungeon | The caves of Nurian’s hollows have served as a sanctuary for many foul Creature. They are uncharted, but it is rumored that several entrances exist and link to other locations around Kremel. |
| 66-70 | Olo-Pelios | Inside | Dwelling | A grand and ancient stone edifice that rises from a jagged mountainside in the grim Ashland Spires, this regal structure is said to have once been the private palace of a ruler who flourished before surviving Kremelran history. The few artisans who have seen it and lived say its construction is beyond their skills, and they know of no one alive today who could build it, whatever was spent. Some Kremelran say its halls open to “other places” and dimensions not of this earth. A few even claim it was built by a race of giant folk who lived before the great flood. |
| 71-80 | Ostelink | Inside/ Outside | Town/ Rural | A hamlet of 300-400 people that lies in remote northwestern Kremel. An outpost of civilization in one of the wildest, most dangerous areas of the land, its people are hardened and wary, almost hostile to strangers. You may take advantage of only one service per visit. |
| 81-85 | Rominov’s Wood | Outside | Wilderness | A long but narrow forest in northern Kremel, that stands midway between Ostelink and Yorotrusk. Although considered the safest woods in the land, it still holds many dangers. Wolves can be heard howling in its depths from miles away, and it’s verges are a popular refuge for Highwaymen. |
| 86-89 | Standing Stones | Outside | Special | The Standing Stones are a cluster of huge, dark, smooth-worked stones jutting up from the earth like gigantic fangs. They are erected rather than natural, but stand in no discernable pattern. To tarry anywhere within them is to feel eerie, and they are said to be a place of ancient power where fate, time, and space intermingle. No one knows who erected the Stones, or why. It is possible to remove a Tarot card from a character at the Standing Stones by spending 100 coins per Tarot card removed. |
| 90-95 | Waylin Point | Inside/ Outside | Town/ Rural | A town of 1000-1500 people that serves as the outside world’s gateway to Kremel—it’s as far into the country as most foreign merchants dare to go. Brigands lurk along all of the roads leading to it. You may take advantage of two service per visit. |
| 96-00 | Yorotrusk | Inside/ Outside | Town/ Rural | The largest town in Kremel, home to 3000-3500 people. Centrally located in the country, it has “always been” Kremel’s hub of trade and communication. You may take advantage of three service locations per visit. |

Table 01-03: Tiles Segregated by Biome

| BIOME | LOCATION | RELATED TILES |
|----------|-------------|---|
| Dungeon | Underground | Barracks, Cave Tunnels, Chasm Bridge, Circular Tomb, Crematorium, Crypt, Dungeon, Earthen Passage, Egyptian Burial Room, Entrance to Underworld, Egyptian Crumbling Room, Egyptian Great Hall #1, Egyptian Great Hall #2, Guard Post, Large Cavern, Lava Bridge, Lava Throne, Mysterious Hallway, Secret Passage, Shrine, Tomb, Trapped Hallway, Underworld Cavern, Vault, Workshop |
| Dwelling | Inside | Bedroom, Chapel, Dining Room, Entrance, Great Hall, Hallway (Books), Hallway (Statues), Kitchen, Master Bedroom, Sitting Room, Storage Room |
| Dwelling | Outside | Castle Grounds, Road to Building, Tower Top |
| Rural | Outside | Farm, Open Road, Road to Building |

| BIOME | LOCATION | RELATED TILES |
|------------|-------------|---|
| Special | Outside | Standing Stones |
| Town | Inside | Crematorium, General Store, Great Ballroom, Great Foyer Staircase, Tavern |
| Town | Outside | Town Square, Town Street |
| Town | Underground | Cellar, Sewer Dead End, Sewer Tunnels |
| Wasteland | Outside | Bone Isle - Graveyard, Bone Isle - Graveyard Showdown, Cemetery, Spirit World |
| Water | Outside | Bone Isle - Dock, Mainland - Dock |
| Wilderness | Outside | Flaming Crevasse #1, Flaming Crevasse #2, Forest Clearing, Forest Cottage, Forest Path, Forested Woodlands, Marsh, Woodmother's Entrance, Woodmother's Palace |

RANDOM TILES BY BIOME

Tables for randomly selecting a tile for any given world location. Note that these tables assume you have access to both Core and *Dark Tales* Expansionary Tiles. These tables are great for sandbox campaigns where you want to allow the players to organically go where they want, and let chance dictate what they encounter.

Table 01-04: Random Underground Dungeon Tiles

| D100 | ID | NAME | SIZE |
|-------|-------|-------------------------|-------|
| 01-04 | TT01b | Barracks | 6x10 |
| 05-08 | FC10b | Cave Tunnels | 10x10 |
| 09-12 | TT03b | Chasm Bridge | 3x10 |
| 13-16 | FC08a | Circular Tomb | 10x10 |
| 17-20 | TT09b | Crypt | 3x6 |
| 21-24 | FC08b | Dungeon | 10x10 |
| 25-28 | FC03b | Earthen Passage | 10x10 |
| 29-32 | FE14b | Egyptian Burial Room | 10x10 |
| 33-36 | FE11a | Entrance to Underworld | 10x10 |
| 37-40 | FE11b | Egyptian Crumbling Room | 10x10 |
| 41-44 | FE12b | Egyptian Great Hall #1 | 10x10 |
| 45-48 | FE13b | Egyptian Great Hall #2 | 10x10 |
| 49-52 | TT05b | Guard Post | 6x6 |
| 53-56 | FC02a | Large Cavern | 10x10 |
| 57-60 | FE12a | Lava Bridge | 10x10 |
| 61-64 | FE14a | Lava Throne | 10x10 |
| 65-68 | TT04b | Mysterious Hallway | 3x10 |
| 69-72 | TT07b | Secret Passage | 3x6 |
| 73-76 | TT06b | Shrine | 6x6 |
| 77-80 | FC07b | Tomb | 10x10 |
| 81-84 | TT08b | Trapped Hallway | 3x6 |
| 85-88 | FE13a | Underworld Cavern | 10x10 |
| 89-92 | TT10b | Vault | 3x6 |
| 93-96 | TT02b | Workshop | 6x10 |
| 97-00 | n/a | Pick one, or re-roll | |

Table 01-05: Random Outside Wasteland Tiles

| D100 | ID | NAME | SIZE |
|-------|-------|--------------------------------|-------|
| 01-25 | FE01b | Bone Isle - Graveyard | 10x10 |
| 26-50 | FE03b | Bone Isle - Graveyard Showdown | 10x10 |
| 51-75 | FC01b | Cemetery | 10x10 |
| 76-00 | FC09a | Spirit World | 10x10 |

Table 01-06: Random Wilderness Tiles (10x10)

| D100 | ID | NAME | SIZE |
|-------|-------|-----------------------|-------|
| 01-05 | FE09b | Flaming Crevasse #1 | 10x10 |
| 06-10 | FE10b | Flaming Crevasse #2 | 10x10 |
| 11-27 | FC03a | Forest Clearing | 10x10 |
| 28-44 | FE06b | Forest Cottage | 10x10 |
| 45-61 | FC02b | Forest Path | 10x10 |
| 62-78 | FE05b | Forested Woodlands | 10x10 |
| 79-95 | FC06b | Marsh | 10x10 |
| 96-98 | FE09a | Woodmother's Entrance | 10x10 |
| 99-00 | FE10a | Woodmother's Palace | 10x10 |

Table 01-07: Random Inside Dwelling/Rural Tiles

| D100 | ID | NAME | SIZE |
|-------|-------|------------------------|-------|
| 01-07 | FC05b | Alchemist's Laboratory | 10x10 |
| 08-14 | TT09a | Bedroom | 3x6 |
| 15-21 | FC04b | Chapel | 10x10 |
| 22-28 | TT05a | Dining Room | 6x6 |
| 29-35 | TT07a | Entrance | 3x6 |
| 36-42 | FC04a | Great Hall | 10x10 |
| 43-49 | TT04a | Hallway (Books) | 3x10 |
| 50-56 | TT03a | Hallway (Statues) | 3x10 |
| 57-63 | TT02a | Kitchen | 6x10 |
| 64-70 | TT06a | Kitchen | 6x6 |
| 71-77 | TT01a | Master Bedroom | 6x10 |
| 78-84 | TT08a | Sitting Room | 3x6 |
| 85-91 | TT10a | Storage Room | 3x6 |
| 92-00 | n/a | Pick one, or re-roll | |

Table 01-08: Random Outside Dwelling Tiles

| D100 | ID | NAME | SIZE |
|-------|-------|----------------------|-------|
| 01-12 | FC10a | Castle Grounds | 10x10 |
| 13-24 | FC09b | Tower Top | 10x10 |
| 25-36 | FC01a | Farm | 10x10 |
| 37-48 | FE06b | Forest Cottage | 10x10 |
| 49-74 | FC05a | Open Road | 10x10 |
| 75-98 | FC06a | Road to Building | 10x10 |
| 99-00 | n/a | Pick one, or re-roll | |

Table 01-09: Random Town Tiles (10x10)

| D100 | ID | NAME | TYPE |
|-------|-------|-----------------------|-------------|
| 01-12 | FE05a | Crematorium | Inside |
| 13-24 | FE03a | General Store | Inside |
| 21-30 | FE06a | Great Ballroom | Inside |
| 31-40 | FE02a | Great Foyer Staircase | Inside |
| 41-50 | FE01a | Tavern | Inside |
| 51-60 | FE07a | Town Square | Outside |
| 61-70 | FE08a | Town Street | Outside |
| 71-80 | FE04a | Cellar | Underground |
| 81-90 | FE08b | Sewer Dead End | Underground |
| 91-00 | FE07b | Sewer Tunnels | Underground |

Table 01-10: Specific Non Random Tiles

| D100 | ID | NAME | TYPE |
|-------|-------|------------------|---------|
| 01-33 | FE04b | Bone Isle - Dock | Water |
| 34-66 | FE02b | Mainland - Dock | Water |
| 67-00 | FC07a | Standing Stones | Outside |

RANDOM CREATURES BY TYPE

Tables for choosing Creatures for a given encounter sorted by Creature types.
Tables are ordered by Coins earned.

Table 01-11: Random Demonic Creatures

| D100 | ID | NAME | STRIDE | COINS | LORE | DEFENSE |
|-------|------|---------------|--------|-------|------|---------|
| 01-10 | FE04 | Demonic Flame | 4 | 5 | 30 | 50 |
| 11-20 | FE06 | Possessed | 4 | 5 | 20 | 46 |
| 21-30 | FE05 | Demonspawn | 4 | 6 | 20 | 48 |
| 31-80 | FC05 | Gargoyle | 4 | 7 | 25 | 58 |
| 81-00 | TC03 | Imp | 4 | 11 | 30 | 63 |

Table 01-12: Random Mortal Creatures

| D100 | ID | NAME | STRIDE | COINS | LORE | DEFENSE |
|-------|------|--------------|--------|-------|------|---------|
| 01-10 | FC09 | Moon Priest | 4 | 4 | 15 | 40 |
| 11-32 | FC07 | Angry Mob | 4 | 7 | 20 | 44 |
| 33-40 | TC01 | Blood Priest | 4 | 8 | 10 | 50 |
| 41-70 | FC06 | Highwayman | 4 | 8 | 10 | 43 |
| 71-90 | FC17 | Watchman | 4 | 8 | 15 | 45 |
| 91-00 | FC14 | Undertaker | 4 | 10 | 25 | 55 |

Table 01-13: Random Nature Creatures

| D100 | ID | NAME | STRIDE | COINS | LORE | DEFENSE |
|-------|------|-----------------|--------|-------|------|---------|
| 01-33 | FC11 | Rabid Wolf | 5 | 2 | 10 | 41 |
| 34-50 | FC01 | Bat Swarm | 5 | 3 | 15 | 38 |
| 51-55 | FE02 | Dark Dryad | 4 | 5 | 20 | 43 |
| 56-80 | FC02 | Dark Oak | 2 | 5 | 20 | 48 |
| 81-90 | FC16 | Vicious Hound | 5 | 5 | 15 | 43 |
| 91-00 | TC09 | Tainted Sapling | 2 | 9 | 30 | 58 |

Table 01-14: Random Occult Creatures

| D100 | ID | NAME | STRIDE | COINS | LORE | DEFENSE |
|-------|------|--------------|--------|-------|------|---------|
| 01-25 | FE07 | Wretched Hag | 5 | 7 | 25 | 47 |
| 26-50 | FC08 | Mad Druid | 4 | 8 | 30 | 53 |
| 51-90 | FC13 | Streggha | 4 | 8 | 25 | 49 |
| 91-00 | TC02 | Bruja | 4 | 12 | 30 | 59 |

Table 01-15: Random Shape Shifting Creatures

| D100 | ID | NAME | STRIDE | COINS | LORE | DEFENSE |
|-------|------|---------------|--------|-------|------|---------|
| 01-45 | FC10 | Night Stalker | 4 | 6 | 25 | 48 |
| 46-90 | FC18 | Werewolf | 6 | 11 | 30 | 58 |
| 91-00 | TC08 | Skinwalker | 6 | 15 | 40 | 63 |

Table 01-16: Random Spirit Creatures

| D100 | ID | NAME | STRIDE | COINS | LORE | DEFENSE |
|-------|------|-----------------|--------|-------|------|---------|
| 01-50 | FC12 | Restless Spirit | 5 | 5 | 20 | 43 |
| 51-75 | TC10 | White Wolf | 5 | 6 | 20 | 51 |
| 76-90 | FE01 | Banshee | 5 | 8 | 30 | 52 |
| 91-00 | TC06 | Poltergeist | 4 | 9 | 30 | 53 |

Table 01-17: Random Undead Creatures

| D100 | ID | NAME | STRIDE | COINS | LORE | DEFENSE |
|-------|------|--------------------|--------|-------|------|---------|
| 01-33 | FC03 | Decaying Dead | 3 | 2 | 10 | 38 |
| 34-40 | FE03 | Hand of Death | 3 | 2 | 10 | 41 |
| 41-75 | FC04 | Flesh Eating Ghoul | 5 | 5 | 20 | 45 |
| 76-82 | TC07 | Revenant | 4 | 6 | 20 | 54 |
| 83-89 | TC04 | Infested | 4 | 9 | 30 | 55 |
| 90-96 | FC15 | Vampire | 6 | 12 | 35 | 61 |
| 97-00 | TC05 | Necuratu | 6 | 16 | 40 | 68 |

Table 01-18: Random Affliction

Random Table for selecting an Affliction for your adventure. These are ordered by Lore earned.

| D100 | ID | NAME | STRIDE | COINS | LORE | DEFENSE |
|-------|------|-------------------------|--------|-------|------|---------|
| 01-07 | FC07 | The Abomination | 4 | 12 | 30 | 53 |
| 08-14 | FC02 | Colossal Dark Oak | 0 | 8 | 35 | 55 |
| 15-21 | FC03 | Far East Alchemist | 4 | 20 | 35 | 63 |
| 22-28 | FC06 | Otherian | 6 | 12 | 40 | 57 |
| 29-35 | FC09 | Wraith | 5 | 10 | 45 | 57 |
| 36-42 | FC05 | Orinthe | 5 | 15 | 45 | 61 |
| 43-49 | FC01 | Book of Dark Dimensions | 0 | 0 | 50 | 57 |
| 50-56 | FE03 | Empusae Coven | 3 | 20 | 50 | 57 |
| 57-63 | FE06 | Woodmother | 4 | 20 | 50 | 50 |
| 64-70 | FE02 | Bánánach | 5 | 15 | 55 | 55 |
| 71-77 | FE04 | Doppelganger | 6 | 25 | 55 | 55 |
| 78-84 | FE01 | Archfiend | 4 | 0 | 60 | 65 |
| 85-94 | FC08 | Valdleany | 4 | 12 | 60 | 58 |
| 95-96 | FP11 | The Lich | 4 | 20 | 60 | 63 |
| 97-98 | FC04 | Galastig | 4 | 15 | 65 | 61 |
| 99-00 | DR01 | Shadowlord | 4 | 20 | 75 | 65 |

SANDBOX STORY TABLES

Often you already have an idea for a great story, but sometimes you might need help getting from one plot point to the next. Maybe you simply want to see what the dice gods have in store for your adventure. Sometimes you want a new adventure without the hassle of staring at the blank page. Below are tables to help in constructing a new story.

Table 01-19: Story Starters

| D100 | STORY STARTERS |
|--------|---|
| 01-05 | The locals are coming down with a mysterious illness and ask for your help. |
| 06-10 | In a small hamlet outside of town, there are rumors that a fatal disease is killing good townspeople, and they are rising from their graves. |
| 11-15 | A baron dies leaving his lands to his child. The young landowner is rumored to be overcome by evil and the town's folk have asked you to join them in their plot for rebellion. |
| 16-20 | One of your allies has been kidnapped by a powerful and mysterious force of evil. It is up to you to find them and coordinate their rescue. |
| 21-25 | A magical item, accidentally stumbled upon, transports you to a random place on the World Map. You feel it must be part of a bigger purpose, and quest to discover its secrets and creator. |
| 26-30 | Woodsmen, always respectful of the trees they cull, are now coming back from the forest battered as if by a giant, or not at all. |
| 31-35 | At a key location (for example a river or mountain pass), an evil presence prevents all travel. |
| 36-40 | You are traveling the world when you are waylaid by fiends. |
| 41-45 | A monster seeks you out, claiming to be the last of his kind, as you have been so successful in removing his people from this land. He begs you to kill him or find his cure. |
| 46-50 | A town is advertising a reward for an escaped prisoner. You recognize the images as an ally in the fight against evil. |
| 51-55 | The child of a Lord has run away from home to become a wandering bard. Fearing the worst the parents ask you to help find the young foolish one, and return them home safely. |
| 56-60 | At an inn, someone puts poisonous mushrooms in the food. But who was it, who were they looking to kill and why did they do it? |
| 61-65 | Miners, already reluctant to delve into a mine said to be haunted, have wandered into the dark and not returned. |
| 66-70 | The Dead are rising! Find out who is doing it, where and why. |
| 71-75 | You wake to find the town you're in awash with the haze of evil. Slowly you all become more deranged, but no one can leave this accursed place. |
| 76-80 | A village reports a great beast lurking on the outside of town. |
| 81-85 | Grave robbers are taking only parts of the freshly dead's bodies, what is it for? |
| 86-90 | Religious fanatics have taken innocents for sacrifice. |
| 91-95 | The church of the crossroads was ransacked, and one of the precious Artifacts it holds has been taken! |
| 96-100 | One of the abominations you killed in previous gameplay, has found a way to return. Before they gain back all their power, you must try to stop them. |

Table 01-20: Story Conflicts

| D100 | STORY CONFLICTS |
|--------|---|
| 01-05 | Food fight-famine, siege, hoarding |
| 06-10 | Battle for land |
| 11-15 | Battle for treasure |
| 16-20 | Battle for position of power |
| 21-25 | Inclement weather - storm, hail, snow, fog |
| 26-30 | Kidnapping |
| 31-35 | Missing person |
| 36-40 | Romance gone wrong - young love, unrequited love, unfaithful |
| 41-45 | Stolen Artifact |
| 46-50 | Destruction of property |
| 51-55 | Murder mystery |
| 56-60 | Family disagreement |
| 61-65 | The group (locals, your party, factions that have come together) wish to go separate ways/ do separate things |
| 66-70 | Communication barrier (undelivered message, language barrier, a secret is kept) |
| 71-75 | Missing-goods, animals, people |
| 76-80 | Internal conflict of hero or character in the story |
| 81-85 | Fire! |
| 86-90 | Trying to build (location, community) but the project is cursed |
| 91-95 | Character versus nature (the forest, animals, body of water) |
| 96-100 | Broken machinery |

Table 01-21: Story Elements/Plot Twists

| D100 | STORY ELEMENTS/PLOT TWISTS |
|--------|--|
| 01-05 | Mysterious stranger |
| 06-10 | Mistaken identity |
| 11-15 | Arch villain involved |
| 16-20 | Loss or recovery of goods |
| 21-25 | Desecration of location area |
| 26-30 | Desecration of Artifact |
| 31-35 | Desecration of building |
| 36-40 | Possession of a hero |
| 41-45 | Possession of a character |
| 46-50 | Prophetic dream/nightmare |
| 51-55 | Entering the spirit world |
| 56-60 | Falling meteorites |
| 61-65 | Earthquake |
| 66-70 | Insect swarm |
| 71-75 | Collapsed structure |
| 76-80 | Physical torture |
| 81-85 | Psychological torture |
| 86-90 | Emotional torture |
| 91-95 | Character has ulterior motive |
| 96-100 | Late night sounds/visitations of otherworldly nature |

STORY STRUCTURE TEMPLATES

COMBAT-FOCUSED

<story-header>

<Story Introduction>

<Chapter One>

<Skirmish-table>

<Part I: _____>

<story-skill-check>

<skirmish>

<world-map>

<continue>

<Part II: _____>

<primary-secondary_goals>

<map-setup>

<encounter-custom>

<continue>

<Chapter Two>

<Skirmish-table>

<Part I: _____>

<story-skill-check>

<skirmish>

<continue>

<Part II: _____>

<primary-secondary_goals>

<map-double-setup>

<encounter-Affliction_custom>

<story_closing_basic>

<story_moments(1-12)>

PUZZLE-SOLVING

<story-header>

<Story Introduction>

<Chapter One>

<Skirmish-table>

<Part I: _____>

<story-skill-check>

<choose-your-path>

<world-map>

<continue>

<Part II: _____>

<primary-secondary_goals>

<map-setup>

<encounter>

<continue>

<Chapter Two>

<Skirmish-table>

<Part I: _____>

<story-skill-check>

<choose-your-path>

<continue>

<Part II: _____>

<primary-secondary_goals>

<map-setup>

<encounter-Affliction>

<story_closing_basic>

<story_moments(1-12)>

EXPLORATION

<story-header>

<Story Introduction>

<Chapter One>

<Skirmish-table>

<Part I: _____>

<story-skill-check>

<choose-your-path>

<world-map>

<skip>

<Part II: _____>

<skirmish>

<world-map>

<continue>

<Part III: _____>

<primary-secondary_goals>

<map-setup>

<encounter>

<world-map>

<continue>

<Chapter Two>

<Skirmish-table>

<Part I: _____>

<story-skill-check>

<skirmish>

<continue>

<Part II: _____>

<primary-secondary_goals>

<map-setup>

<encounter-Affliction>

<story_closing_basic>

<story_moments(1-12)>

CHAPTER II: CREATING ASSETS



NEW CHARACTER CREATION

Each character has two forms: Living and Ghost. Normally, characters begin in living form, and when their Vita drops to zero, they are played in ghost form. However, the stories you create can alter these rules, such as with non-lethal combat or fighting in the spirit realm via a seance. There are no hard rules here...it is up to your imagination. It is not necessary to create new characters as *Folklore* comes with a large variety, but if you wish to create your own character from scratch, we will guide you through the process.

The following steps should be followed to create a new character:

1. Choose or create your own character archetype.
2. Determine the details for your character's living form: Attributes, Skills, Starting Equipment, Mystic Knowledge, Special Ability, and Keywords.
3. Determine the details of our character's ghost form: Attributes and Ghost Powers.
4. Create a character booklet, or at minimum, a Lore Tree.
5. Determine your starting Abilities from the deck or create your own.

ARCHETYPES

The first thing to do when creating a new character is to choose an archetype. These are high-level classifications that define the general characteristics of a character. Most of the characters included with *Folklore: The Affliction* are modeled after what we call "archetypes". You may create your own archetypes, or modify these as you see fit, but the following are what is used in *Folklore*.

Table 02-01: Recommended Archetype Modifiers

| | LIVING FORM | FAVORED STARTING SKILLS | GHOST FORM | KEYWORDS | MYSTIC KNOWLEDGE |
|------------------------|---|--|--|--|---------------------|
| BOUNTY HUNTER | -1 Max Vita +4 Might +1 DMG Bonus | Faith Nerve Occult | +1d6 to Might+Defense Total | Choose 2-3: Explore, Holy, Hunt, Martial, Military | Prayers |
| CITIZEN | +1 Max Vita +5 Might | Ecology Speech Trickery | +1d6 to Might+Defense Total | Choose 2-3: Cook, Fierce, Gambler, Martial | None |
| EXPLORER | +1 Max Vita +3 Might +1 Skill Points | Archeology Awareness Trickery | +1d6 to Might+Defense Total | Choose 2-3: Explore, Learned, Mythos, Nature | Rituals |
| MENTALIST | +3 Might +1 Power Point +1 Skill Points | Awareness Faith Occult | +2d4 to Might+Defense Total +1 DMG Bonus | Choose 2: Learned, Magik, Psychic | Prayers and Rituals |
| MYTHOLOGIAN | -1 Max Vita +3 Might +1 Skill Points | Archeology Nerve Occult | +2d6 to Might+Defense Total +1 Stride | Choose 2-3: Forbidden, Learned, Magik, Mythos | Rituals |
| RELIGIOUS ORDER | +4 Might +1 Skill Points | Archeology Faith Speech | +2d6 to Might+Defense Total +1 DMG Bonus +1 Stride | Choose 2: Holy, Learned | Prayers |
| SAVAGE | +1 Vita +5 Might +1 DMG Bonus | Awareness Ecology Nature | +1d6 to Might+Defense Total | Choose 2-3: Fierce, Martial, Revenge | None |
| SURVIVALIST | +1 Vita +4 Might +1 DMG Bonus | Awareness Ecology Faith Nerve | +1d6 to Might+Defense Total | Choose 2: Explore, Fierce, Revenge | Prayers and Rituals |

BOUNTY HUNTER

Bounty Hunters are professionals who are hired to find and capture specific people or Creatures. They may be of any sect, creed, or culture, but are always fanatical in their beliefs. They often act as inquisitors for whatever faith they believe in. Bounty hunters are often skilled at hunting and tracking, which they use to capture or kill their targets. They use any means to succeed in their objective, whether it be espionage, subterfuge, marksmanship, political pull, or a simple blade in the back, to get the job done.

CITIZEN

Citizen are simple townsfolk that have become tired of waiting for the darkness to claim their friends and loved ones, and have chosen to join the fight against evil. Each citizen has a tie to a specific town and receives a bonus to services there. They have a compelling need to help the other townsfolk in need and their decisions will always lean toward aiding other mortals that they meet

EXPLORER

Explorers may be professors and scholars, archeologists or adventurers. They are very well travelled and versed in multiple languages and cultures. They know a tremendous amount of apocryphal lore. They are resourceful types who tend to find their way out of tight spots by improvising or rigging up contraptions, and deciphering antiquated codes, maps and scripts. Despite their wits, they are often scrappers.

MENTALIST

A very rare handful of individuals seem to possess the third eye. They come in various shapes and sizes, and usually have a forte within psionics such as clairvoyance, telekinesis, matter manipulation, or to be mediums or seers. Very, very few function on a level where their powers of the mind can rival supernatural force. Accomplished mentalists tend to enjoy throwing their foes across the room and crushing the brains of their foes with a thought.

MYTHOLOGIAN

Mythologists can be Arcanists, Sages, Cabalists, Numerologists, or Astrologers. They often seek forbidden knowledge to further their understanding of these arts. Some seek lost and forbidden manuscripts, and collect Rituals or pages from eldritch grimoires. Mythologists tend to be astute and to more often be loners than members of a group. Yet the thirst for knowledge is a common weakness; they are known for dabbling in the fringe arts and having a difficult time staying true to the good side.

RELIGIOUS ORDER

Although in European lands these will most likely be Judeo-Christian, Religious Orders can be nuns, brothers, priests, and holy men and women of Western or Eastern religion, practitioners of Shinto, Buddhism, Toaism, Druidism, and many other faiths. They all have the power of prayer and meditation, and can sometimes call upon that which is holy, to issue prayers of tangible power.

SAVAGE

Savages are individuals who can explode into violence, and take life without hesitation. Often unpredictable, they tend to have been hardened by loss or commitment to a creed. They may possess great strength or insight, but are often irrational and fling themselves recklessly into melee combat. They

normally cannot use ranged weapons, preferring to come to grips with foes, and often lack the patience to rely on ambushes or strategies

SURVIVALIST

Survivalists normally shun social settings, choosing to live close to nature and surviving off the land itself. They have developed a close synergy with nature and have excellent tracking and hunting skills, using trap making to snare their food. Survivalists have an excellent understanding of the land and how to quickly move from place to place. Years of isolation have reduced their Ability to get along with others, so they will only reluctantly participate in Speech skill checks.

LIVING FORM



Figure #14

ATTRIBUTES

Each character must have a starting value assigned to the following attributes. These attributes may change over time due to a character's progression, statuses that they obtain, from Items and Artifacts, etc.

VITA

Vita is the life force of a character. A character's Starting Vita is equal to their Base Vita + any archetype modifiers (Starting Vita = Base Vita + Archetype Modifiers).

Base Vita may be calculated either by...

- **Randomized Roll:** Rolling 5d6, re-rolling any 1's (results in 10-30 Vita). This is a risky way to determine Vita, but allows greater opportunity for a higher than normal result.
- **Normalized Roll:** Rolling 5d6, re-rolling any 1's, 2's, or 6's (results in 15-25 Vita). This process contains less risk than a randomized roll, but ensures that a character's starting Vita isn't too low.
- **Default:** Set the base Vita to 22.

For example, let's say you chose to create an Explorer and decided to use the normalized roll for their Vita. You rolled five d6's with the following results: 5, 6, 2, 4, 4. Because the 2 and 6 are not allowed for a normalized roll, you re-roll them and receive a 3 and 5. The total Base Vita would be calculated by adding the original 5, 4, and 4, plus the re-rolls of 3 and 5. The Base Vita would be 21 (5 + 4 + 4 + 3 + 5). The Explorer archetype receives a +1 to Vita, so the character's Starting Vita would be 21 + 1 = 22.

DEFENSE AND MIGHT

Defense is the Ability to evade foes during combat. Might is a character's skill in combat. A character's Might and Defense should total 40, plus any archetype modifiers (Defense + Might = 40 + Archetype Modifiers). It is recommended that a character's starting Defense score be 35 or more, otherwise they may not survive long.

For example, the Explorer character does not have any Might or Defense modifiers, so their sum should be 40. Let's assign them a 36 Defense and +4 Might. The Slayer archetype has +2 Might and -1 Defense modifiers, so if they chose the same 36 Defense and +4 Might distribution, their final results would be 35 Defense and +6 Might.

DMG BONUS

A character's DMG Bonus is extra damage that a character inflicts on a successful attack. This attribute is calculated by the adding 1 to the character's archetype modifier (Archetype Modifier + 1).

POWER POINTS

The number of Power Points a character has which are spent to use Abilities. This attribute is calculated by adding 5 to the character's archetype modifier (Archetype Modifier + 5).

STRIDE

The number of spaces a character can move. This attribute is calculated by adding 4 to the character's archetype modifier (Archetype Modifier + 4).

SKILLS

There are eight skills that a character may be proficient in. They receive 4 skill points allocated to them, plus any bonuses they receive due to their archetype. You may not assign more than 2 starting skill points into any one skill. Characters may still use skills in which they have no bonuses, but these initial points symbolize the experience that a character has accumulated thus far. Choose skills that match the theme of the character you are creating.

- **Archeology:** Knowledge and skill pertaining to things ancient and cultural.
- **Awareness:** How in-tuned your character is to their surroundings.
- **Ecology:** Knowledge of the world, environments, plants, and animals.
- **Faith:** SpiRitual strength, knowledge, and willpower.
- **Nerve:** Bravery and overall Ability to act in the face of terror.
- **Occult:** Knowledge and skill concerning subjects arcane and occult.
- **Speech:** Skill in linguistics, languages, and negotiations.
- **Trickery:** Ability to perform actions that go unnoticed by others and to manipulate objects with dexterous movement.

STARTING EQUIPMENT

All characters should begin with the following starting equipment:

- One bandage.
- A starting weapon. A starting weapon chosen from any weapon within the Item card deck. Keep in mind that you may not duplicate a starting weapon being used by another character. For example, if the Exorcist is being used within your campaign, another character cannot use the aspergillum as a starting weapon. In contrast, if the Avenging Madman is not in use, the new character may chose the bale hook as their starting weapon. Alternately, you may create your own unique starting

weapon. See **"Items and Artifacts" on pg 28.**

- If the character has the Forbidden keyword, they may start with a Ritual. If they have the Prayer keyword, they may start with a random Prayer. See **"Character Keywords" on pg 23.**

Depending on the theme of the character, additional starting equipment/resources may be added to a new character.

For example, the Slayer character included with Folklore: The Affliction, Dark Tales expansion begins with a wooden stake because of her background with fighting Vampires and other undead Creatures. The Exorcist begins holy water which may be combined with his aspergillum. You may instead add other resources as starting equipment, if appropriate. For example, perhaps you created a Survivalist character archetype whom has a special affinity with animals. It might be appropriate for that character to begin a campaign with a random Animal Companion.

MYSTIC KNOWLEDGE

Many characters begin with the Ability to use Prayers and/or Rituals, as specified by their archetype. Alternately, if you would like to randomly determine if a character has the Ability to leverage mystic knowledge, roll a d10 for Prayers and a d10 for Rituals. On a d10:6+, the have the Ability to use that mystic knowledge.

For example of a themed-based decision on whether a character can use mystic knowledge, look at the Avenging Madman. He is a savage with rage driving him forward. It would be unlikely that he would have the patience to use Prayers or Rituals. The Exorcist is a devout holy man, so it makes sense for him to take advantage of Prayers, but just as unlikely for him to access the forbidden discipline of Ritual use.

SPECIAL ABILITIES

All characters have one special Ability that makes them unique. For new characters, we recommend you come up with something that fits the character's theme.

For example, the Scientist character has immunity to Corrosion tokens due to her own extensive experience using deadly chemicals. She wields Acid Vials as her starting weapon, so it makes sense for her to know how to handle such hazards.

If you need help determining a starting Ability, you may randomly roll, or just choose for the options listed in the following table. Again, these are just options you can choose from, but you can make them up on your own as well.

Table 02-02: Random Special Ability

| D100 | SPECIAL ABILITY |
|-------|--|
| 01-05 | Fire Proof: You have served in the fire squad in several towns during your life and know how to deal with the flame. Receive ABSORPTION 1 from Flame damage. |
| 06-10 | Archivist: You have spent much of your early years studying ancient tomes and holy books. Gain +1 FAITH and OCCULT when attempting to use a Prayer or Ritual, respectively. |
| 11-15 | Tactician: You are at your best when in battle. When you are the Leader, receive +2 to First Strike. If you automatically lose First Strike, determine as normal, but without this bonus. |
| 16-20 | Nimble: You leverage your natural dexterity to gain an upper hand. Gain +1 TRICKERY. Once per encounter, pass TRICKERY 9 at any time to immediately take a free turn. |
| 21-25 | Down to Earth: You have an innate resistance to the effect of the moon, making you immune to the LYCANTHROPIC status. |

| D100 | SPECIAL ABILITY |
|-------|--|
| 26-30 | Fearless: You are not afraid of much in this world, or any other. At the beginning of each story, pass NERVE 8 to become BRAVE. |
| 31-35 | Political: Your influence with the local authorities serves you well in your fight against the darkness. You are immune to WANTED and gain a +1 SPEECH while in a town. |
| 36-40 | Snare Finder: Your keen eye allows you to avoid the hazards around you. When receiving SNARE damage, pass AWARENESS 5 to avoid it. |
| 41-45 | Strong Constitution: Your hearty constitution allows you to resist sickness better than others. Gain +2 ECOLOGY when resisting the SICKNESS status. |
| 46-50 | Occultist's Bane: You have strived to understand the powers wielded by those who have sold their souls to evil. Pass OCCULT 10 to avoid an attack made by an Occultist. |
| 51-55 | Naturalist: You have an affinity with nature and all things of the earth. Gain +1 to Nature. |
| 56-60 | Prepared: Your experience has taught you how to stay watchful when you rest. Skirmishes only occur on a roll of 1-2 when resting. |
| 61-65 | Escape Artist: You have a knack at avoiding trouble. Once per encounter, pass TRICKERY 6 to avoid one attack made against you. |
| 66-70 | Divine Judgement: You fight with heart and soul against evil, using your faith as a shield. Gain +5 Defense against Demonic and Undead foes. |
| 71-75 | Shopper: You have had many dealings with the merchants in town. Receive +1 to the number of services you can use within towns. |
| 76-80 | Against the World: You pride yourself on your independence and choose not to follow the path of others. Ignore all World Events. |
| 81-85 | Devastation: You know the exactly where to strike your enemy for a fatal strike. When you perform a devastating strike against a non-Affliction foe, they are automatically killed. |
| 86-90 | Animal Affinity: You have always been able to charm the savage beast, soothing animals that you have encountered. Start with a random Animal Companion. |
| 91-95 | Charismatic: Your natural charm allows you to make friends quickly. Start with a random Militia Companion. |
| 96-00 | A Natural: You crave knowledge and have learned much from those around you. Gain all keywords that your allies possess. |

CHARACTER KEYWORDS

Character keywords determine what Abilities a character can use. A character should be assigned 2-3 keywords. The selection of keywords is somewhat arbitrary based on the archetype and theme of the character. Keyword recommendations can be found within the "[Recommended Archetype Modifiers](#)" on [pg 20](#). There are 17 keywords that maybe assigned to characters. The listing below explain the theme of each keyword and shows which *Folklore* character uses them to better guide you in your selections.

- **Cook (Butcher)** - For characters that can transform a meal into a true benefit.
- **Explore (Archeologist, Scientist)** - For characters who seek out hidden truths.
- **Fierce (Avenging Madman, Butcher, Courtesan)** - For characters that can turn savage when provoked.
- **Forbidden (Arcanist)** - For characters who walk dangerously close between good and evil.
- **Gambler (Courtesan)** - For characters whose luck is always high.
- **Holy (Exorcist)** - For characters whose faith in the divine is unparalleled.
- **Hunt (Witch Hunter, Woodsman)** - For characters who intend on tracking down their prey.
- **Learned (Arcanist, Archeologist, Exorcist, Telepath, Scientist)** - For characters who have been educated beyond those of common folk.
- **Lethal (Slayer)** - For characters who have trained to kill without mercy.
- **Magik (Illusionist)** - For characters who use their surroundings to befuddle the minds of their enemies.
- **Martial (Witch Hunter, Butcher, Courtesan, Slayer)** - For characters who are especially skilled in combat.

- **Military (Witch Hunter)** - For characters who have been trained in tactics or served in a military unit.
- **Mythos (Arcanist, Archeologist, Illusionist, Slayer)** - For characters who have studied the dark nature of the occult to know their enemies.
- **Psychic (Telepath)** - For characters who have extraordinary mental control.
- **Revenge (Avenging Madman)** - For characters with rage and anguish in their hearts.
- **Science (Scientist)** - For characters who have professionally studied science and physics.
- **Survival (Woodsman)** - For characters who have extensive experience in surviving in the wilds.

Additional keywords may be created as you see fit. There is usually one keyword that is mostly exclusive to characters in *Folklore*, but this is not a necessity.

GHOST FORM



Figure #15

GHOST ATTRIBUTES

Ghost characters have attributes similar to their living form. Each character must have a starting value assigned to each of the following attributes.

GHOST POINTS

Ghost Points represent the life force of a ghost. When damaged, they lose Ghost Points rather than Vita. They may also be spent to use Ghost Abilities. A ghost's starting Ghost Points is always 10. This rule may be broken if it really makes sense for the character's theme, but there should be a negative trade-off with the character's living form.

DEFENSE AND MIGHT

As with living characters, these represent a ghost's defensive and attack capabilities. A ghost's starting Might and Defense should total 35, plus any archetype modifiers (Defense + Might = 35 + Archetype Modifiers). It is recommended that a ghost's starting Defense score be 35 or more, otherwise they may not survive long.

For example, your character's archetype is a Mentalist, who receives a +2d4 archetype bonus. You would roll two d4 dice to receive the bonus, which we will say result in a 6, making a total of 41 points you may distribute to Might and Defense.

DMG BONUS

A ghost's DMG Bonus is extra damage that they inflict on a successful attack. Because ghost's are rarely allowed to use weapons (unless the weapon specifies it or has the SPIRIT keyword), this is usually the total damage they inflict. This attribute is calculated by the adding 2 to the ghost's archetype modifier (Archetype Modifier + 2).

STRIDE

The number of spaces a ghost can move. This attribute is calculated by adding 4 to the character's archetype modifier (Archetype Modifier + 4).

GHOST POWERS

Ghost Powers allow ghosts to really impact the outcome of a battle, whether it be helping an ally or hindering a foe, but it comes at a cost. Each Ghost Power has 4 parts:

- **Name:** The name of the Ghost Power.
- **Cost in Ghost Points:** How many Ghost Points must be spent to use the power.
- **Ranged or Melee:** If the power is ranged or melee.
- **Mechanics:** The effects of the power.

Each ghost should have 4 Ghost Powers, with one of them being Energy Drain, as can be seen on every character's ghost card. You should come up with your own ideas based on the theme of your character, however we have provided the powers used by existing characters. You can either randomly roll for, or just choose for the options listed in the following table.

Table 02-03: Random Ghost Powers

| D100 | NAME | COST | TYPE | MECHANICS |
|-------|----------------------|------|--------|---|
| 01-02 | Disruption | 2 | Ranged | Prevent the effects of Coven rules until the end of your next turn. |
| 03-06 | Forbidden Control | 5 | Melee | Take control of a non-Affliction foe during their next turn. |
| 07-08 | Interruptis | 4 | Ranged | Cause one foe to lose their next turn. |
| 09-12 | Hinderance | 2 | Ranged | Cause a foe to become IMMOBILIZED until the end of your next turn. |
| 13-14 | Luck | 2 | Ranged | Give any one character a +2 to their next search roll on the current map. |
| 15-18 | Malocchio | 1 | Melee | Hinder a foe, reducing their Might by 5 until the end of your next turn. |
| 19-20 | Empathetic Anger | 3 | Ranged | You bestow your rage to an ally, immediately allowing them another attack. |
| 21-22 | Poltergeist | 3 | Ranged | Your fury causes a maelstrom of energy to damage all foes for 2 Vita. |
| 23-24 | Rage Force | 3 | Melee | Your anger has no boundaries, allowing you to PUSH a foe 2 spaces. |
| 25-28 | Holy Wrath | 2 | Ranged | Inflict 1d4 Damage to one Creature and make them IMMOBILIZED. |
| 29-30 | Spirit Drain | 2 | Ranged | WEAKEN a foe until the end of your next turn. |
| 31-34 | Resistance | 3 | Ranged | Give any ally a +2 bonus against a negative status check. Use at any time. |
| 35-36 | Essence Transfer | 3 | Ranged | Allows an ally to gain two temporary Power Points. |
| 37-40 | Force Burst | 4 | Ranged | PUSH 2 all adjacent foes. |
| 41-42 | Mental Reinforcement | 2 | Melee | Give all allies +1 Damage until the start of your next turn. |
| 43-44 | Take That Back | 3 | Ranged | Cause a foe to re-roll their attack dice. Use at any time. |
| 45-46 | Spirit Lance | 2 | Ranged | Inflict 3 Damage and WEAKEN a non-Affliction foe until the end their next turn. |
| 47-50 | Spirit Veil | 3 | Ranged | Make an ally untargetable until the end of your next turn. |

| D100 | NAME | COST | TYPE | MECHANICS |
|-------|---------------------|------|--------|---|
| 51-52 | Ethereal Razor | 3 | Melee | Inflict RAZOR 1 on one target. Affects ETHEREAL foes. |
| 53-56 | Force Punch | 3 | Melee | Punch a foe with spiriTual energy, PUSHING them 2 spaces, causing 2 additional Damage. |
| 57-58 | Nourishment | 2 | Ranged | Allow an ally to recover 1d4 Vita by feeding them your spirit energy. |
| 59-62 | Ghost Blades | 2 | Melee | Manifest a pair of ethereal knives that skewer your foe for 1d4 Vita. |
| 63-64 | Confusion | 1 | Ranged | Distort the senses of your target. They receive -5 Might during their next turn. |
| 65-66 | Fade | 1 | Ranged | You fade from view until the end of your next turn. You cannot act or be targeted. |
| 67-68 | Juxtaposed | 2 | Ranged | Cause a target to lose their ETHEREAL status until the end of your next turn. |
| 69-72 | Play the Field | 3 | Ranged | Move an ally to any unoccupied space within your sight. |
| 73-74 | Reflection | 4 | Ranged | Cause an attack that is about to hit you to reflect back at your foe. |
| 75-78 | Ignite | 3 | Ranged | Manipulate the chemical composition of the landscape. Put a Flame token in one space. |
| 79-80 | Kinetic Field | 3 | Ranged | Create an AURA 1 around an ally for the combat. Allies or foes entering it lose 2 Vita. |
| 81-84 | Personal Resistance | 4 | Ranged | Increase your ABSORPTION to 3 until the end of combat. |
| 85-86 | Termination | 3 | Melee | Roll an attack against a foe. It does no damage, but kills it on a natural 95 or more. |
| 87-88 | Charm Death | 3 | Ranged | Make one Undead foe immediately attack another enemy within their range. |
| 89-90 | Reload | 1 | Ranged | Immediately restore all Ammo to an ally's ranged weapon. |
| 91-94 | Impede | 1 | Melee | Cause an enemy to become IMMOBILIZED 5 after you successful attack them. |
| 95-96 | Snare | 2 | Melee | Manipulate the battlefield by causing a Snare token to manifest in one map space. |
| 97-00 | Training | 1 | Ranged | Give an ally +10 Might against Nature foes during their next turn. |

CHARACTER BOOKLETS

Creating a character booklet for a new character is an optional exercise, however it is important to create a Lore Tree for them so that they have an opportunity to become stronger as they accumulate Lore. If you wish to avoid this extra work, you may skip all these things and use the Generic Lore Tree, provided in "Lore Tree (#4)" on pg 25.

CHARACTER FOCUSES (#1)

ARCANIST

The Arcanist seeks hidden knowledge and mastery of the secrets of the universe. She is a student of the ancient systems of numerology and chakric mysticism. As a collector of lost knowledge, she has found an old parchment torn from the pages of a much larger book known as the Necronomicon. The Arcanist seeks to find the remainder of this obscure text and explore the other dimensions of which it speaks.

CHOOSE A CHARACTER FOCUS

☐ **NUMEROLOGIST**
You have studied and learned the lore of numbers and their mystical meanings.

- Once per chapter, the Numerologist can spend a Power Point to re-roll any of her own die rolls.
- Once per story, she may roll two dice instead of one for any roll she wishes in the game and take her choice of the higher or lower of the two values.

☐ **SEEKER**
The Seeker has two auras and can use them as long as she has at least one unspent Power Point. These auras are represented by a double-sided token with a light and dark side.

Once per combat (both encounters and skirmishes), the Seeker may activate one of her auras. Each is **AURA 1** and lasts for 4 rounds.

- The Light aura is a circle of protection giving her **ABSORPTION** and allies in the aura +5 Defense. This does not stack with other absorption bonuses.
- The Dark aura causes 1 Damage to all foes that move into the aura on their turn.

Figure #16

Character focuses are not required, but they allow you to further differentiate a character's uniqueness. These paths reflect the different personalities and professions that characters may possess, and provide them with additional starting capabilities. The capabilities should be of minor strength to avoid unbalancing gameplay.

STARTING ASSETS (#2)



Figure #17

Page two of a character booklet lists the character's starting Abilities, Weapon, and any additional supplies they should begin the game with as a new character.

LOCATION EXTRAS (#3)

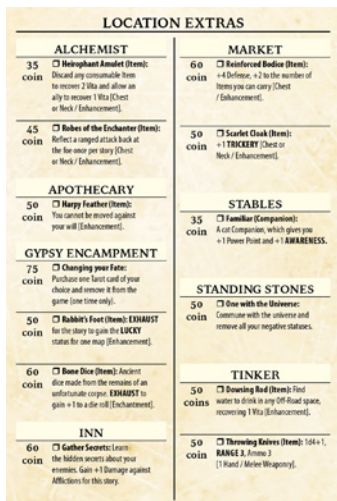


Figure #18

Page three of a character booklet details extra town and special location services they may take advantage of. These are only available to this character, and Items purchased from this page may not be used by other characters. The following are things to consider when creating location extras:

- Pick locations that resonate with the character's

archetype and personality. For example, the Arcanist includes the Alchemist, Apothecary, and Gypsy Encampment, all of which are somewhat mystical or fringe locations.

- Always include the Market, and create a minimum of 2 powerful (but expensive) weapons available for purchase.
- Consider special events that could happen when the character uses a town service. For example, when the Avenging Madman uses any service at the Inn, he must roll to see if he becomes drunk and disorderly. If he does, a bar fight ensues and he must skirmish with an Angry Mob.
- See **"Advanced Town Services" on pg 55** for existing character location extras.

LORE TREE (#4)

| LORE TREE | | | |
|---|----|--|--|
| Lore | AP | Choice One | Choice Two |
| 100 | | <input type="checkbox"/> +1 to Any Skill | <input type="checkbox"/> +2 Max Vita |
| 200 | +1 | <input type="checkbox"/> Discard a Ritual to recover all Power Points | <input type="checkbox"/> Discard a Ritual to force a foe to lose their next turn. |
| 350 | +1 | <input type="checkbox"/> Lose 5 Lore to gain 1 Power Point, once per chapter. | <input type="checkbox"/> To roll a ritual skill check when reciting a Ritual, once per round. |
| 350 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. | | | |
| 500 | +1 | <input type="checkbox"/> NUMEROLOGIST: Add 1d4 to any die roll, once per chapter. | <input type="checkbox"/> NUMEROLOGIST: Once per story, a Companion may block one attack without sacrificing their life. |
| 650 | +1 | <input type="checkbox"/> SEEKER: +1 Damage with melee weapons if your target has an adjacent ally. | <input type="checkbox"/> SEEKER: +5 Might for each round you have successfully attacked the same target, maximum +25. |
| 800 | +1 | <input type="checkbox"/> +1 Max Power Point | <input type="checkbox"/> +1 to Any Skill |
| 1100 | +1 | <input type="checkbox"/> +5 Might | <input type="checkbox"/> +5 Defense |
| 800 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. | | | |
| 1250 | +1 | <input type="checkbox"/> DISGUISE: You may roll one die roll, once per chapter. | <input type="checkbox"/> DISGUISE: You may roll one die roll, once per chapter. |
| 1400 | +1 | <input type="checkbox"/> DISGUISE: You may roll one die roll, once per chapter. | <input type="checkbox"/> DISGUISE: You may roll one die roll, once per chapter. |
| 1250 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain abilities. | | | |
| 1550 | +1 | <input type="checkbox"/> NUMEROLOGIST: Recover 1 Power Point when you Defend during a skirmish and one extra Power Point when resting. | <input type="checkbox"/> SEEKER: The Light Aura heals 1 Vita per round and the Dark Aura deals 1 Damage to foes per round. |
| 1700 | +2 | <input type="checkbox"/> ABSORPTION: When a character attacks. | <input type="checkbox"/> When a SPIRIT creature is slain, gain the ETHERAL status until the end of the chapter. |
| 1700 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain abilities. | | | |

Figure #19

The final page of the character booklet is the Lore Tree. This allows a character to become more unique and powerful as they progress through stories and earn Lore. The characters in the *Folklore* core game include two choices a player may pick from when their character reaches a Lore threshold. This was done to provide additional character replayability, however it is not necessary when creating your own characters. The following are things to consider when creating a Lore Tree:

- If the character has Character Focuses, incorporate them within the Lore Tree at certain intervals. It is recommended to include them within three lore thresholds, spaced evenly throughout the tree.

| | | |
|------|----|--|
| 1400 | +1 | <input type="checkbox"/> NUMEROLOGIST: Recover 1 Power Point when you Defend during a skirmish and one extra Power Point when resting. |
| | | <input type="checkbox"/> SEEKER: The Light Aura heals 1 Vita per round and the Dark Aura deals 1 Damage to foes per round. |

Figure #20

- Do not increase a character's DMG Bonus beyond +3 or it may create some imbalances. For example, if a character begins with a +2 DMG Bonus, only include one "Add +1 to your DMG Bonus" entry in the tree.
- In the advanced rules for *Folklore*, characters may exceed the 1700 Lore limit of a lore tree and receive a benefit every 300 Lore, as listed in **Rulebook "Advanced Rules" on pg 35** of the rulebook. You may instead create specific benefits for progression beyond 1700 Lore.

The specific power you add to the Lore Tree are up to you, however you should adhere to the following Lore Tree model:

| Lore | AP | Choice One | Choice Two |
|--|----|--|--------------------------------------|
| 100 | | <input type="checkbox"/> +1 to Any Skill | <input type="checkbox"/> +2 Max Vita |
| 200 | +1 | | |
| 350 | +1 | | |
| 350 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. | | | |
| 500 | +1 | | |
| 650 | +1 | | |
| 800 | +1 | | |
| 800 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. | | | |
| 950 | +1 | | |
| 1100 | +2 | | |
| 1250 | | | |
| 1400 | +1 | | |
| 1250 Lore: As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain your Abilities. | | | |
| 1550 | +1 | | |
| 1700 | +2 | | |

Figure #21

If you wish to avoid having to create your own Lore Tree, you can use the following Generic Lore Tree instead.

Table 02-04: Generic Lore Tree

| LORE | AP | LORE |
|------|----|---|
| 100 | | +1 to Any Skill |
| 200 | +1 | +5 Might |
| 350 | +1 | +5 Defense As a ghost, gain +5 Defense and +1 Max Ghost Points |
| 500 | +1 | +2 Max Vita |
| 650 | +1 | +1 Max Power Point |
| 800 | +1 | +1 to Any Skill As a ghost, gain +5 Defense and +1 Max Ghost Points. |
| 950 | +1 | Add +1 to your DMG Bonus |
| 1100 | +1 | +1 Max Power Point |
| 1250 | | +1 search rolls As a ghost, gain +5 Defense and +1 Max Ghost Points. You may also retrain your Abilities. |
| 1400 | +1 | +5 Might and +5 Defense |
| 1550 | +1 | Add +1 to your DMG Bonus |
| 1700 | +2 | Gain immunity to any one negative status of your choice. |

FOE CREATION

Foes are the Creatures and Afflictions within *Folklore*. The creation process is the same for each with the following differences:

- Afflictions do not have a skirmish side.
- Afflictions should be more difficult than the strongest Creatures.
- Afflictions almost always have two attacks per round, but follow the same movement rules.

Steps for creating new foes:

1. Choose the Creature type.
2. Choose a name for the Creature.
3. Determine whether it is a single foe or a swarm.
4. Assign a threat level to the foe.
5. Assign Vita, Might, Defense, and Stride.
6. Determine a combat type, i.e. melee or ranged, how

- many attacks they receive, their reach, etc.
7. Determine Lore and Coin awards.
8. Create a Special Power.
9. Create the foe's attack powers.
10. For Creatures, create the associated Skirmish card, which mainly consists of determining an attack power and what skirmish counter modifiers to include.

CREATURE (& AFFLICTION) CARD CREATION

As mentioned, this process is the same for Afflictions and Creatures, so both will be covered here. Keep in mind that these are guidelines and can be deviated from as you see fit.

1. **Choose a Creature Type.** Mortal, Demonic, Nature, Shapeshifter, Undead, Occultist, or Spirit.
2. **Choose a Name for the Creature.** This can obviously be done at any point in the process, but you should have an idea of the type of Creature you want to create, and a name helps with imagining the details.
3. **Swarm or Single Creature.** Choose whether or not you wish the Creature to be a SWARM. Swarms act in a unit and are damaged as a unit, decreasing in threat as they are reduced in number. The number of Creatures in a swarm is directly related to the amount of Vita they have. For example, if the Creature has 16 Vita, there are 16 individuals in the swarm.
4. **Assign a Threat Level.** This represents how dangerous the Creature or Affliction is. This is not recorded on the Creature card, but helps in defining its attributes.
 - a. **Low threat.** 1-2 of the Creatures should be a challenge for 2-3 characters in a Dusk story. An Affliction should be a challenge for 4-5 characters in a Dusk story.
 - b. **Medium threat.** 1-2 of the Creatures should be a challenge for 4-5 characters in a Dusk story. An Affliction should be a challenge for 4-5 characters in a Twilight story.
 - c. **High threat.** 1-2 of the Creatures should be able to be a challenge for 2-3 characters in a Twilight story. An Affliction should be a challenge for 4-5 characters in a Midnight story.
5. **Assign Vita.** Keep in mind that Spirits usually require a lower Vita due to their ETHEREAL Absorption (the damage from each hit is reduced by 2). It is recommended

to reduce it to 70% of the calculated total.

- a. **Low threat.** Use the expression below for 2 character games, and add +4 for each additional character.
 - i. **Creatures:** $10 + 1d6$ (range: 11-16)
 - ii. **Afflictions:** $33 + 2d6$ (range: 35-45)
 - b. **Medium threat.** Use the expression below for 2 character games, and add +4 for each additional character.
 - i. **Creatures:** $12 + 2d4$ (range: 14-20)
 - ii. **Afflictions:** $43 + 2d6$ (range: 45-55)
 - c. **High threat.** Use the expression below for 2 character games, and add +4 for each additional character.
 - i. **Creatures:** $20 + 1d6$ (range: 21-26)
 - ii. **Afflictions:** $53 + 2d6$ (range: 55-65)
6. **Assign Might.**
 - a. **Low threat.** Use the expression below for a Dusk level game, and add +5 for Twilight, +10 for Midnight, and +15 for Nightmare.
 - i. **Creatures:** $-6 + 1d6$ (range: -5-0)
 - ii. **Afflictions:** $3 + 1d4$ (range: 4-7)
 - b. **Medium threat.** Use the expression below for a Dusk level game, and add +5 for Twilight, +10 for Midnight, and +15 for Nightmare.
 - i. **Creatures:** $-1 + 1d6$ (range: 0-5)
 - ii. **Afflictions:** $7 + 1d4$ (range: 8-11)
 - c. **High threat.** Use the expression below for a Dusk level game, and add +5 for Twilight, +10 for Midnight, and +15 for Nightmare.
 - i. **Creatures:** $4 + 1d6$ (range: 5-10)
 - ii. **Afflictions:** $11 + 1d4$ (range: 12-15)
 7. **Assign Defense.**
 - a. **Low threat.**
 - i. **Creatures:** $36 + 2d4$ (range: 38-44)
 - ii. **Afflictions:** $53 + 1d4$ (range: 54-57)
 - b. **Medium threat.**
 - i. **Creatures:** $43 + 2d4$ (range: 45-51)
 - ii. **Afflictions:** $57 + 1d4$ (range: 58-61)
 - c. **High threat.**
 - i. **Creatures:** $50 + 2d4$ (range: 52-58)
 - ii. **Afflictions:** $61 + 1d4$ (range: 62-66)

8. **Assign Stride.** This number is arbitrary based on the Creature you are creating and can range from zero movement to very fast (like a Stride of 6). The standard stride most Creatures and Afflictions have is 4. Increase or decrease it according to how much faster or slower they are from a normal person. Here are some general guidelines:
 - a. **Slow foes:** 2-3 Stride
 - b. **Average foes:** 4 Stride
 - c. **Fast foes:** 5 Stride
 - d. **Extremely fast foes:** 6 Stride
9. **Assign the Combat Type.** Determine if the foe will be melee (close-up combat) or ranged (distance combat). You should also consider the SIZE of the Creature (1" or 2") and if they have reach (being able to attack beyond squares adjacent to them). Also determine if they receive multiple attacks. As noted before, most Afflictions do, and all 2" foes attack twice. This info is usually noted in the Special Powers section, but it is important to determine now.
10. **Determine Coin award values.**
 - a. **Creatures:**
 - i. **Low threat:** 1d4 Coins (ideal range: 2-4)
 - ii. **Medium threat:** 2d4 Coins (ideal range: 6-8)
 - iii. **High threat:** 3d4 Coins (ideal range: 10-12)
 - b. **Afflictions**
 - i. **Low threat:** 3d4 Coins (ideal range: 10-12)
 - ii. **Medium threat:** 4d4 Coins (ideal range: 13-15)
 - iii. **High threat:** 4d6 Coins (ideal range: 16-18)
11. **Determine Lore award values.**
 - a. **Creatures:**
 - i. **Low threat:** $9 + 1d6$ Lore (range 10-15)
 - ii. **Medium threat:** $16 + 2d4$ Lore (range 18-24)
 - iii. **High threat:** $25 + 2d4$ Lore (range: 27-33)

b. Afflictions

- i. **Low threat:** 28 + 2d6 Lore (range 30-40)
- ii. **Medium threat:** 39 + 2d6 Lore (range 41-51)
- iii. **High threat:** 50 + 2d6 Lore (range: 52-62)

12. Create Special Power. There are not specific guidelines to special powers. Think outside the box to make your creation as interesting as possible. Incorporate any necessary instructions that you need for combat, as you determined in the Assign the Combat Type step. Also, if you create a swarm, make sure reference the Bat Swarm and Angry Mob Creature cards. You could force characters to make a skill check at the beginning of combat, or their turn, for some crippling result. Make sure you include any positive statuses that they may have here, such as Ethereal.

13. Create Powers. Most Creatures have 3-4 powers that they use during combat. In combat, the Power Die determines which attack power gets used. The higher the

number, the more dangerous the attack should be, so place less deadly powers at the beginning and the most harrowing at the end. As with Special Powers, there is no set guidelines. It is the best place to make your foe as unique and interesting.

SKIRMISH CREATION

The reverse side of each Creature card is their associated Skirmish card. Skirmishes are intended to be fast, but deadly fights that drain a group of characters of their reserves. You should create a Creature's skirmish card AFTER you have completed its encounter-side. Keep in mind that these are guidelines and can be deviated from as you see fit.

- 1. Determine Skirmish Power.** This is the heart of what makes each Creature's skirmishing experience unique. Unfortunately, this means that there is no set guidelines on what to create. Review the encounter powers and develop one attack that would make players

immediately associate with the Creature you created. Try not to duplicate a power you already have on the encounter-side, but it is ok to make it similar.

- 2. Determine Might and Defense.** The easiest way to do this is to use the Might and Defense values you already created for the encounter-side of the Creature.
- 3. Determine Coin award values.** Skirmishes do not normally award Lore, but Coins are often left behind after a fight..
 - a. **Low threat:** 1d4 Coins (ideal range: 2-4)
 - b. **Medium threat:** 2d4 Coins (ideal range: 6-8)
 - c. **High threat:** 3d4 Coins (ideal range: 10-12)
- 4. Determine skirmish counter modifiers.** The higher the value of the skirmish counter, the more powerful the skirmish is. Most modifiers are related to Might, Defense and Damage, with bonus modifiers to a Creature when the value of the counter is high, and penalties when they are low.

OTHER CARD CREATION

COMPANIONS

Companions usually provide an augmentation to character skills or other attributes, although some have an abstract attack capability in encounters, such as when arm your Companion at the Tinker in town. When you are at death's door, they can also block an attack against you, saving you from demise. When creating Companions, consider the following:

- **Militia Companions are usually personalities that can be found within a town.**
- **Any "strange" or unnatural Companions usually fall within the Animal Companion deck.**
- **Some benefits you could create include...**
 - Allowing characters to resist statuses.
 - Giving a character a specific status while they have the Companion.
 - Providing skill bonuses.
 - Allowing a character to be more effective in skirmishes or encounters.
 - Providing additional safety on the road, off-road or when resting.

ROAD EVENTS

Road Events cards represent a half day of travel on the World Map using Roads. They are split into a daytime event (left), and a nighttime event (right). The general construction of a Road Event card consists of 3 pieces of information: name of the event, a brief description meant to be read aloud during play, and the mechanics of the event. Unlike Off-Road Event cards, which offer a choice of action, Road Events just happen. Road Events mostly consist of skill checks to act as a trigger for gaining awards, statuses, and skirmishes with *Folklore's* many Creatures. When creating Road Events, consider the following:

- Unless otherwise specified on the card, the effects apply only to the current Leader.
- They need to be generic enough to work within the confines of any of the stories, but flavorful enough to make travel interesting.
- Road Events should be balanced equally between positive and negative outcomes.
- The night side of Road Events can optionally contain a Full Moon, which in addition to whatever happens for the night side, also triggers any characters who are LYCANTHROPIC.

OFF-ROAD EVENTS

Off-Road Events represent events that happen when characters stray from the beaten path and end up traveling in the dangerous countryside of Kremel. They almost always require characters to make one of two choices before flipping the card and reading the outcome they chose. When creating Off-Road Events, consider the following:

- Off-Road Events should be more difficult than Road Events.
- The balance between positive and negative should be around 70/30 in favor of the negative.
- Create the narrative portion of the event in third-person, as if the character was telling a story about what happened.
- Although giving a player a choice is standard, it is not required, and you can give more than two choices if you wish.

RUMORS

Rumors are mini-adventures that give characters the opportunity to gain additional awards. Characters can learn about them by visiting the inn within town. On the front-side of a rumor card, the setup explaining the purpose of the rumor is shown on the left side. The right-side, as well as the entire back of the card, walks characters through the quest. The back is also where you describe the rewards given upon its completion. There is no standard format for these card, each is different, so have fun making these up.

WORLD EVENTS

World Event cards provides additional thematics to the game, some positive and other deadly. There are 4 types of cards: Environments, which represent nature's impact on the land; Festivals, which represents various celebrations and their impact in the world; Seasons, which are times when superstition greatly influences the land's populous; and Towns, which represent how evil has cast its dark influence among the townsfolk. When creating World Events, consider the following:

- World Events are drawn at the beginning of a chapter and lasts for its duration. A new one is drawn at the beginning of the next chapter.
- They should be minor conveniences or hindrances.
- They should never cause a situation where a story cannot be completed because of one of them. For example, a town is completely unavailable or you cannot reach it, but that is where the story needs to go to progress.

ITEMS AND ARTIFACTS

There are 4 types of Items and Artifacts can you can create:

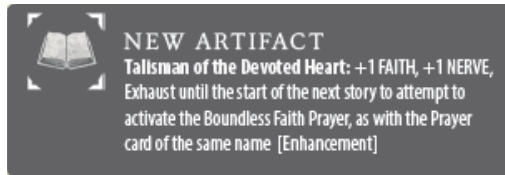
- **Consumables:** Limited use Items. Most are use once then discard. Some may have up to 4 uses before being discarded, such as with Holy Water. Most consumables cost between 5-20 coins.
- **Enhancements:** Usually provide a minor bonus of some kind. Most protectives cost between 15-30 coins.
- **Protective:** Armor, shields, and occasionally jewelry of a protective nature. Most protectives cost between 20-45 coins.
- **Weaponry:** All things smashy. One-hand and two-hand weapons, either melee or ranged. Some weapons require a specific keyword to use, such as the Telepath's Quartz Lantern. Weapons, aside from those the characters start with, are usually the most expensive Items in the game. They can cost over 100 coins, but usually range from 30-50 coins..

Items do not necessarily need a card in order to give them out to characters.

Items do not necessarily need a card in order to be given to characters. The use of in-line Items and Artifacts are used frequently within Folklore, especially in the expansion content.

For THE STOLEN HEART, I needed to create an Artifact for the Heart Talisman. Because it is a new Artifact with no card, and I did not want to be bothered with creating one...having it on a character sheet works well...I used the inline

version as can be seen below.



*** ARTIFACT! THE GROUP GAINS TALISMAN OF THE DEVOTED HEART (+1 FAITH, +1 NERVE, EXHAUST UNTIL THE START OF THE NEXT STORY TO ATTEMPT TO ACTIVATE THE BOUNDLESS FAITH PRAYER, AS WITH THE PRAYER CARD OF THE SAME NAME [ENHANCEMENT]).**

Figure #23

HEIRLOOMS

Heirlooms function like Items but have no classification type and do not take up a character's Item slots. They are given, usually randomly, to newly created characters. They cannot be traded to another character, sold or lost. Heirlooms should provide characters with a minor bonus that will not significantly imbalance gameplay.

MYSTIC KNOWLEDGE

Mystic knowledge is broken into two primary types. Ritualistic (the arcane) and Prayer (the divine). Both are very powerful and represent game changing mechanics that can make or break a given session. Both are meant to be hard to obtain, and only characters with the correct mystic knowledge may use them. When creating Prayers and Rituals, consider the following:

- Make them tough enough to make an entire battle a bit easier, without making it a sure-win situation.
- The more powerful the Ritual, the more difficult the appropriate skill check (Faith or Occult) should be. It could even exceed 10 if it is especially powerful as those that would likely use it probably have bonuses in the associated skill.

TAROT

You shouldn't really have a need to make new Tarot cards, but if you want additional negative options for characters dieing in the game, feel free to bring on the hurt. Tarot cards should limit characters, but not make them completely ineffective.

WHERE TO PRINT?

You may obviously use whatever printer you want to create your new assets. However, not all printers are created equal. Here are some online printers we recommend.

- [PrintPlayGames.com](https://www.printplaygames.com)
- [GameCrafters.com](https://www.gamecrafters.com)

CHAPTER III: SUPPLEMENTAL LORE



WORLD CONCEPT

Enter the age where our ancestors truly feared the night, when folklore was a thing told in secret to aid survival and not just tales to keep frightened children from sleeping in their beds. *Folklore: the Affliction* is a setting steeped in fear, myth and superstition, a backdrop for dark and exciting adventure. Hunt or be hunted by Creatures of antiquity and legend, both mortal and supernatural. Search dangerous locales and peruse forgotten lore. Discover the Afflictions that even now sink their claws into the heart of the land. *Folklore: the Affliction* uses the mythology of our own past as the antagonist. The heroes of our stories must face the Afflictions that are rising from the darkness.

In the Eastern European land of Kremel, manors, castles, forests, and graveyards loom over the countryside, waiting to be infested by ancient evils. Defend the land from the scourge of witchcraft and the demonic. Beware the taint of lycanthropy and vampirism.

Off the coast of Western Europe, England is just beginning to solidify its hold on the British Isles, but its ancient forests—and the Fae within—have begun to reawaken. The Banshee wails in the night, while Faerie Hounds hunt the woods. Meanwhile, within his city of brick and stone, King Edward the VII sits unaware of the growing darkness around him.

KREMEL

The land of Kremel is surrounded by nearly impassible mountains to the north, unexplored forests in the west, and dangerous seas to the east. Those few who come to Kremel, do so by way of the South Road, and the Church of the Crossroads. Kremel is a tiny country, measuring about one hundred miles from east to west, and sixty miles north to south.

Over the centuries, Kremel has been ruled by a handful of monarchs and royal families, mostly exiles from their own homelands. None of these have ever lasted for more than a century's time, each falling to hardship and tragedy within a few generations. Kremel, in the present day, has not seen the guiding hand of any central government in over twenty years. Each city has its own form of government, and its own garrison of watchmen. There are patrols of guards to watch the roads, but they are few and far between and rarely venture more than half a day's travel from the cities for fear of being caught out at night.

The people of Kremel are simple folk, tormented by the supernatural forces at work within their Kingdom. As such, they have become suspicious of outsiders. They have few tales of heroes within their local lore, but many tales of the things that have threatened them.

TOWNS

WAYLIN POINT: A town of 1000-1500 people that serves as the outside world's gateway to Kremel—it's as far into the country as most foreign merchants dare to go. Brigands lurk along all of the roads leading to it.



YOROTRUSK: The largest town in Kremel, home to 3000-3500 people. Centrally located in the country, it has "always been" Kremel's hub of trade and communication.



OSTELINK: A hamlet of 300-400 people that lies in remote northwestern Kremel. An outpost of civilization in one of the wildest, most dangerous areas of the land, its people are hardened and wary, almost hostile to strangers.



NILUV (NOT SHOWN ON MAP): A hamlet of 400-500 folk in northeastern Kremel that lies just south of the Deadlands, a hostile rocky, blasted plain. Niluv is home to the largest population of hunters in Kremel, who use the Deadlands as a training ground to harden recruits; many are lost in the process.



UROSLAV (NOT SHOWN ON MAP): This hamlet of 400-500 people is a short journey from the inlet that surrounds the mysterious Bone Isle. Most Uroslavven are fisherfolk and those who preserve fish for sale at home and afar.





CASTLES & ESTATES

ASHLAND SPIRES: This stately castle nestled within the mountains of eastern Kremel was the historic home of the noble families that ruled over the people of the region. Once of great beauty and magnificence, it fell into disrepair when the last noble family died out after the tragic disappearance of their child. It is haphazardly attended by a regent who is hopeful of the return of a noble house to once again restore order to the lands of east Kremel. Many secrets and artifacts are kept within its walls, and now with no ruler to guard these antiquities and treasures, some have rumored that darker things now awakened and stir to walk the halls and lurk in its passages.



BELVAR ESTATE: The abandoned mansion of ill repute, belonging to a family once imperious and fabulously rich; the Belvars and their sprawling home have both long since fallen into ruin. Historians say the Belvar family rose to wealth and power by extorting others and stealing their land and possessions by force. Many treasures were amassed by the Belvars as they took the valuables of others and hoarded them deep within the bowels of the great hall. Whether by karma or by foul deed, the estate began to take on an ominous tone and calamity struck the Belvars. One by one, they all disappeared. Whispers of those in Waylin point say that the Belvars ensnared and enslaved various people who spoke out against them and it was rumored that those poor souls became the objects of bizarre experiments by the patriarch who took to practicing forbidden arts. The sprawling home is a terror to behold and rumored to be guarded by the hostile spirits of those who, in life, walked its many halls and courtyards. There is a saying that the Belvars were consumed by a Creature they themselves unleashed from the underworld.



OLO-PELIOS: A grand and ancient stone edifice huge and alien in appearance that rises from a jagged and grim mountainside, this regal structure is said to have once been the private palace of a ruler who flourished before the earliest written Kremelan history. The few artisans who have seen it and lived, say that its impregnable construction is beyond their skills, and they know of no one alive today who could build it, whatever was spent. Some Kremelans say its halls open to "other places" and dimensions not of this earth. A few even claim it was built by a race of giant folk who lived before the great flood and its architecture holds the secrets of a race long wiped from the earth by the deluge.



DARK SPIRE: This odd tower-like projection broods over Kremel from high atop its own plateau. It looms as a constant reminder of an evil inherent in this place that is best forgotten. A dark obsidian spike appearing to stand as a reminder that the world was once a very different place, ruled by forces that now have no name. Its design, purpose and secrets are known to no living man or woman in Kremel. There is no longer any way to reach it on foot, as the old road that ascended to the plateau—itsself backed by crumbling and treacherous cliffs—is interrupted by a wide and deep chasm from which foul mists rise. No one dares speak of the Spire and few speculate about it for fear that some ancient evil will arise anew and overshadow the land. In the Old Kremelan Scroll it is written that the Spire was once a gateway to hell that was sealed shut long ago, and that the chasm was created more recently to deter foolish men from tampering with its seals—but who caused the chasm to open, and how it was accomplished, are matters that no two stories agree upon.



MAJOR GRAVEYARDS / TOMBS

Small graveyard plots can be found throughout Kremel, but there are two especially infamous places that house the wealthy and powerful dead of ages past, Goran Tombs and Feleron Crypts.

GORAN TOMBS: The largest and most-frequented burial ground in Kremel today, used by most of the established families of the land. It has become an overgrown labyrinth of above-ground mausoleums and an extensive underground maze of passages and crypt-chambers. Recently the grounds have become overly populated and there is little space left for new burials. Many rumors say that some have taken to opening graves and tombs and burying their dead within others' resting places. Due to this unsanctified practice, there has been unrest of late and the once placid Goran Tombs now carries a sense of dread and danger to the living.



FELERON CRYPTS: Standing in the center of the Deadlands, this walled burial city is so isolated today that it is rarely used. A few families that have a long history of interment in Feleron bravely maintain their tradition. The Crypts are so ancient that their origins have been forgotten over time, but the walls are said to have been built when the Deadlands were a vast, lush plain of flowers. The Necropolis is regarded as a forbidden city of the dead where beings from unearthly places now rule within its walls and where the general laws of nature become blurred with those of other realms.



MAJOR FORESTS

DARKENBOUGH: Forming the southwestern border of Kremel, this large wild woodland was once a fertile hunting ground. Since darkness came to the land, even the boldest hunters rarely enter farther than the forest verges, and report that wildlife is scarce deeper within. The forest gets its name from its incredible density, the trees in most places growing so thickly as to blot out all traces of light. It is said throughout Kremel that Darkenbough has a dark, hostile awareness of its own. Trees are known to uproot themselves and move from place to place, and ancient woodland beings like the Dryads have been seen among them.



ELKRA PINES: Found in southern Kremel, it is rumored to be a haven for witchcraft and other dark magics. Rivaling Darkenbough in size, it is a woodland best avoided. Occultists are said to abduct villagers and take them into Elkra's depths to perform foul Rituals for their demonic brethren.



RAMINOV'S WOOD: A long but narrow forested region in northern Kremel, that stands midway between Ostelink and Yorotrusk. It is a favorite hunting ground for those who live nearby. Although considered the safest woods in the land, it still holds many dangers and natural snares such as sinkholes and quicksand. Wolves are often heard howling in its depths from miles away, and its verges are a popular refuge for highwaymen. Legends tell of a spirit wolf that lives in Raminov whose icy breath can freeze a man solid.



CAVE SYSTEMS

MOROI PEAKS: Little is known of this underground burrow of tunnels, but it is rumored that they lead to various places deep within the earth and some say the gate of the underworld itself. They stretch so deep beneath the surface that the air itself singes lungs and burns the eyes. From the histories of the Tur-Azak, a leather-skinned nomadic people who make their yurts at the foot of Moroi Peaks, they say this mountainous range is the home of phantoms and blood sucking half-dead that came from beyond the grave and made castles high in the spires of rock. Lava flows are reported to burst spontaneously from cracks in the mountains and make a dangerous prospect of exploring this area.



NURIAN'S HOLLOW: The caves of Nurian's Hollows have served as a sanctuary for many wild Creatures, some foul and unnatural. A white glimmering stone is fabled to exist deep within the caves whose properties are fantastical and dangerous. The stone is said to transform those who possess the mineral into gruesome monsters. The origins of these legends were passed down since people first populated this land and now are mostly forgotten except by a few hermits and recluses thought to be insane and untrustworthy. The caves are entirely uncharted, but it is rumored that several secret entrances exist and link to other locations around Kremel.



OTHER LOCATIONS

ALCHEMIST TOWER: The Alchemist is revered—and feared—throughout Kremel, as a reclusive and curt man whose knowledge spans the scientific and the supernatural. His spartan stone needle of a tower stands alone in the countryside, in southeastern Kremel, and is infamous for its emerald green door. The Alchemist is the last known remaining practitioner of the original order of the Magi, those wise men living in the east, who watch the stars for portents and signs. His order was subverted by one of their own, who rose to power and embraced sorcery and dark magic, one called Ostanes. Any of the brethren who did not accept the Writ of Ostanes and the dark arts, were exiled and eventually hunted down and destroyed. The Alchemist of Kremel believes he is the last of the true Magi who refused the darkness. He arrived in Kremel over a decade ago, and none know the truth of his grim tale.



BONE ISLE: This small isle was once a tranquil cemetery used by people in the region for centuries to inter their late family members. Those of wealth and renown were buried in this place with their fortunes and heirlooms. Ships piloted by thieves would arrive under the cover of night to loot the dead. The spirits in this place became angry and vengeful and soon the ships arrived but never left and their occupants found lifeless on the rocky shores. One young woman of ancient name sought to recover the sword of her ancestors, she found it on Bone Isle, interred with her great-great grandfather within a granite tomb. Upon finding the sword and attempting to remove it from the tomb, the spirit of her ancestor was enraged and cursed her and the sword. She made a desperate pact with the spirit that if she would be allowed to take the blade she would return it upon her death and guard it for all time. Bone Isle is now regarded as the resting place of countless people spanning centuries of time. It is avoided by all but the few whose family custom is still to inter

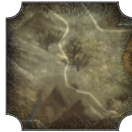


their dead in this place. Accounts tell of Rituals needed to assuage the corpses and spirits who walk freely among the once-beautiful tombs and headstones by those who dare step foot on these shores.

CHURCH OF THE CROSSROADS: The marble-walled church stands as a bastion at the natural entrance (mountain gap) into Kremel. Once there was a thriving trading post and town known as Kraussro, surrounding the church, welcoming wayfarers, and serving as a gateway to the Kremelan lands to the north. Erosion of the countryside and diminished trade lead to the deterioration of Kraussro and the near isolation of the church. It still stands now as a warning to some and a sign of hope to others. The priest and the curator keep the faith and guard the church's icons, artifacts, and library.



DEADLANDS: The Deadlands is the blasted and toxic area surrounding Feleron Crypts. This former vast meadow of flowers was ruined in ancient times, when it became a battlefield and the blood of uncounted fallen was spilled there, tainting the soil. Nothing will grow in this place as it is said the great battles that raged there between good and evil, darkened the place into a territory of repeated bloodshed. A century ago, a mysterious man, Uruskan, who was rumored to have unlocked the secrets of the pyramids, led his sect of cultists, known as the Uru, to places of power, such as the Deadlands, where they built underground ziggurats which could harness the ley lines for their arcane machinations. It is rumored that the Uru priests wore masks of gold and possessed a secret talent involving sound, and with their voice, they could levitate great stones and shatter structures. No one in Kremel believes this and dismiss the tale as nonsense told to keep people out of the noxious lands in eastern Kremel. Whatever is the actual truth, a residual evil still haunts the area and vile fumes raise from the soil poisoning those who travel through the desolate place.



THE MARSH: Just south of Yorotrusk, this vast swamp is a ghastly place, reeking and trackless, full of bogs that swallow people, lurking monsters, and poisonous vapors. Caution is a must while traversing them. The foul vapors can cause terrible sickness; nausea, weakness and hallucinations. The marsh monsters are Creatures twisted and warped from their original forms, such as decrepit trees that shamle about and druids whose nature has turned as dark as the trees they bond with. Witches and other occultists can be found within in the marsh, as it offers a bounty of nightshade, mandrake and other deadly Items used in their forbidden rites.



STANDING STONES: The Standing Stones are an immense cluster of huge, dark, smooth-worked stones jutting up from the earth like gigantic fangs. They are erected rather than a natural structure, but stand in no discernable pattern. To tarry anywhere within the stones causes a person to have an eerie feeling, and they are said to be a place of ancient power where fate, time and space intermingle. No one knows who erected the Stones, or why. Some believe the Standing Stones have a connection to the spirit world and that by communing with them in some way—through sacrifice or deed—one can travel beyond the veil or hope to recover some of their essence that was lost.



MAGIC IN FOLKLORE

Magic in *Folklore: The Affliction* resembles the beliefs of peoples of various

cultures from the 1500-1750s. Magic in its truest sense is only accessible to Occultists (sorcerers, witches, warlocks, alchemists), and not usually available to heroes or protagonists. Occultists, whether Sorcerers, or practitioners of Dark magic, lose something of themselves, and can no longer be considered a mortal Creature in the strictest sense of the term. Occultists have lost—or are losing—something of themselves in exchange for their power.

Magic is rarely found out in the open, as it is always coveted violently by those who have mastered its arts. Sects of the magically accomplished form an “underground” of practitioners, many of whom walk among ordinary folk undetected. Occultists tend to avoid openly working magic in public; they know that if discovered they'll become the target of inquisitors and bounty hunters. It is widely believed that magic that is not solely prayer corrupts the user, drawing them inevitably, to the forbidden and that which is evil. Even “dabblers” will find it difficult to stave off the allure of power, and so fall, in the end, into the ways of darkness.

There are “supernatural” powers some mortals can access without the use of the “Occult.” These are Prayers (a connection with the divine), Rituals (minor sorceries), and tapping into highly specialized talents that may in very rare cases produce feats of strength and mind (such as telepathy and telekinesis). Fell and misunderstood magical “Artifacts” (Items such as relics, antiquities, and devices) are often found in ruined places; their properties derive from housing divine, evil, or alien (extra-dimensional) powers.

Manuscripts penned down the ages set forth magical lore; dark, sorcerous, and alchemical. Religious orders may preserve partial copies of important works, but most of the powerful grimoires and codexes are the closely guarded treasures of witches, arcanists, sages, and evil beings who work fell sorceries.

Above all, Magic is mysterious within *Folklore: The Affliction* — even to those who practice its use. Miracles are not commonplace, and neither are their darker counterparts. Even should a sorcerer discover a powerful grimoire, they would only be able to glean a fraction of the knowledge contained within, unless given decades to study it.

Magic is of five sorts, each unique and powerful in its own way.

DARK MAGIC

Provided by a dark pact between a mortal and a demonic force to lend power during life in exchange for the forfeit of their soul in the afterlife. Altogether corrupting in nature and malevolent. There are warring covens of witches and solitary witches and warlocks. Magic of this sort—though powerful—always serves the demonic force more than it serves the wielder. . . perhaps even deserting them entirely in their time of need. Magic of this sort is the easiest to attain, but comes with the highest price.

SORCERY

Different. Not “white” magic, but not “dark” either. Sorcery is a methodology of siphoning power from other sources to produce a mystical effect. Stealing life essence of nature, living beings, other dimensions, even from other dimensional beings. Whatever is siphoned can leave the source barren. Magic produced in this manner is limited in that it will always have an effect that is in some way related to the source it is drawn from.

DIVINE

There are those whose faith in the divine has helped bring balance back to the world. Divine powers can suspend the laws of nature and cast out demons in the name of the creator. Through faith and Ritual, forces of good may affect the

mundane and make it blessed, or warded or healed. Within the realm of Divine magic, it is not the religion that matters... only their unwavering faith in the Divine.

PSYCHIC

Though not a true magic in any way, powers of the mind are considered by the layman to be no different than the occult. These Psychics are often unjustly persecuted by those who believe them to be Sorcerers or Witches, and so take care to never reveal their powers among those who they do not trust greatly. Psychic abilities are possessed by those few that have doorways which lie open in their mind allowing access to powers very few have seen and even fewer understand. These mental powers can lift objects, throw people, rearrange matter, read minds, bend others to one's will, take control of the material world and conceivably traverse dimensions of both time and space.

ALCHEMY

Alchemy has changed much over the centuries. What was once a brotherhood of learned men in the pursuit of the "truths" of the universe became tainted by the practice of occult arts. The "science" of Alchemy attempts to glean an understanding of the world and magic, through the application of mathematics, chemistry, and even astronomy to the occult. Utilizing every scientific technique at their command, they chart and experiment in the search for correlations that might lead them to some great "truth" of the world. Few remain who know of its secrets, but the sages say that there was once a war fought over the very soul of Alchemy. There are those who hunt the few remaining Alchemists.

DIMENSIONS

Through the workings of dark magics, the boundaries between dimensions have weakened. It is from these dimensions that many of the dangers facing the world are arriving. Within the stories of *Folklore: The Affliction*, it is POSSIBLE to travel between these dimensions—though it is not easy. Those lying near death might pass into the Spirit World for a time. There are doorways, hidden deep within the forests of the world, that lead into the Fae Lands. Occultists can call the spirits of the long deceased back to the Spirit World from Limbo, and even the Underworld itself. There are other ways to traverse the dimensions beyond the veil... but most are more concerned with what might come from them, than how to get to them.

THE SPIRIT WORLD

Through the weakening of the veil, the Spirit World draws closer to our own. When a person of strong will and determination is killed, they can resist the pull into the beyond, instead staying close to their own body—or the place of their death. In this ethereal state, they can still influence the world and interact with other people, though they are strongest in those places where the veil is thin. Existing in a kind of half-death, they continue on. Dwelling within the Spirit World can leech one's humanity over time, eventually either drawing them into Limbo, or causing them to become monstrous in nature.

There are other ways to reach the spirit world, some Gypsies in particular are closely attuned to the Spirit World and can send a person through the veil with the use of a seance. Some few Gypsies possess the sight, and can use their close attunement to the spirit world to see the past, the present, or sometimes.. even the future. The closer an individual is to the spirit world in life, the stronger their spirit will be. Members of Religious Orders, and

practitioners of Sorcery can be powerful indeed, even in spirit form. A person brings something of themselves along with them, allowing them to interact with the living world in different ways. However, all are bound by the same limitation: they can only interact with the world at the cost of their own life-force. If they exhaust this spiriRitual essence, they risk becoming lost in Limbo, or worse.

It is possible to return from Limbo, though only the Gypsies are known to be able to bring someone back reliably. In general, Divine magic CANNOT bring the dead back to life, as it is not intended to break the natural order of life and death. Those who do travel beyond the veil and return will always return changed, and with the feeling of having lost something of themselves.

FAE LANDS

The Fae Lands lay just beyond the Spirit Realm, and are a closely guarded secret—the Fae do not take kindly to uninvited visitors. It is a realm of equal parts beauty and threatening strangeness. Mankind considers the Fae to be of two courts: the majestic Seelie, and the terrifying Unseelie. The truth is more complex than that.

Every forest, and every tree is a part of the Fae Lands, as connected to it as a mortal would be to their own spirit. It is a place of brilliantly blooming flowers, babbling brooks, and gentle breezes to those welcome. Those who are not, find themselves surrounded by looming trees and foliage rustled by Creatures best left unseen. Though not inherently good nor evil, the Fae lands are fickle by nature, and so too are the Fae who inhabit them.

The Fae themselves come in all variety of shapes and sizes, as varied in both appearance and temperament as the natural forces they represent. The very smallest of which being no larger than a thimble, and the largest rumored to be the size of a mountain.

UNDERWORLD

The Underworld lies beyond even Limbo, it is a place few would dare to go, and fewer still might return from. The Underworld is a realm of blistering heat and sulfuric smoke. It is a realm of discomfort and where no succor is to be found. Those who have practiced Dark Magic, or committed horrible atrocities in life are drawn into this realm when they no longer have the strength to remain in the Spirit World. Foul Demons and what remains of their perverted worshippers are the primary tenants of this realm.

ANTAGONISTS & AFFLICTIONS

In the *Folklore* setting, there are no evil organizations; antagonists are either loners or a charismatic individual dominating a handful of followers. Possible antagonists or allies drawn from powerful characters that appear in the *Folklore: The Affliction* board game include:

DEMONIC

Always there have existed beings of strife and opposition, fell individuals of strange shape who want nothing less than the destruction of souls and all humans hold dear. It is said they have fallen from the heavens or crept up through the cracks of hell to plague man and earth. The Abomination, Gargoyle, and Possessed are of this ilk.

- **Demonspawn:** Demonspawn are created from the souls of the damned. They are terrifying Creatures imbued with the fiery essence of the underworld from which they came. They emit a heat so intense that they will burn any nearby. Demonspawn are hideously strong, capable of



breaking bone or igniting fires with every strike, they are also able to breathe a burst of damaging hot air and brimstone.

- **Gargoyle:**

Gargoyles are gray-skinned beasts of the underworld. Their favorite tactic is to scatter their foes with great gusts of wind from their wings, and then pick off single targets to be carried into the sky and dropped from a great distance. Gargoyles are immune to psychic abilities.



MORTALS

Those whose malevolence has turned them against their kin and wider humankind. These range from the insane to marauding Highwaymen, to priests of dark lore, to those who seek to protect their shadowy masters from human heroes.



NATURE

Nature is not evil at its roots, but is easily swayed. Evil often finds a home in the trees, in Creatures of the wild, and in beasts shoved aside by the spread of humanity that they become legendary. Dangerous beings of nature include the Dark Oak and the Dryad.

- **Dryad:**

Dryads are wily foes able to use the plants around them as their weapon. They can animate the vines and trees nearby to attack or restrain their enemies, and can even entrance their foes through an unearthly but beautiful song.



- **Tainted Sapling:**

Tainted Saplings are trees that have been animated by dark magics. They are slow to move, but have an incredible reach, capable of entangling their foes with their roots,



and shooting thorns and nettles across long distances to strike at any who threaten them.

OCCULTIST

These former mortals have sold their souls to be something more than flesh and blood. They control the elements and dark forces in their quest to bring about the fall of humankind. The Wretched Hag, Streggha, Bruja, and Warlock stand in their ranks. See "[Magic In Folklore](#)" on pg 32 for more information on Occultists.



SHAPESHIFTERS

Down the eons, there have always been a rare few humans who can change their shape, at will or as the result of some vile curse. They are widely feared because they can spread their taint to those whose blood they spill. The best-known sort of shapeshifter is the Werewolf.



Werewolves, those most feared of shapeshifters. The first lycanthropes were created when ancient humans ingested a lunar substance referred to by some as Moonstone. In their human form, Werewolves are known as Night Stalkers, and are both strong and ferocious adversaries. They are capable of influencing other lycanthropes into attacking their own (non-LYCANTHROPIC) allies, and unleashing a damaging and stunning howl. The change from Night Stalker to Werewolf is not easily begun, and is influenced by the presence and phase of the moon, the concentration of Moonstone within them, their experience, and their agitation. Once the change has begun though, it is swift indeed.

Werewolves are swift, ferocious, and savage. Their claws can be more deadly than even the sharpest of swords—and worse—can spread their Affliction to those they strike. Once an enemy has become afflicted with lycanthropy, they will find it difficult to resist the urge to join the werewolves in their feast. Even should they succeed in defeating the Werewolf, those afflicted with lycanthropy risk losing themselves to the taint with the coming of every night and will have to be restrained by their

comrades. Eventually, they will no longer be able to resist the change, and will become a true Werewolf. At that time, only death can release them from their curse.

SPIRITS

Those who inhabit the netherworld and other dimensions seek to gain entrance into the material world. Restless Spirits and Wraiths are among the most notorious sorts of spirits.



- **Poltergeist:** Poltergeists, like all spirits, are considered Ethereal. Meaning that they have one foot in the spirit world, and another in the physical. Poltergeists are Creatures of rage and hatred, and are capable of manifesting that rage within the physical realm. They are capable of damaging their foes through a deadly scream that saps the inner strength of their foes, hurling debris, and through blasts of pure force.

- **Restless**

Spirit: Much like Poltergeists, restless spirits are also Ethereal Creatures. Their very appearance is capable of shaking the confidence of those weak in faith. They are capable of inflicting horrible anguish upon those who raise their ire, psychically assaulting their foes to sap both their vitality and inner strength, and possibly even draining the very souls from their victims.



UNDEAD

That which should have stayed dead the first time. People resorted to putting coins over the eyes of their dead countrymen and burying them under six feet of earth to keep them from rising again. They share the battlefield with beings such as the Decaying Dead, Flesh Eating Ghouls, and Vampires.



- **Hands of**

Death: Hands of death reach up through the ground to clasp at the unwary. Their grasp is monstrously strong, capable of ripping flesh from bone, preventing those they grasp from moving away, and in rare instances even fracturing bones with



their grip. There is something disturbing about their presence, and even the most hardy of travellers will find their presence disturbing.

- **Revenant:**

Revenants are the all that remains of ancient warriors who died and were cursed into undeath. Unlike most other forms of undeath, Revenants do retain some traces of their past memories and can conceivably be an ally—but only for a short time. The curse,



and years of solitude has worn away at their sanity turning them into hateful Creatures of a generally evil weal. They emit an aura of piercing cold, slowing the movement of those who draw too near. They wield the weapons that they did in life with skill and precision. For those at whom the Revenant has truly become enraged, they are capable of a devastating attack that, if it kills you, will hurl your spirit directly into Limbo.

- **Vampire:** Vampires, those most feared of the undead. Vampires find their origin from a cursed race that came into our dimension from the beyond. They are lightning fast when they wish to be, and often incredibly difficult to kill. They

are capable of mesmerizing foes who are weak of faith, transforming into a suffocating mist, and have a venomous bite capable of afflicting their foes with BLOODLUST. Those who have become afflicted by their taint suffer additional difficulties in battling Vampires as they must resist the urge to join the very menace they battle. If an afflicted individual dies, they too will immediately become a Vampire and turn upon their former allies. Only through the use of divine magic can this bloodlust be removed—though upon their second death, it may be possible to bring them back to life they will forever be changed by their experiences.

CREATURE ORIGINS

VAMPIRES

A race of Creatures were created at the dawn of time, neither human nor angelic, but somewhere in between, something...different. These beings existed in a dimension close to our own, that in many ways mirrored ours. They found they could peer into our world, and even shift briefly into it. When they did, they discovered they were not completely bound by this world's cardinal laws of nature, as humanity is. Like other powerful beings who have caught glimpses of our world over the passing ages since, they found it fascinating; full of playthings to be subject to their whims. The idea of cause and effect in a purely physical world was intoxicating to them. Our dimension became their playground and taking control of both our people and the very matter of the Earth gave them strength. As they grew fonder of the world of humanity, they spent more and more time in it, making it theirs, bending humanity to their wants and greeds.

Along with so many other intruders into our world, they were swept away with the great cleansing that some call the Flood of Gilgamesh or the Deluge. These antediluvian hitchhikers were barred from our world when the floodwaters came. Dimensional barriers were erected, and some of the offenders were imprisoned in a dark version of their own world, consisting of four dimensions and mirrored surfaces, barred from re-entering our world. Eventually they found a "shared mirror," one that could see into our world. Using it, they could project thoughts and suggestions into a gazer on the other side. They were eventually able to break into our world by mentally enticing humans to learn the forbidden sorceries needed to create a magical gateway to their world—but as they crossed

into Earth, they discovered the hard way that the crossing now came with a price, a most foul curse. Our environment was no longer hospitable to them, and they withered quickly, desiccating into husks that lacked the sustaining force to survive. In their alarm, they swiftly turned on their summoners to suck away lifeblood so as to stay alive.

Those they leached became husks themselves, and inherited the curse and the characteristics of the original race. These leached avoid mirrors and cannot be seen in them. They survive on the blood of man and cannot bear things that are holy as it amplifies their curse and speeds them toward withering and their ultimate personal destruction. Nor can they stand in the sun's rays, for the radiation of the sun penetrates and dismantles their weak forms. Their power is rooted in their aggression and the remnants of their supernatural powers. They cannot bear the presence of garlic, as it poisons their stolen blood. For centuries they have fought to stay alive, and in the strivings have created others like themselves.

They are known to us as vampires.

WEREWOLVES

At the dawn of time, the celestial rock known as the Moon collided with the primordial Earth at the time of the Hadean. In the tumult of this collision, a third of the Moon's substance was amalgamated with the Earth's molten form. Most of its mercurial matter spun off into space to eventually form the barren planetoid we call the Moon or Luna.

As the Earth cooled, only rare pockets of lunar elements remained exposed. The properties of the Earthbound lunar mineral become more fluid when near its source (the moon). In this state, it morphs the properties of surrounding matter, a property

that is strongest when the Moon is full.

In ages past, this lunar mineral fueled evolution in tiny ways. When early microorganisms ingested it, transformation occurred within them; they fused and changed into different forms of life. Eventually, plants and amphibians evolved from these microscopic concentrations of lunar substance. Higher forms of life began to seek out and eat other life containing the mineral, and this led to increasingly high concentrations in particular scavengers. Wolves and rats and other Creatures became morphologic monsters whenever the moon drew near, attracting its own elements and making those molecules more fluid.

The dark day when a caveman first ate a wolf that harbored large quantities of the lunar substance was the day the first human shapeshifter was born. Early shifters habitually reverted into the shape of a wolf, and with the passing ages their kind grew stronger through devouring Creatures with high concentrations of lunar matter. A dominance emerged; shapeshifters shaped not only themselves but societies, enslaving those of lesser bloodlines to their bidding. Increasingly, shapeshifters share a driving personal quest, a craving for power, and those bearing the highest concentrations of lunar molecules are savage killers—and have such high quantities of lunar matter in their tissues that they are infective, spreading the "taint" of moon-related shapeshifting to Creatures whose blood their blood or saliva comes into contact with.

There are many wild and untamed shifters, though over time most are hunted down and assimilated. Cooking meats destroys most of the lunar compound—which is why shifters prefer raw meat, and the freshest they can get.

CHAPTER IV: RANDOMIZED CARD TABLES

...stories in their quest to rid the land of evil. Every story is broken into chapters, allowing players to control the length of each game session. Most chapters take 45-60 minutes to complete.

Become one of six unique characters, increasing in knowledge and skill as you embark on a frightful journey to save the world of folklore from the horrors that plague it. Will you survive the adventure that awaits? Will your courage falter and your friends fail you? Or will you become legends? Open and find out...



This section includes tables and charts for generating cards randomly using a d00 as if you owned all of the decks. Useful for pen and paper adaptations of the game.

RANDOM ABILITY CARDS

The following tables list all of the Ability cards to date from the game. They are grouped by keyword. Roll d00 to generate an Ability for any given keyword.

ABILITY DESCRIPTIONS

Table 04-01: Keyword(Any)

| D100 | NAME | ID | TYPE | COST |
|-------|----------------------|------|----------------------------|------|
| 01-07 | Ethereal Vigor | P005 | Passive: | 2 |
| 08-14 | Insight From Beyond | P007 | Passive: | 3 |
| 15-21 | Meditation | P009 | Passive: | 2 |
| 22-28 | Naysayer's Boon | P010 | Passive: | 3 |
| 29-35 | Otherworldly Mettle | P012 | Passive: | 2 |
| 36-42 | Séance | P014 | Passive: | 2 |
| 43-49 | Shot in the Dark | P015 | Passive: | 3 |
| 50-56 | Skulk | P017 | Active: / Once Per Round | 2 |
| 57-63 | Spreading Darkness | P004 | Passive: | 3 |
| 64-70 | Stratagem | P020 | Active: / Once Per Combat | 1 |
| 71-77 | Strength of Spirit | P008 | Passive: | 1 |
| 78-84 | Surgeon's Apprentice | P022 | Active: (Melee) / Infinite | 1 |
| 85-91 | Swiftiness of Spirit | P023 | Passive: | 2 |
| 92-98 | Writ of the Mystic | P025 | Passive: | 3 |
| 99-00 | Choose | | | |

Table 04-02: Keyword(Cook)

| D100 | NAME | ID | TYPE | COST |
|-------|---------------|------|----------------------------------|------|
| 01-20 | Fillet | FE01 | *Active: / Once Per Combat | 1 |
| 21-40 | Iconographer | FC04 | Passive: | 2 |
| 41-60 | Purification | FC08 | *Active: (Melee) / Infinite | 1 |
| 61-80 | Shopkeeper | FE02 | Passive: | 4 |
| 81-00 | Skinned Alive | FE03 | Active: (Melee) / Once Per Round | 3 |
| 99-00 | Choose | | | |

Table 04-03: Keyword(Explore)

| D100 | NAME | ID | TYPE | COST |
|-------|-------------------|------|------------------------------------|------|
| 01-10 | Crack the Whip | FC03 | Active: / Once Per Round | 1 |
| 11-20 | Iconographer | FC04 | Passive: | 2 |
| 21-30 | Newfound Strength | FC39 | Active: (Melee) / Once Per Round | 2 |
| 31-40 | Pharaoh's Progeny | P013 | Active: (Melee) / Once Per Combat | 4 |
| 41-50 | Punishment | FC41 | Active: (Melee) / Once Per Round | 2 |
| 51-60 | Relic Finder | FC44 | Passive: | 2 |
| 61-70 | Rosetta Stone | FC47 | Active: (Ranged) / Once Per Combat | 2 |
| 71-80 | Snare Finder | FC55 | Passive: | 2 |
| 81-90 | When in Rome | FC62 | *Passive: / Once Per Combat | 2 |
| 91-00 | World Traveler | FC63 | Passive: | 2 |

Table 04-04: Keyword(Fierce)

| D100 | NAME | ID | TYPE | COST |
|-------|-------------------|------|-----------------------------------|------|
| 01-11 | Adrenaline Rush | FC13 | Active: / Once Per Round | 2 |
| 12-22 | Alpha | FC14 | Active: (Melee) / Once Per Round | 2 |
| 23-33 | Keep it Coming | FC06 | *Active: / Once Per Round | 1 |
| 34-44 | Newfound Strength | FC39 | Active: (Melee) / Once Per Round | 2 |
| 45-55 | Punishment | FC41 | Active: (Melee) / Once Per Round | 2 |
| 56-66 | Raging Throw | FC43 | Active: (Melee) / Once Per Combat | 2 |
| 67-77 | Shrug It Off | FC53 | Passive: | 2 |
| 78-88 | Thick Skin | FC58 | Active: / Once Per Combat | 2 |
| 89-99 | Unshaken Resolve | FC60 | *Active: (Ranged) / Infinite | 2 |
| 00 | Choose | | | |

Table 04-05: Keyword(Forbidden)

| D100 | NAME | ID | TYPE | COST |
|-------|-------------------|------|------------------------------------|------|
| 01-20 | Call Upon Cthulhu | FC22 | Active: (Ranged) / Once Per Combat | 3 |
| 21-40 | Cleansing | FC26 | Active: (Melee) / Infinite | 2 |
| 41-60 | Otherworldly Bane | P003 | Passive: | 2 |
| 61-80 | Seek the Chakra | FC02 | Active: / Once Per Round | 1 |
| 81-00 | Tiamat | FC59 | Active: (Ranged) / Once Per Combat | 6 |

Table 04-06: Keyword(Gambler)

| D100 | NAME | ID | TYPE | COST |
|-------|------------|------|-----------------------------------|------|
| 01-33 | Seduction | FE04 | Passive: | 2 |
| 34-66 | Shiv | FE05 | Passive: | 2 |
| 67-99 | Subterfuge | FE06 | *Active: (Melee) / Once Per Round | 2 |
| 00 | Choose | | | |

Table 04-07: Keyword(Holy)

| D100 | NAME | ID | TYPE | COST |
|-------|-----------------------|------|------------------------------------|------|
| 01-05 | Angelic Fist | FC16 | Active: (Ranged) / Once Per Combat | 3 |
| 06-10 | Argent Lance | P001 | Active: (Ranged) / Once Per Round | 2 |
| 11-15 | Blessing of the Cross | FC07 | Active: (Ranged) / Once Per Round | 1 |
| 16-20 | Circle of Protection | FC25 | Active: / Once Per Combat | 2 |
| 21-25 | Circle of Protection | FC25 | Active: / Once Per Combat | 2 |
| 26-30 | Cleansing | FC26 | Active: (Melee) / Infinite | 2 |
| 31-35 | Enfleshment | FC29 | Active: (Ranged) / Infinite | 5 |
| 36-40 | Exorcism | P006 | Active: (Ranged) / Once Per Combat | 4 |
| 41-45 | Halo | FC34 | Active: / Once Per Combat | 1 |
| 46-50 | Nimbus of Light | P011 | Active: / Once Per Combat | 2 |

| D100 | NAME | ID | TYPE | COST |
|-------|-------------------|------|------------------------------------|------|
| 51-55 | Pharaoh's Progeny | P013 | Active: (Melee) / Once Per Combat | 4 |
| 56-60 | Purification | FC08 | *Active: (Melee) / Infinite | 1 |
| 61-65 | Restitution | FC45 | Active: (Ranged) / Once Per Round | 4 |
| 66-70 | Righteous Smite | FC46 | *Active: (Melee) / Once Per Round | 1 |
| 71-75 | Sanctify | FC49 | Active: (Ranged) / Infinite | 2 |
| 76-80 | Scourge | FC51 | Active: (Ranged) / Once Per Combat | 6 |
| 81-85 | Staff of Moses | P019 | Active: / Once Per Combat | 4 |
| 86-90 | Strength of Ten | FC57 | Active: / Once Per Combat | 3 |
| 91-95 | Zoroaster's Cry | FC64 | Active: (Ranged) / Once Per Combat | 4 |
| 00 | Choose | | | |

Table 04-08: Keyword(Hunt)

| D100 | NAME | ID | TYPE | COST |
|-------|-------------------|------|-------------------------------------|------|
| 01-11 | Bandolero | FC19 | Passive: | 3 |
| 12-22 | Boomstick | FC20 | Active: / Once Per Combat | 5 |
| 23-33 | Dispel Rite | FC27 | Active: / Once Per Combat | 1 |
| 34-44 | Ignite the Wicked | FC21 | Active: / Once Per Combat | 3 |
| 45-55 | In Command | FC35 | *Active: (Ranged) / Once Per Combat | 1 |
| 56-66 | In the Scope | FC11 | Passive: | 1 |
| 67-77 | Nature's Call | FC37 | Active: / Once Per Round | 1 |
| 78-88 | Precision Strike | FC61 | Active: / Once Per Combat | 1 |
| 89-99 | Tracker | FC12 | Active: / Once Per Round | 1 |
| 00 | Choose | | | |

Table 04-09: Keyword(Learned)

| D100 | NAME | ID | TYPE | COST |
|-------|---------------|------|------------------------------------|------|
| 01-33 | Ancient Lore | FC15 | Active: / Once Per Round | 1 |
| 34-66 | Anthropology | FC17 | Active: / Once Per Round | 3 |
| 67-99 | Rosetta Stone | FC47 | Active: (Ranged) / Once Per Combat | 2 |
| 00 | Choose | | | |

Table 04-10: Keyword(Lethal)

| D100 | NAME | ID | TYPE | COST |
|-------|----------------|------|------------------------------------|------|
| 01-33 | Fatal Strike | FE13 | Passive: | 2 |
| 34-66 | Into the Heart | FE14 | Active: (Ranged) / Once Per Combat | 1 |
| 67-99 | Re-Burial | FE15 | Passive: | 2 |
| 00 | Choose | | | |

Table 04-11: Keyword(Magik)

| D100 | NAME | ID | TYPE | COST |
|-------|------------------|------|-----------------------------------|------|
| 01-33 | Disappearing Act | FE07 | Active: / Once Per Round | 2 |
| 34-66 | Hat Trick | FE08 | *Passive: | 1 |
| 67-99 | Valence Jolt | FE09 | Active: (Ranged) / Once Per Round | 1 |
| 00 | Choose | | | |

Table 04-12: Keyword(Martial)

| D100 | NAME | ID | TYPE | COST |
|-------|---------------------|------|---------------------------|------|
| 01-25 | Bandolero | FC19 | Passive: | 3 |
| 26-50 | Sixth Sense | FC54 | *Active: / Once Per Round | 2 |
| 51-75 | Strength in Numbers | P021 | Passive: | 3 |
| 76-00 | World Traveler | FC63 | Passive: | 2 |

Table 04-13: Keyword(Military)

| D100 | NAME | ID | TYPE | COST |
|-------|---------------------|------|------------------------------------|------|
| 01-20 | Foe's Bane | FC32 | Active: (Ranged) / Once Per Combat | 2 |
| 21-40 | In the Scope | FC11 | Passive: | 1 |
| 41-60 | Precision Strike | FC61 | Active: / Once Per Combat | 1 |
| 61-80 | Punishment | FC41 | Active: (Melee) / Once Per Round | 2 |
| 81-00 | Strength in Numbers | P021 | Passive: | 3 |

Table 04-14: Keyword(Mythos)

| D100 | NAME | ID | TYPE | COST |
|-------|----------------------|------|-------------------------------------|------|
| 01-11 | Astrologer | FC18 | Active: / Once Per Combat | 2 |
| 10-18 | Charm | FC23 | Active: (Melee) / Once Per Round | 2 |
| 19-27 | Circle of Protection | FC25 | Active: / Once Per Combat | 2 |
| 28-36 | Dispel Rite | FC27 | Active: / Once Per Combat | 1 |
| 37-45 | Dispel Rite | FC27 | Active: / Once Per Combat | 1 |
| 46-54 | Essence of Phi | FC30 | *Active: (Ranged) / Once Per Round | 1 |
| 55-63 | In Command | FC35 | *Active: (Ranged) / Once Per Combat | 1 |
| 64-72 | Runic Dice | FC01 | Active: / Once Per Round | 1 |
| 73-81 | Runic Encasement | FC48 | Active: / Once Per Combat | 1 |
| 82-90 | Signs and Portents | P016 | Passive: | 2 |
| 91-99 | Zoroaster's Cry | FC64 | Active: (Ranged) / Once Per Combat | 4 |
| 00 | Choose | | | |

Table 04-15: Keyword(Psychic)

| D100 | NAME | ID | TYPE | COST |
|-------|--------------------|------|-------------------------------------|------|
| 01-07 | Astral Projection | P002 | Active: / Once Per Combat | 2 |
| 08-14 | Emotive Telepathy | FC28 | Active: (Ranged) / Once Per Combat | 2 |
| 15-21 | Extended Mind | FC31 | Active: / Once Per Combat | 2 |
| 22-28 | Frontal Lobotomy | FC33 | Active: (Ranged) / Once Per Combat | 6 |
| 29-35 | Morphic Resonance | FC36 | *Active: (Ranged) / Once Per Combat | 2 |
| 36-42 | Neural Oscillation | FC38 | Active: (Ranged) / Once Per Combat | 4 |
| 43-49 | Psychic Implosion | FC09 | Active: (Ranged) / Once Per Round | 1 |
| 50-56 | Psychic Surgery | FC40 | Active: (Ranged) / Infinite | 3 |
| 57-63 | Psychokinesis | FC10 | Active: (Ranged) / Once Per Round | 2 |
| 64-70 | Quantum Telepathy | FC42 | *Active: | 3 |

| D100 | NAME | ID | TYPE | COST |
|-------|-----------------|------|------------------------------------|------|
| 71-77 | Sensory Leakage | FC52 | Active: (Ranged) / Once Per Combat | 4 |
| 78-84 | Sixth Sense | FC54 | *Active: / Once Per Round | 2 |
| 85-91 | Spirit Walk | P018 | Passive: | 4 |
| 92-98 | Vocal Dampening | P024 | Active: / Once Per Combat | 2 |
| 99-00 | Choose | | | |

Table 04-16: Keyword(Revenge)

| D100 | NAME | ID | TYPE | COST |
|-------|-------------------------|------|-----------------------------------|------|
| 01-14 | Chomper | FC24 | Passive: (Melee) | 2 |
| 15-28 | Environmental Slaughter | FC05 | *Active: / Once Per Round | 1 |
| 29-42 | Righteous Smite | FC46 | *Active: (Melee) / Once Per Round | 1 |
| 43-56 | Savage | FC50 | Active: / Once Per Combat | 4 |
| 57-70 | Spirit of Vengeance | FC56 | Passive: | 4 |
| 71-84 | Strength of Ten | FC57 | Active: / Once Per Combat | 3 |
| 85-98 | World Traveler | FC63 | Passive: | 2 |
| 99-00 | Choose | | | |

Table 04-17: Keyword(Science)

| D100 | NAME | ID | TYPE | COST |
|-------|----------|------|----------------------------------|------|
| 01-33 | Arcana | FE10 | *Active: / Once Per Round | 2 |
| 34-66 | Educated | FE12 | Passive: | 2 |
| 67-99 | Tincture | FE11 | Active: (Melee) / Once Per Round | 3 |
| 00 | Choose | | | |

Table 04-18: Keyword(Survival)

| D100 | NAME | ID | TYPE | COST |
|-------|---------------|------|-----------------------------------|------|
| 01-33 | Game Huntsman | FE16 | Active: (Ranged) / Once Per Round | 1 |
| 34-66 | Reprieve | FE18 | Passive: | 3 |
| 67-99 | Taxidermist | FE17 | Passive: | 1 |
| 00 | Choose | | | |

* Ability may be used at ANYTIME.

Adrenaline Rush: Move up to twice your Stride and gain +2 Damage during the current round.

Alpha: Your sheer dominance and lack of fear cause you to rule the field of battle. Allies gain +5 Might and adjacent foes are IMMOBILIZED 5 during their next turn.

Ancient Lore: You learn more about your enemy after you spill its blood. Gain +5 Might (stackable) against a target that you attacked the last round.

Angelic Fist: A searing light from above smashes down on your target, causing 2d4 Damage and making them FRACTURED 5. Add an additional target by spending a total of 5 Power Points.

Anthropology: Re-roll a failed skill check.

Arcana (Scientist): You have gained arcane knowledge of your enemies by applying scientific methodology. Adjust the foe attack power used against you to one below or above the current power being used.

Argent Lance: Lose 1d10 Coins, which form a silver spear that strikes your target for 2d4 Damage. RANGE 2.

Astral Projection: If you are in combat with a Spirit, you may become ETHEREAL until the end of combat. Usable during a skirmish.

Astrologer: You feel the ebb and flow of the universe, giving you a sense of your optimal position on the battlefield. Gain +10 Might for 3 rounds.

Bandolero: You may equip a 2 HAND and a 1 HAND weapon at the same time.

Blessing of the Cross (Exorcist): Inflict 1d6 Damage to any one Demonic, Spirit, or Undead Creature.

Boomstick: Choose up to 4 targets with your ranged weapon. If you successfully hit the highest Defense among them, the same damage affects all 4 targets. During a skirmish, a successful hit reduces the skirmish counter by 4 instead of one.

Call Upon Cthulhu: You open a dimensional gate. Gruesome tentacles emerge to tear at the target for 2d6+2 Damage. During a skirmish, drop the skirmish counter by 1d4.

Charm: A target is mystically IMMOBILIZED. You may instead remove the IMMOBILIZED status from one ally.

Chomper: Your feral ways have degraded you into biting your enemies. You may make an extra attack during your turn. On a hit, inflict 1d4 Damage.

Circle of Protection: Construct a circle of protection with AURA 1. No more than one foe may be adjacent to you while the circle is active. If this happens, they will move away at least one space on their turn, if possible. The circle is broken if you move.

Cleansing: Remove the CURSED or the TRANSFORMED status from one character.

Crack the Whip (Archeologist): Deal an additional 1d4 Damage on a hit with a whip-type weapon.

Disappearing Act (Illusionist): Move up to 1d6 spaces within sight from your current position. Or you may spend 4 Power Points to make a target disappear for one round.

Dispel Rite: Occultists lose 1 Vita every time they damage you. When skirmishing (spend +1 PP), every time you are damaged by an Occultist, their skirmish counter reduces by 1.

Educated (Scientist): Your expert training has enabled you to broaden your horizons. Gain +1 to any one skill while you have this Ability. The skill chosen may not be changed.

Emotive Telepathy: Force a non-Affliction foe to obey your mental commands. They are under your control during their next turn.

Enfleshment: Your prayers bring divine healing. All characters recover 2d6 Vita. Usable during a skirmish.

Environmental Slaughter (Avenging Madman): When an adjacent corporeal foe dies, tear a limb from its body and slam it into an enemy up to 2 spaces away, dealing 1d6 Damage.

Essence of Phi: Using numerology you have calculated the harmonic angles of combat. You may reduce the damage of a ranged attack against you by half.

Ethereal Vigor: Increase your Max Ghost Points by 2.

Exorcism: Destroy one Possessed. You may instead spend only 2 Power Points to remove the POSSESSED status from an ally.

Extended Mind: You join minds with your friends, allowing them to fight in synchrony. The group receives a +10 Might for 2 rounds. Usable in a skirmish.

Fatal Strike: As long as you are the only one who successfully hit a chosen target during a round, they lose 1d4 Vita at the start of their next turn.

Fillet (Butcher): After a Nature foe is killed, recover 4 Vita or spend 1 Power Point to gain 2 Vita.

Foe's Bane: Reduce the number of attacks a Creature can make by 1 for their next turn. Spend 4 Power Points to affect Afflictions.

Frontal Lobotomy: Send out a destructive tidal wave of psychic energy, causing 3d6 Damage to all foes within AURA 3.

Game Huntsman (Woodsmen): Place a Tracking token on a Nature or Mortal foe to mark them. Your attacks against them receive +5 Might. If you spend +1 PP, receive +10 Might;

+2 PP, all characters receive +10 Might. Only one target may be marked at a time.

Halo: All characters gain +5 Defense for the current encounter or skirmish.

Hat Trick: You may trade with an adjacent character at any time. Spend 1 Power Point to perform a trade with any character within sight.

Iconographer (Archeologist): When you use a consumable, instead of discarding it, pass ARCHEOLOGY 6 to keep the Item or token by placing it on this card. It can be used once more before it is discarded. Only one Item at a time can be placed on this card.

Ignite the Wicked: If you successfully attack your target during melee, you set them on fire, causing an additional 2d6 Damage and ending Darkness on the current map. +1 PP to add this effect to a ranged attack.

In Command: Prevent a foe from summoning another Creature onto the map.

In the Scope (Witch Hunter): Gain +5 Might with ranged weapons during the first round of combat. Usable during a skirmish.

Insight From Beyond: Gain the PSYCHIC keyword.

Into the Heart (Slayer): If you have a Wooden Stake in your possession, you hurl it at a foe for 2d6 Damage. RANGE 3. Discard the stake after use.

Keep it Coming (Avenging Madman): Ignore 1d4 Damage from an attack. Usable during a skirmish.

Meditation: Skip your turn to gain 1 Power Point, +20 Might, and +1 Damage during your next turn.

Morphic Resonance: Remove the LYCANTHROPIC or TRANSFORMED status from one ally. Or force a Werewolf (+1 PP) or Skinwalker (+2 PP) to become a Night Stalker.

Nature's Call: Deal an additional 1d4 Damage to one Nature Creature on a successful hit.

Naysayer's Boon: When you are hit by an Undead attack, you recover one Power Point.

Neural Oscillation: Restructure the atoms of the enemy with your mind. Inflict 2d4 Damage to up to 3 foes.

Newfound Strength: PUSH 3 an adjacent foe.

Nimbus of Light: Create an AURA 1 that acts as a light source and allows allies to recover 1 Vita once during their turn. Lasts 4 rounds.

Otherworldly Bane: Demonic and Spirit foes lose 1 Vita every time they damage you.

Otherworldly Mettle: Your DMG Bonus as a ghost increases by +1.

Pharaoh's Progeny: Bind a defeated Undead Creature to do your bidding for the remainder of the combat, with half its starting Vita.

Precision Strike: You strike the vital parts of your foe. After a successful hit, the target has REDUCTION 1 for rest of combat.

Psychic Implosion (Telepathy): Crush the brain matter of a foe! Inflict 1d4 Damage and force them to lose a turn on a d6:6+. Ignores ABSORPTION. In a skirmish, drop a skirmish counter by 1.

Psychic Surgery: Restore 3d4 Vita to any one character. Usable during a skirmish.

Psychokinesis (Telepathy): PUSH 2 a target in any direction. You may spend 3 Power Points to PUSH 4.

Punishment: You land a punishing blow against your foe, dealing 1d6 Damage. If the result was 6, punch again to cause an additional 1d6 Damage. Repeat until the result isn't 6.

Purification (Exorcist): Restore 4 Vita to yourself or an adjacent ally. Usable during a skirmish.

Quantum Telepathy: Suspend the perceptions of other beings. The group may avoid one skirmish.

Raging Throw: PUSH 4 an adjacent foe or ally in any

direction.

Re-Burial (Slayer): Gain an extra attack against Undead foes during the first round of combat.

Relic Finder: Add +1 to your roll when searching.

Reprieve: The group may take one additional rest per story. If you choose to recover only half your Power Points for the rest, you only trigger a skirmish on a roll of 1.

Restitution: Heal all characters 1d6 Vita and remove all DERANGED and FRACTURED statuses from the group.

Righteous Smite: Make an immediate attack against a Vampire or Necratu that hits you in an encounter.

Rosetta Stone: Your ancient words distract your foe. Target has REDUCTION 1 for the encounter or skirmish. Not stackable.

Runic Dice (Arcanist): You sense the future and your destiny. Use when you draw an Item card. Draw two and then choose one to keep and one to discard.

Runic Encasement: Erect an arcane aura around you for this encounter. Foes suffer -5 Might within AURA 1.

Sanctify: Remove the BLOODLUST or LYCANTHROPIC status from an ally within 4 rounds of being afflicted.

Savage: When you successfully hit the strongest foe in combat, based on max Vita, the same damage is also dealt to all other foes adjacent to you.

Scourge: Inflict 3d6 Damage to all Demonic, Spirit, and Undead foes.

Séance: Pass OCCULT 8 to bring a ghost character back to life with 1d10 Vita. One attempt per chapter.

Seduction (Courtesan): Receive +1 Damage against Mortal foes.

Seek the Chakra (Arcanist): Deal an additional +2 Damage on a successful melee hit.

Sensory Leakage: Leech the mind of your enemies, reducing them to drooling idiots. All foes must roll a d6. On a 5+, they lose their next turn.

Shiv: When you hit a foe with a melee weapon and the attack roll is >95, the attack causes RAZOR 1.

Shopkeeper: Receive a 10% reduction for town services requiring coins. Always round up. May not be used in conjunction with other discounts.

Shot in the Dark: You have grown accustomed to dark places and may use ranged weapons in Darkness without penalty.

Shrug It Off: Ignore all Stride penalties.

Signs and Portents: When drawing a Tarot card, you may take an additional card and choose which one to keep. Discard the other.

Sixth Sense: You see it before it happens! Ignore the negative status effect from one attack that has just hit you.

Skinny Alive (Butcher): You know the perfect way to cut your enemy. After a successful melee attack, inflict an additional 2d4 Damage and cause RAZOR 1.

Skulk: You hide in the shadows. You may not be targeted until the start of your next turn. May be used in ghost form.

Snare Finder: Gain ABSORPTION 1 against damage taken from Snares.

Spirit of Vengeance: Your attacks ignore ABSORPTION. Adjacent non-Affliction foes do not benefit from healing, life stealing or regeneration.

Spirit Walk: Retain the use of your active Abilities while in ghost form. Use them by spending Ghost Points at +1 their Power Point cost.

Spreading Darkness: Gain the FORBIDDEN keyword.

Staff of Moses: Cast your staff to the ground. It transforms into the Cobra Companion. Follow all normal Companion rules.

Stratagem: For the current round, you may choose the order that characters take their turn in combat. Use at the start of a round. Spend 2 Power Points to last entire combat.

Strength in Numbers: For every ally that has attacked your target in the current round, gain +1 Damage for your attack.

Strength of Spirit: Gain +1 Damage for every ETHEREAL ally in combat. Usable in ghost form.

Strength of Ten: Your inner spirit allows you to fight with the strength of ten men. Gain an extra melee attack and +1 Damage for 2 rounds. Usable during a skirmish.

Subterfuge (Courtesan): When hit by an adjacent melee foe, you slip from view, evading the strike to deal one of your own. Immediately move to another adjacent space and stab them for 1d4 Damage.

Surgeon's Apprentice: Heal an adjacent ally for 2 Vita.

Swiftess of Spirit: Usable only in ghost form. After you attack a foe, you may move back 1 space.

Taxidermist (Woodsmen): When searching a Nature Creature after a combat, you gain +2 to your search roll.

Thick Skin: Sheer inhibition has toughened your skin. Receive ABSORPTION 1 from all corporeal melee attacks. Usable during a skirmish.

Tiamat: Your chakras explode with multiple heads of energy, striking all corporeal foes for 2d6+2 Damage.

Tincture: Your knowledge of the human body allows you to remove the SICKENED status from one of your allies.

Tracker (Witch Hunter): You have superior skill at routing your enemies. Re-roll a missed ranged attack or recover one ammo. Usable during a skirmish.

Unshaken Resolve: You may remove the SPOOKED status from yourself or one ally.

Valence Jolt (Illusionist): Produce an electric shock,

causing 1d4 Damage. Spend +1 PP to cause 2d4 Damage, or +2 PP to cause 3d4 Damage. RANGE 3.

Vocal Dampening: Silence your foes, preventing them from working together effectively. Skirmishing foes do not receive positive modifiers in the skirmish counter.

When in Rome: Allow another character to use one of their Abilities for half the cost in Power Points.

World Traveler: Your travel experience has given you +1 Stride.

Writ of the Mystic: You have Gypsy lineage, allowing you to sacrifice 20 Lore to cure the CURSED and TRANSFORMED statuses.

Zoroaster's Cry: All characters are given a shield of positive energy, providing ABSORPTION 2 against melee attacks for the current encounter.

RANDOM ARTIFACTS

Artifacts are broken into 2 groups. Story Artifacts, and non-story Artifacts. Non-story Artifacts may be found randomly in some stories.

ARTIFACT DESCRIPTIONS

Table 04-19: Non-Story Artifacts

| D100 | NAME | LOCATION | CARD ID |
|-------|------------------------|----------|---------|
| 01-04 | Amulet of Id | Neck | PO01 |
| 05-08 | Arcane Lorebook | None | DA03 |
| 09-12 | Ash Wand | None | DA06 |
| 13-16 | Deck of Death Cards | 1 Hand | DA10 |
| 17-20 | Doctor's Mask | Head | DA11 |
| 21-24 | Edogan's Ring | Ring | DA05 |
| 25-28 | Eldritch Cloak | Neck | DA01 |
| 29-32 | Headband of Foresight | Head | PO02 |
| 33-36 | Homunculus Jar | None | DA02 |
| 37-40 | Icon of Salvation | None | PO03 |
| 41-44 | Korvak's Blade | 2 Hands | PO04 |
| 45-48 | Lens of Coupling | None | PO05 |
| 49-52 | Life Beacon | None | PO06 |
| 53-56 | Otherworld Ore | None | PO09 |
| 57-60 | Powerstone | None | PO07 |
| 61-64 | Ring of Ether | Ring | PO08 |
| 65-68 | Shawl of the Creeper | Back | DA12 |
| 69-72 | Sorcerer's Brooch | Neck | DA07 |
| 73-76 | Spirit Blade | 1 Hand | PO10 |
| 77-80 | Spirit Dagger | 1 Hand | PO11 |
| 81-84 | The Eye | 1 Hand | PO12 |
| 85-88 | Tyrfing | 1 Hand | DA04 |
| 89-92 | Undertaker's Toolkit | None | DA08 |
| 93-96 | Wrappings of Interment | Back | DA09 |
| 97-00 | Choose | | |

Table 04-20: Story Artifacts

| NAME | LOCATION | CARD ID |
|--------------------------|----------|---------|
| Ancient Agricola | Ring | FC01 |
| Bracers of the Kabbalist | Arms | FC02 |
| Burial Cloak | Back | FC03 |
| Elixir of Life | None | FC04 |

| NAME | LOCATION | CARD ID |
|-------------------|----------|---------|
| Greenlight amulet | Neck | FC05 |
| Heart of Thorns | None | FC06 |
| Magnum Opus | None | FC08 |
| Ring of Moonlight | Ring | FC09 |
| Wishmaker | None | FC07 |

Amulet of Id: This amulet bolsters your already strong will, imbuing your spirit with power. EXHAUST to use one Ghost Power for free. SPECTRAL. [Enhancement]

Ancient Agricola: A ring of simple, yet elegant design, which harnesses incredible forces of nature. +1 ECOLOGY. +1d4 vs Nature Creatures. [Enhancement]

Arcane Lorebook: This tome contains insights to the weaknesses of the Afflictions terrorizing the land. +1 OCCULT. Gain +2d10 Lore when an Affliction is defeated. [Enhancement]

Ash Wand: EXHAUST to PUSH 3 a target. RANGE 3. FORBIDDEN keyword required. [Enhancement]

Bracers of the Kabbalist: These bracers contain spirit energy which binds your weapon to you... even into death. +5 Might. One weapon you have equipped upon death may be used in ghost form. [Enhancement]

Burial Cloak: A long black linen cloak recovered from a corpse of a powerful warlock. +2 Max Ghost Points. ABSORPTION 1 vs. non-Mortal attacks. [Protective]

Deck of Death Cards: +2 TRICKERY. Your melee attacks gain RAZOR 1. -4 Max Vita. [Enhancement]

Doctor's Mask: Should look like a plaque mask. Immune to SICKENED and Infection tokens. -2 SPEECH. [Enhancement]

Edogan's Ring: A gold ring adorned with a large ruby. With focus, it can make an enemy more vulnerable to attack. EXHAUST to skip next turn to target a foe. All attacks against them receive +1 Damage. [Enhancement]

Eldritch Cloak: A cloak covered in eldritch rules, created by a powerful witch as a ward against her enemies. +5 Defense, ELDRITCH. [Protective]

Elixir of Life: A powerful elixir created by the Gypsies to instill life into a body. Discard immediately upon death to return to life with half your Vita and full Power Points. [Consumable]

Greenlight amulet: This silver necklace contains a large green stone which can harness the power of the dead. Gain 1 Power Point and 1 Vita when a Spirit foe is killed. Your weapons gain the COLD STEEL keyword. [Enhancement]

Headband of Foresight: This leather headband grants

you the Ability to anticipate your enemies actions. EXHAUST to decrease the skirmish counter by 1 vs. Demonic, Spirit, and Undead Creatures. [Enhancement]

Heart of Thorns: The heart is a bundle of thorns, branches, and straw, compressed into the resemblance of a human heart. Summon the Stickman Companion once per story. [Enhancement]

Homunculus Jar: This finely crafted ceramic jar depicts a person dancing along its surface. Upon closer inspection, the figure seems to closely resemble you! Your attacks against Occultists steals Vita from your target and you gain 1 Vita. [Enhancement]

Icon of Salvation: A small picture depicting mortals struggles against evil. +3 Defense. Healing effects grant you +1 Vita. [Protective]

Korvak's Blade: An ancient broadsword of a hero from ages past. D6+1, +1 Damage for every ally adjacent to you. [Weaponry]

Lens of Coupling: This lens has traveled through the veil and returned, allowing you to see Ethereal Creatures clearly. Ignore ETHEREAL absorption. [Enhancement]

Life Beacon: A flat smooth stone imbued with spirit energy. Regain an extra 1d4 Vita when resting. [Protective]

Magnum Opus: This book was once used as a powerful instrument in the fight against evil. +1 FAITH. EXHAUST to re-roll a missed attack during a skirmish. [Enhancement]

Otherworld Ore: Discard when visiting the Alchemist to add +1 Damage permanently to a melee weapon. [Consumable]

Powerstone: A shiny green stone which can channel energy into it's owner. EXHAUST to gain +1 Power Point. [Enhancement]

Ring of Ether: A simple copper ring with arcane runes engraved on its surface. EXHAUST for the story to become ETHEREAL for one combat. [Protective]

Ring of Moonlight: A ring containing a piece of concentrated moonstone. +1 Damage, +1 Stride, -2 Coins from each coin award received. This ring can never be removed. [Enhancement]

Shawl of the Creeper: +1 Damage in Darkness. +5 Defense. ABSORPTION 1 vs. Occultists attacks. -1 FAITH. MYTHOS keyword required. [Enhancement]

Sorcerer's Brooch: This ancient pendant gives its wearer forbidden knowledge. ABSORPTION 1 vs. Occultists. Gain the FORBIDDEN keyword. [Protective]

Spirit Blade: An ancient weapon made of an icy blue metal, it will follow a spirit through the veil of death. 2D4+1, SPECTRAL. [Weaponry]

Spirit Dagger: This rune carved blade is sharp enough to pierce the veil of death. D4+1, +10 Might, SPECTRAL. May be THROWN, but returns to your hand. [Weaponry]

The Eye: A crystal eye which reveals that which is hidden. +1 to search rolls. All your attacks gain FOCUS 5. [Enhancement]

Tyrfing: A ancient cursed blade whose purpose is to slay mortals. 2D4, +10 Might. 1d10+1 vs. Mortals. You may not switch targets until that foe is defeated. No other weapons may be used. MYTHOS or REVENGE keyword required. [Weaponry]

Undertaker's Toolkit: +2 to search rolls in burial grounds and tombs. [Enhancement]

Wishmaker: A brass lamp of middle-eastern origins that seems to confine a powerful entity within. Discard to summon

a Djinn to revive a ghost character to life with full Vita. Or bring a character in Limbo back to ghost form with 10 Ghost Points. [Consumable]

Wrappings of Interment: Discard to return from Limbo with 5 Ghost Points and receive permanent -2 Max Vita. [Consumable]

RANDOM COMPANIONS

Companions can be obtained via the Stables for Animals and the Inn for Militia Companions. Roll d00 to generate.

COMPANION DESCRIPTIONS

Table 04-21: Animal Companions

| D100 | NAME | ## | D100 | NAME | ## |
|-------|----------------|------|-------|------------|------|
| 01-10 | Abyssinian Cat | FE01 | 51-60 | Hound | FC06 |
| 11-20 | Cobra | FC02 | 61-70 | Mare | FC07 |
| 21-30 | Dove | FC03 | 71-80 | Mustang | FC08 |
| 31-40 | Drake | FC04 | 81-90 | Shadowhawk | FE09 |
| 41-50 | Golden Canary | FC05 | 91-00 | Snow Owl | FC10 |

Table 04-22: Militia Companions

| D100 | NAME | ## | D100 | NAME | ## |
|-------|----------|------|-------|----------|------|
| 01-10 | Farmer | FC01 | 51-60 | Soldier | FC06 |
| 11-20 | Miner | FE02 | 61-70 | Tinker | FC07 |
| 21-30 | Minstrel | FC03 | 71-80 | Townsmen | FC08 |
| 31-40 | Mystic | FC04 | 81-90 | Trapper | FE09 |
| 41-50 | Priest | FC05 | 91-00 | Vagabond | FC10 |

Abyssinian Cat (Melee): +2 Ghost Points. You cannot be CURSED.

Cobra (Melee): Non-ETHEREAL foes that enter a space adjacent to you lose 1 Vita.

Dove (Ranged): +1 TRICKERY and +1 to search rolls.

Drake (Melee): +1 Damage to melee attacks. The Drake's fire breath acts as a Light Source.

Farmer (Melee): +1 ECOLOGY and +1 Maximum Vita.

Golden Canary (Ranged): The canary sings a peaceful melody. You cannot be SPOOKED.

Hound (Melee): Gain +2 Damage to Mortal foes.

Mare (Melee): You may re-draw a Road Event once per round. Discard the first event.

Miner (Melee): +1 AWARENESS. Acts as a Light Source.

Minstrel (Melee): ABSORPTION 1 from Nature attacks and Snares.

Mustang (Melee): +1 Stride.

Mystic (Ranged): +1 Power Point and +1 OCCULT.

Priest (Melee): +1 FAITH and +1 NERVE.

Shadowhawk (Ranged): Attacks for 2 Damage, +2 Might. Already Trained (cannot be trained again).

Snow Owl (Ranged): +1 AWARENESS. +1 Damage to ranged attacks.

Soldier (Melee): +5 Defense. +1 Damage to melee attacks.

Stickman (Melee): Use Scarecrow miniature or standee. Vita: 4, Stride: 4, Damage: 1d6, Defense: 40, Might: +10. Remove from Companion Deck

Tinker (Melee): +8 Might and you can never break or lose your equipped weapon(s).

Townsmen (Melee): +1 AWARENESS and +1 SPEECH.

Trapper (Melee): Once per encounter, place a Trap token in any one space you land on. If a foe moves into that space, they lose 1d6 Vita, and then discard the token.

Vagabond (Melee): +1 TRICKERY. +1 Coin at the end of every combat.

RANDOM ITEMS

CONSUMABLES

Table 04-23: Consumable Items

| D100 | NAME | ID | COINS |
|-------|---------------------|---------|-------|
| 01-04 | Ankh of Life | FC01 | 10 |
| 05-12 | Bandages | FC02,03 | 5 |
| 13-16 | Cat's Eye | FC04 | ? |
| 17-20 | Expired Tonic | FC08 | 10 |
| 21-24 | Eye of Horus | FC09 | 10 |
| 25-28 | Gold Cup | FC12 | ? |
| 29-32 | Greek Fire | FC13 | 20 |
| 33-40 | Health Tonic | FC14,15 | 15 |
| 41-44 | Heavy Coin Pouch | FC16 | ? |
| 45-48 | Incense | FC19 | 8 |
| 49-52 | Liquid Frankincense | FC23 | 15 |
| 53-56 | Naming Papyrus | FC26 | 15 |
| 57-60 | Oil of Exorcism | FC28 | 30 |
| 61-64 | Salve | FC33 | 15 |
| 65-72 | Sharpening Stone | FC34,35 | 15 |
| 73-76 | Symbol of Thutmose | FC38 | 5 |
| 77-80 | Torch | FC39 | 5 |

| D100 | NAME | ID | COINS |
|-------|--------------|------|-------|
| 81-84 | Vitriol | FC40 | 15 |
| 85-88 | Ward Stone | FC41 | 20 |
| 89-92 | Wooden Stake | FC45 | 10 |
| 93-00 | Choose | | |

Ankh of Life: The Ankh is a symbol of life, the embodiment of immortality. It bestows enhanced vitality. Gain 5 Vita.

Bandages: These coarse wrappings are stiff and uncomfortable, but they provide needed relief to your bleeding wounds. Recover 4 Vita.

Cat's Eye: This unusual gemstone seems to look into your soul and judge your worth. Sell at the Market to receive 1d6 x 5 Coins.

Diamond: Sell at the Market to receive 2d6 x 5 Coins.

Dolomite Egg: This beautiful stone contains mystical energy that can be harnessed to renew the power within you. Recover 4 Power Points.

Expired Tonic: This medical curative is old and its potency is a shadow of what it once was, but it soothes the worst of your injuries. Recover 6 Vita.

Eye of Horus: The Eye of Horus symbolizes protection. It provides its bearer the Ability to avoid the dangers of battle. Reduce a skirmish counter by 1d4.

Fungus: Born in the damp earth where powerful magics were once cast, this fungus can restore power that has been lost. Use to regain two Power Points.

Fur Pelt: This fur pelt from a long-dead wolf may shield you from your enemies. Gain ABSORPTION 1 for one combat.

Garlic: Everyone knows that vampires hate garlic. This little bulb may save your life if you ever encounter one. Gain +10 Defense against Vampires and Necratu for one combat.

Gold Cup: An old golden cup from ages long past. Sell at the Market to receive 1d4 x 5 Coins.

Greek Fire: When thrown at an enemy, this incendiary weapon causes a conflagration of fire that refuses to be stopped. Place 3 Flame tokens adjacent to each other on the map. RANGE 3.

Health Tonic: This is a powerful curative that relaxes your body and helps heal the injuries that you have received while fighting evil. Recover 8 Vita.

Heavy Coin Pouch: A large pouch of coins. Discard immediately and gain 1d4 x 10 Coins.

Holy Water: Water blessed by the local clergy, which is a powerful aid against evil. FILL for +2 Damage for 4 uses, or THROWN for 1d4.

Incense: The aroma of the incense makes you envision the Church of the Crossroads, and you feel your faith renewed. Re-roll a failed FAITH or OCCULT check.

Iron Ore: A simple iron ore nugget, but it can be used to strengthen your weaponry. Use to strengthen a melee weapon. +2 Damage for 2 rounds.

Jade Idol: Sell at the Market to receive 1d10 x 3 Coins.

Lead Bar: A bar of lead. Use to augment a Protective Item with +5 Defense for one combat.

Leather Strips: Strong leather strips to provide you additional protection when in combat. Gain +10 Defense for one combat.

Liquid Frankincense: The oil blended from holy frankincense can be used to damage the wicked or to empower certain weaponry. FILL for +3 Damage for 4 uses, or THROWN for 1d6.

Liquor Fortis: This brew gives its imbibor fortified strength of body, allowing them to inflict greater punishment upon the wicked. +1d4 for next 4 melee attacks during the current encounter.

Mandrake Root: This bulbous root, which bears a striking resemblance to a human, can help to ward enemy attacks. Use to reduce damage from one enemy attack by half.

Naming Papyrus: The true name of the being possessing you appears on this papyrus sheet. Speak its name to cast it out. Remove the POSSESSED status or make a foe IMMOBILIZED during their next turn.

Nightshade: Witches have used this pretty, yet poisonous plant for ages to inflict suffering on the innocent. Use to make an adjacent enemy SICKENED for 3 rounds.

Oil of Exorcism: A potent oil crafted by the high clergy to help rid the world of evil. FILL for +4 Damage for 4 uses, or THROWN for 2d4.

Prized Elixir: This elixir is a mysterious concoction of unknown manufacture that unleashes the fury within the righteous. Assume the form of a mighty brute for 4 rounds. +2 Damage, +10 Might, -10 Defense, +1 Attack.

Pure Salt: Granulated salt, which is said to be a ward against arcane powers. Remove the CURSED status or gain immunity to Corrosion tokens for one encounter.

Pyrite: Pyrite, also known as Fools Gold, can be used to

convince authorities of your good intentions. Use to remove the WANTED condition or re-roll a failed TRICKERY check.

Quicksilver: Applying this metallic silver substance to your weapon gives it the power to inflict greater harm to your enemies. Add the SILVER keyword to one melee weapon for the current chapter.

Salve: An acrid smelling green salve made by the gypsies that can be used to mend bones and cure other strange Afflictions. Restore 1d4 Vita or cure FRACTURED, SICKENED, or TRANSFORMED statuses.

Sharpening Stone: This whetstone allows you to hone your weapon into a more powerful instrument of justice. Add +1 Damage to one melee weapon for the current chapter.

Silver Ingot: An ingot-shaped block of silver which can absorb the damage from shapeshifters. ABSORPTION 1 against Shapeshifters for one combat or trade at a town Inn for a Militia Companion.

Spirit of Wine: This robust and earthy wine is empowered with the spiriitual essence of the divine, giving the imbibor increased combat prowess. +10 Might for 4 rounds.

Symbol of Thutmose: The power of the Egyptian pharaoh Thutmose envelopes you with his protection as he protected his people in life. Avoid all damage from one SNARE.

Toadstool: Even those who tread the path of darkness avoid this poisonous mushroom whenever possible. Use to avoid being targeted by foes until the start of your next turn.

Torch: A simple but useful torch. Light source for one chapter, or THROWN for 1d4 Damage and then discard.

Vitriol: Throwing a bottle of this caustic acid at your enemies will cause them great harm. THROWN 1d6, BURST 1.

Ward Stone: This stone houses protective spells that can be unleashed to counter many of the evils in this world. Discard to rid yourself of any one negative status.

Wolfsbane: This poisonous herb is deadly to those who change their shape. Their fear of it will force them to transform back to their human form. Use to force a Werewolf to revert to a Night Stalker. No effect on Afflictions.

Wood: This dry bundle of wood will give you the comfort of

a warm fire in the deep dark night, allowing you to rest in peace. Use when the group rests to skip rolling for a skirmish or event.

Wooden Stake: A simple wooden stake, but a bane to vampires everywhere. +1 Damage to Vampires and Necratu for 1 encounter, or +1 to stake a Sleeping Vampire.

Table 04-24: Consumable Resources

| D100 | NAME | ID | COINS |
|-------|----------------|---------------|-------|
| 01-02 | Diamond | FC05 | ? |
| 03-04 | Dolomite Egg | FC06 | 15 |
| 05-10 | Fungus | FR01,02,03 | 10 |
| 11-16 | Fur Pelt | FR04,05,06 | 15 |
| 17-20 | Garlic | FC10,11 | 8 |
| 21-24 | Holy Water | FC17,18 | 10 |
| 25-32 | Iron Ore | FR07,08,09,10 | 10 |
| 33-34 | Jade Idol | FC20 | ? |
| 35-40 | Lead Bar | FR11,12,13 | 10 |
| 41-44 | Leather Strips | FC21,22 | 10 |
| 45-48 | Liquor Fortis | FC24,25 | 10 |
| 49-54 | Mandrake Root | FR14,15,16 | 10 |
| 55-60 | Nightshade | FR17,18,19 | 10 |
| 61-62 | Prized Elixir | FR20 | 30 |
| 63-66 | Pure Salt | FC29,30 | 15 |
| 67-72 | Pyrite | FR21,22,23 | 10 |
| 73-76 | Quicksilver | FC31,32 | 10 |
| 77-80 | Silver Ingot | FR24,25 | 30 |
| 81-84 | Spirit of Wine | FC36,37 | 15 |
| 85-90 | Toadstool | FR26,27,28 | 10 |
| 91-96 | Wolfsbane | FR29,30,31 | 10 |
| 97-00 | Wood | FC42,43 | 10 |

ENHANCEMENTS

Table 04-25: Enhancement Items

| D100 | NAME | ID | LOCATION | COINS |
|-------|--------------------------|------|----------|-------|
| 01-06 | Amber Signet | FC45 | Ring | 20 |
| 07-12 | Amulet of the Spirit | FC47 | Neck | 25 |
| 13-18 | Belt of Celerity | FC47 | Waist | 25 |
| 19-24 | Belt of Intensity | FC48 | Waist | 15 |
| 25-30 | Caltrops | FC49 | | 25 |
| 31-36 | Compass | FC50 | | 15 |
| 37-42 | Eagle Totem Headgear | FC51 | Head | 30 |
| 43-48 | Fitted Gloves | FC52 | Arms | 15 |
| 49-54 | Horseshoe | FC53 | | 20 |
| 55-60 | Inertial Accelerator | FC54 | | 30 |
| 61-66 | Medallion of Power | FC55 | Neck | 20 |
| 67-72 | Missiles of the Marksman | FC56 | | 25 |
| 73-78 | Ring of Ruses | FC57 | Ring | 25 |
| 79-84 | Talisman Against Evil | FC58 | Neck | 15 |
| 85-90 | Talisman of Vim | FC59 | Neck | 20 |
| 91-96 | Zigura's Crystal | FC60 | 1 Hand | 30 |
| 97-00 | Choose | | | |

Amber Signet: This ring was once worn by the nobility of the area in times long past. It instills the wearer with the gift of

oration. +1 SPEECH.

Amulet of the Spirit: This amulet allows you to protect your spirit if ever it loses its mortal form. You may donate a Power Point to the amulet once per encounter round. Points may be used when in ghost form. Max 5 points.

Belt of Celerity: This fine leather belt is infused with energy from the wind itself, making the wearer light on their feet. +1 Stride.

Belt of Intensity: This black leather belt is carved with arcane runes representing the stubborn goat, giving the wearer the Ability to stand firm and confident. The wearer cannot be moved against their will and ignores PUSH effects.

Caltrops: EXHAUST to place a Snare token in any adjacent square. Anyone entering the space takes 1d4 (SNARE) Damage.

Compass: The compass will always shows you the way home. EXHAUST to draw 2 Road Events instead of one, then discard one of your choice. UN-EXHAUST when you visit a town.

Eagle Totem Headgear: This ornate head piece is adorned with a majestic eagle in flight, imparting the speed and freedom of this regal bird upon its wearer. +1 Stride and ignore movement penalties.

Fitted Gloves: These fine fitting gloves are perfect for handling weaponry of all varieties, giving their wearer the edge

they need in battle. EXHAUST to re-roll a missed attack.

Horseshoe: The horseshoe is said to bring good luck. And it does! +1 ECOLOGY. Discard to become LUCKY.

Inertial Accelerator: This strange clockwork device plays tricks with time, speeding up the striking speed of its owner's weapon, making them more deadly. +1 Damage to melee attacks.

Medallion of Power: This talisman protects you from those who would steal your inner strength. Enemy powers cannot reduce the number of Power Points you have.

Missiles of the Marksman: These excellently fletched arrows will be invaluable in your fight against evil. Attach to any ranged weapon to gain +1 Ammo. Once attached, it cannot be removed.

Ring of Ruses: This reddish gold ring gives the wearer the Ability to confound enemies and stay one step ahead of danger. +1 TRICKERY. ABSORPTION 1 against SNARE damage.

Talisman Against Evil: This is a protective brooch that can shield you from attacks. EXHAUST to cause 1 Damage to adjacent foes.

Talisman of Vim: This charm will give you a little extra vitality when your life is at risk. +3 to Max Vita. This Vita is lost if the Talisman is removed or lost.

Zigura's Crystal: These green crystals allow their owner to harness a greater amount of internal power without harming themselves. +2 Max Power Points. MYTHOS keyword required.

PROTECTIVE

Table 04-26: Protective Items

| D100 | NAME | ID | LOCATION | DEFENSE | COINS |
|-------|---------------------|------|----------|---------|-------|
| 01-06 | Aegean Round | FC62 | 1 Hand | +5* | 25 |
| 07-12 | Amulet of Alacrity | FC63 | Neck | +5* | 25 |
| 13-18 | Chain Vest | FC64 | Chest | +5* | 40 |
| 19-24 | Knight's Shield | FC65 | 1 Hand | +6* | 35 |
| 25-30 | Leather Armguards | FC66 | Arms | +4 | 20 |
| 31-36 | Leather Boots | FC07 | Feet | * | 30 |
| 37-42 | Leather Headgear | FC67 | Head | +4 | 20 |
| 43-48 | Medal of the Lion | FC68 | Neck | +4* | 20 |
| 49-54 | Metal Greaves | FC27 | Feet | +5* | 30 |
| 55-60 | Ritual Scarab | FC69 | | +2* | 20 |
| 61-66 | Spartan Helmet | FC70 | Head | +4* | 45 |
| 67-72 | Steel Breastplate | FC71 | Chest | +10* | 40 |
| 73-78 | Studded Breastplate | FC72 | Chest | +5* | 25 |
| 79-84 | Weathered Cloak | FC73 | Back | * | 40 |
| 85-90 | Wooden Shield | FC44 | 1 Hand | +4 | 20 |

92-00 Roll again. *See Item description for details

Aegean Round: This round Bronze Age styled shield is an effective aid in any hostile situation. +5 Defense. EXHAUST for the encounter to make a foe re-roll an attack against you.

Amulet of Alacrity: This bright, glowing amulet provides reassurance to the wearer that they will be protected. +5 Defense. Acts as a light source.

Chain Vest: +5 Defense. ABSORPTION 1 vs. melee attacks.

Knight's Shield: +6 Defense. Re-roll failed SPOOKED checks once per attempt.

Leather Armguards: These leather bracers fit comfortably around your forearms, protecting them from damage. +4 Defense.

Leather Boots: +1 Stride on World Map. ABSORPTION 1 from Snarers.

Leather Headgear: A simple leather banded helmet that will help ward off the occasional glancing blow. +4 Defense.

Medal of the Lion: A ferocious lion dangles from a golden chain, imparting the bravery and strength of the majestic Creature upon the wearer. +1 NERVE, +4 Defense.

Metal Greaves: +5 Defense, Max Stride of 5. Cannot be IMMOBILIZED.

Ritual Scarab: This odd stone scarab beetle has magical warding that protects its owners, as well as providing a focal point for Ritual casting. +2 Defense. +2 to OCCULT rolls when activating Rituals. MYTHOS keyword required.

Spartan Helmet: This fierce-looking iron helmet, worn by Greek Spartan battle commanders to inspire their soldiers. +4 Defense. All adjacent allies gain +3 Might. Re-roll Faults.

Steel Breastplate: There is no greater protection in a fight

than hard steel between you and an enemy's weapon. +10 Defense, ABSORPTION 1.

Studded Breastplate: This hard leather studded breastplate is just what the enterprising explorer needs to stay safe. +5 Defense and +1 Max Vita.

Weathered Cloak: This stiff leather cloak will protect you from the elements. ABSORPTION 1 while on the World Map.

Wooden Shield: A simple wooden shield to aid you in a fight. +4 Defense.

RECIPIES/AUGMENTS

Table 04-27: Recipes Items

| D100 | NAME | ID | LOCATION | TYPE | COINS |
|-------|------------------------|------|----------|--------|-------|
| 01-07 | Aromatic Oil | FR32 | | | 30 |
| 08-14 | Arquebus | FR33 | 2 Hands | Ranged | 40 |
| 15-21 | Burda | FR34 | 2 Hand | Melee | 30 |
| 22-28 | Diamond Studded Club | FR35 | 2 Hands | Melee | 45 |
| 29-35 | Emerald Kopesh | FR36 | 1 Hand | Melee | 45 |
| 36-42 | Flintlock Pistol | FR37 | 1 Hand | Ranged | 50 |
| 43-49 | Healing Elixir | FR46 | | | 20 |
| 50-56 | Jade Khanda | FR38 | 1 Hand | Melee | 45 |
| 57-63 | Leather Suit | FR39 | Chest | | 30 |
| 64-70 | Obsidian Dolabra | FR40 | 2 Hands | Melee | 45 |
| 71-77 | Prized Elixir | FR41 | | | 30 |
| 78-84 | Silver Breastplate | FR42 | Chest | | 40 |
| 85-91 | Silverlace Projectiles | FR43 | | | 30 |
| 92-00 | Choose | | | | |

Aromatic Oil (Recipe): Components for Apothecary: 1 Holy Water, 1 Mandrake Root, 1 Quicksilver. **Result:** Aromatic Oil Permanently gives one Item the SPECTRAL keyword [Consumable].

Arquebus (Recipe): Components for Tinker: 3 Iron Ore, 1 Silver Ingot, 1 Spirit of Wine. **Result:** Arquebus +5 Might, BLACKOUT, AMMO 2. May not move the round it is fired [Weaponry].

Burda (Recipe): Components for Tinker: 1 Lead Bar, 1 Wood, 1 Fur Pelt. **Result:** Burda CRUSHING, COLD STEEL [Weaponry].

Diamond Studded Club (Recipe): Components for Tinker: 1 Leather Strip, 1 Wood, 1 Diamond. **Result:** Diamond Studded Club +5 Might, PUSH 1 [Weaponry].

Emerald Kopesh (Recipe): Components for Tinker: 2 Iron Ore, 1 Pyrite, 1 Emerald. **Result:** Emerald Kopesh +8 Might, VORPAL [Weaponry].

Flintlock Pistol (Recipe): Components for Tinker: 1 Quicksilver, 2 Iron Ore, 2 Silver Ingot. **Result:** Flintlock Pistol AMMO 3. EXHAUST to take an extra shot if you have enough ammo [Weaponry].

Healing Elixir (Recipe): Components for Physician: 1 Garlic, 1 Mandrake Root, 1 Pure Salt. **Result:** Healing Elixir Recover 12 Vita [Consumable].

Jade Khanda (Recipe): Components for Tinker: 1 Jade Idol, 1 Leather Strip, 1 Quicksilver. **Result:** Jade Khanda ARCING, EXECUTE [Weaponry].

Leather Suit (Recipe): Components for Tinker: 1 Fur Pelt, 1 Leather Strip, 1 Wood. **Result:** Leather Suit +10 Defense [Protective].

Obsidian Dolabra (Recipe): Components for Tinker: 1 Lead Bar, 1 Silver Ingot, 1 Obsidian. **Result:** Obsidian Dolabra

WEAKEN, +1 ARCHEOLOGY, +1 SEARCH [Weaponry].

Prized Elixir (Recipe): Components for Apothecary: 1 Mandrake, 2 Nightshade, 1 Wolfsbane. **Result:** Prized Elixir Assume the form of a brute for 4 rounds. +2 Damage, +10 Might, -10 Defense, +1 Attack [Consumable].

Silver Breastplate (Recipe): Components for Tinker: 1 Fur Pelts, 1 Iron Ore, 2 Silver Ingot. **Result:** Silver Breastplate +10 Defense, +3 Max Vita [Protective].

Silverlace Projectiles (Recipe): Components for Tinker: 1 Iron Ore, 1 Quicksilver, 1 Silver Ingot. **Result:** Silverlace Projectiles Permanently attach to a ranged weapon. EXHAUST weapon to cause BURST 2 Damage [Enhancement].

Table 04-28: Augment Items

| D100 | NAME | ID | COINS |
|-------|----------------------|------|-------|
| 01-12 | Attack Augment | FR44 | ? |
| 13-24 | Ethereal Augment | FR45 | ? |
| 25-36 | Holy Augment | FR47 | ? |
| 37-48 | Might Augment | FR48 | ? |
| 49-60 | Poison Augment | FR49 | ? |
| 61-72 | Power Augment | FR50 | ? |
| 73-84 | Protective Augment | FR51 | ? |
| 85-96 | Shapeshifter Augment | FR52 | ? |
| 97-00 | Choose | | |

Attack Augment: Components for Tinker: 2 Lead Bars, 2 Pyrite, 1 Quicksilver. **Result:** Add +1 Attack to a weapon. Only with weapons that do not have an existing +Attack bonus.

Ethereal Augment: Components for Apothecary: 1 Silver Ingot, 1 Holy Water, 1 Spirit of Wine. **Result:** Augment a weapon to ignore ETHEREAL Absorption.

Holy Augment: Components for Chapel: 1 Garlic, 1 Holy Water, 1 Pure Salt. **Result:** Augment a weapon to cause +1 Damage to Undead foes

Might Augment: Components for Apothecary: 1 Silver Ingot, 1 Dolomite Egg, 1 Quicksilver. **Result:** Augment a weapon to have +8 Might.

Poison Augment: Components for Apothecary: 1 Nightshade, 1 Fungus, 1 Toadstool. **Result:** Augment a weapon so that successful attacks make foes SICKENED 2.

Power Augment: Components for Apothecary: 1 Wood, 1 Iron Ore, 1 Silver Ingot. **Result:** Augment a weapon to have +1 Damage.

Protective Augment: Components for Apothecary: 1 Quicksilver, 1 Mandrake Root, 1 Pyrite. **Result:** Augment a protective Item to provide +5 Defense.

Shapeshifter Augment: Components for Apothecary: 1 Wolfsbane, 1 Fur Pelt, 1 Quicksilver. **Result:** Augment a weapon to cause +1 Damage to Shapeshifters.

WEAPONRY

Acid Vials: Your skills with science allow you to quickly create these vitriolic weapons. BURST 1 centered on target, RANGE 2. The Scientist is not affected.

Adze: A small axe used by craftsmen to carve wood. It can be an effective weapon to those close to nature. +1d4 vs Nature Creatures.

Aspergillum: The Aspergillum in the hands of the faithful, dispensing holy water onto the wicked, is feared by all evil souls. FILLABLE. +5 Might. Ignores ETHEREAL absorption. HOLY keyword required.

Bale Hook: A hook normally used for baling hay, has

become a weapon seeking the blood of your enemies. +5 Might.

Cane Sword: A concealed blade to surprise your enemies. +5 Might, FLANK 1.

Chair Leg: The chair leg... oh yeah. Attack rolls >90 make corporeal foes FRACTURED 6.

Crossbow: This heavy crossbow is deadly from a distance. FOCUS 1.

Cutlass: This well-honed sword has seen much use in it's aid in fighting the darkness. ARCING.

Digger: A shovel. Yes, a shovel. +1 ECOLOGY, +1 to search rolls, RANGE 2.

Femur: The bones of your enemies become the weapons of your friends. +5 Might. +1d4 vs Undead Creatures.

Glaive: A viciously accurate and deadly single-edged polearm weapon. FLANK 1, RANGE 2.

Hacker: This aptly named hand axe can chop down foes of any size. +5 Might.

Hammer: Very useful in close quarters, the hammer can break bones and shatter limbs. Attack rolls >90 make corporeal foes FRACTURED 6.

Hand Cannon: Although an antique, this pistol packs a serious punch! Foes adjacent to target are SPOOKED 5 on a successful hit.

Large Cleaver: The cleaver is very effective in close combat, but you can throw it with equal grace if you have a need. It may be THROWN as an extra attack.

Long Knives: These deadly blades will slice and dice your enemies. +5 Might, RAZOR 1.

Machete: The machete, a friend of many rural travelers, and welcome in almost any fight! +1 ECOLOGY.

Net: Easily disable your foes so your Companions to finish them off. THROWN. For encounters, target's Stride is reduced by 1d4. For skirmishes, target receives -5 Might.

Pick: The pickaxe is both a tool and a weapon. Swing at an approaching enemy or dig for treasure. +1 ARCHEOLOGY, +1 to search rolls.

Pike: This long polearm can skewer evildoers at a distance. +5 Might. PENETRATE 1, RANGE 2.

Pitchfork: Normally a simple farmer's tool, it can be an instrument of death for those seeking vengeance. RANGE 2.

Quartz Lantern: This unique lantern allows psychics to manipulate and focus to sear their foes. Acts as a light source. PSYCHIC keyword required.

Rajput Flying Disc: This is a bladed disk that flies through the air, striking enemies before returning to its owner. THROWN.

Sledge: This heavy hammer can cause devastating damage, but its weight will slow you down. BLACKOUT 95. -1 Stride in combat.

Soaring Halberd: A true military weapon, this polearm has accuracy and damage in equal measure. +10 Might. Attack rolls >95 grant the attacker another attack. RANGE 2.

Stiletto: This wickedly sharp dagger slices through enemies with ease. FLANK 1, +4 Might.

Straight Razor: A razor sharp weapon that has a knack at spilling blood. RAZOR 1.

Whip: This long leather whip can lash out at foes in the distance and ensnare them. RANGE 2. EXHAUST to make target IMMOBILIZED after a successfully attack.

Woodsman's Axe: A axe meant to split wood, and anything else in its path, with ease. EXECUTE.

Table 04-29: Weaponry Items

| D100 | NAME | ID | LOCATION | TYPE | DMG | COINS |
|-------|---------------|------|----------|--------|------|-------|
| 01-03 | Acid Vials | FE04 | 1 Hand | Ranged | D4 | 10 |
| 04-06 | Adze | FC74 | 1 Hand | Melee | D4 | 20 |
| 07-09 | Aspergillum | FC75 | 1 Hand | Melee | D4 | 10 |
| 10-12 | Bale Hook | FC76 | 1 Hand | Melee | D4+1 | 10 |
| 13-15 | Cane Sword | FE03 | 1 Hand | Melee | D4 | 10 |
| 16-18 | Chair Leg | FC77 | 1 Hand | Melee | D4 | 30 |
| 19-21 | Crossbow | FC78 | 2 Hands | Ranged | D4+1 | 10 |
| 22-24 | Cutlass | FE05 | 1 Hand | Melee | D4 | 10 |
| 25-27 | Digger | FC79 | 2 Hands | Melee | D4+1 | 40 |
| 28-30 | Femur | FC80 | 1 Hand | Melee | D4 | 35 |
| 31-33 | Glaive | FC81 | 2 Hands | Melee | D6 | 40 |
| 34-36 | Hacker | FC82 | 1 Hand | Melee | D6 | 35 |
| 37-39 | Hammer | FC83 | 1 Hand | Melee | D6 | 35 |
| 40-42 | Hand Cannon | FC84 | 1 Hand | Ranged | D4+1 | 40 |
| 43-45 | Large Cleaver | FE01 | 1 Hand | Melee | D4+1 | 10 |

| D100 | NAME | ID | LOCATION | TYPE | DMG | COINS |
|-------|--------------------|------|----------|--------|------|-------|
| 46-48 | Long Knives | FE02 | 2 Hands | Melee | D4 | 10 |
| 49-51 | Machete | FC85 | 1 Hand | Melee | D6 | 40 |
| 52-54 | Net | FC86 | 1 Hand | Ranged | | 30 |
| 55-57 | Pick | FC87 | 2 Hands | Melee | D4+1 | 40 |
| 58-60 | Pike | FC88 | 2 Hands | Melee | D6 | 45 |
| 61-63 | Pitchfork | FC89 | 2 Hands | Melee | D6 | 35 |
| 64-66 | Quartz Lantern | FC90 | 1 Hand | Ranged | D4+1 | 10 |
| 67-69 | Rajput Flying Disc | FC91 | 1 Hand | Ranged | D4+1 | 25 |
| 70-72 | Sledge | FC92 | 2 Hands | Melee | D6+2 | 50 |
| 73-75 | Soaring Halberd | FC93 | 2 Hands | Melee | D6 | 50 |
| 76-78 | Stiletto | FC94 | 1 Hand | Melee | D4 | 10 |
| 79-81 | Straight Razor | FC95 | 1 Hand | Melee | D4+1 | 30 |
| 82-84 | Whip | FC96 | 1 Hand | Melee | D4 | 10 |
| 85-87 | Woodsman's Axe | FE06 | 2 Hands | Melee | D4+1 | 10 |
| 92-00 | Roll again. | | | | | |

RANDOM MYSTIC KNOWLEDGE

Prayers can be obtained from the Church of the Crossroads. Rituals however must be found via story events.

Table 04-30: Prayers

| D100 | NAME | ID | FAITH ROLL |
|-------|-----------------|------|------------|
| 01-10 | Banishment | FC01 | Faith 9 |
| 11-20 | Exorcise Evil | FC02 | Faith 9 |
| 21-30 | Boundless Faith | FC03 | Faith 7 |
| 31-40 | From the Brink | FC04 | Faith 8/10 |
| 41-50 | Healing Surge | FC05 | Faith 8 |
| 51-60 | Heaven's Light | FC06 | Faith 9 |
| 61-70 | Holy Crusade | FC07 | Faith 7 |
| 71-80 | Out of Body | FC08 | Faith 9 |
| 81-90 | Purify Body | FC09 | Faith 7 |
| 91-00 | Soul Cleanse | FC10 | Faith 8 |

Table 04-31: Rituals

| D100 | NAME | ID | OCCULT ROLL |
|-------|-------------------|------|-------------|
| 01-10 | Arcane Ward | FC01 | Occult 7 |
| 11-20 | Cloak of the Wind | FC02 | Occult 7 |
| 21-30 | Disorientation | FC03 | Occult 8 |
| 31-40 | Energy Flux | FC04 | Occult 9 |
| 41-50 | Enthrall | FC05 | Occult 9 |
| 51-60 | From Beyond | FC06 | Occult 8 |
| 61-70 | Oblivion | FC07 | Occult 10 |
| 71-80 | Tame the Wild | FC08 | Occult 9 |
| 81-90 | Time Stop | FC09 | Occult 9 |
| 91-00 | Weakness | FC10 | Occult 8 |

Arcane Ward (Occult 7): Summon a ward that absorbs arcane energies unleashed against one of your allies. Occultist attacks cannot damage your target ally for 3 rounds.

Banishment (Faith 9): Help the ethereal find their way home. All non-Affliction Spirit foes lose 2d4 Vita and are banished on a d10:8+. A banished target is removed from combat, granting no awards. Ignores ETHEREAL.

Boundless Faith (Faith 7): Your beliefs inspire those around you. Each character may choose one of the following statuses: BLESSED, FAITHFUL, FAVORED, FORTIFIED.

Cloak of the Wind (Occult 7): The power of the four winds fuel your movement. All characters become SWIFT.

Disorientation (Occult 8): You flood the minds of your enemies with confusing images. All foes receive -5 Might and -5 Defense for the current encounter.

Energy Flux (Occult 9): Gather earthly energies to revitalize your group. All characters fully recover their Power Points.

Enthrall (Occult 9): Bend the mind of others to your will. Choose one non-Affliction target and roll a d10. On a 6+, they are under your control for 3 rounds, acting during their normal turn.

Exorcise Evil (Faith 9): The world has no place for those of demonic blood. All non-Affliction Demonic foes lose 2d4 Vita and are exorcised on a d10:8+. An exorcised target is removed from combat, granting no awards.

From Beyond (Occult 8): Part the veil and call upon those that have past beyond. Summon one Decaying Dead to any location within sight. It is under your control until the end of the encounter.

From the Brink (Faith 8/10): You pray for your fallen comrade to return from beyond the veil. May be attempted once/chapter until successful. Bring one character back to life from Ghost form with 10 Vita (FAITH 8). Or you may bring one character in Limbo back to Ghost form with 10 Ghost Points (FAITH 10).

Healing Surge (Faith 8): The power of your faith extends to all in need. All characters recover 2d4 Vita or 1d6 Ghost Points.

Heaven's Light (Faith 9): Call upon the powers of Heaven to illuminate the area with intense light. Vampires and Necratu lose 2d6 Vita and other Creatures lose 2d4 Vita. Darkness is removed from the current map.

Holy Crusade (Faith 7): Righteousness infuses you, granting enhanced combat abilities. All characters may attack with a second 1 Hand weapon without spending a Power Point during the the current encounter.

Oblivion (Occult 10): Create a nether void that sucks the life force from your enemies. All corporeal foes roll a d10. On a 8+, they are destroyed. No awards can be earned from those slain by Oblivion. Does not affect Afflictions.

Out of Body (Faith 9): You allow your allies to cross the veil of death for a time. You allow your allies to cross into the spirit world for a time. The group becomes ETHEREAL for one encounter.

Purify Body (Faith 7): You pray for your allies to be cleansed of illness. Remove the SICKENED status and all Infection tokens from the group.

Soul Cleanse (Faith 8): You douse your allies with divine energy, purifying their souls. Remove all negative statuses affecting the group. The FAITH roll must be made for each character. Discard this prayer even if unsuccessfully performed.

Tame the Wild (Occult 9): Shroud the moon from those that gain strength from its light. Force all SHAPESHIFTERS to revert to their human forms, if one is specified on their Creature card or in the story.

Time Stop (Occult 9): You tamper with the flow of time, causing your enemies to slow to a standstill. All non-Affliction foes in the combat lose their next turn.

Weakness (Occult 8): You drain the life energy from your enemies, making them feeble shadows of what they once were. All foes in combat receive REDUCTION 2 for 4 rounds.

RANDOM OFF-ROAD & ROAD EVENTS

Table 04-32: Road Events

| D100 | DAY EVENT | NIGHT EVENT | ID |
|-------|-------------------------------------|--------------------------------------|------|
| 01-02 | Ancient Device (#73 on pg 48) | Predators (#137 on pg 49) | FC01 |
| 03-04 | Assault (#76 on pg 48) | Angelic Visitation (#74 on pg 48) | FC38 |
| 05-06 | Banshee (#77 on pg 48) | Full Moon (#102 on pg 48) | FC02 |
| 07-08 | Bhagavad Gita (#78 on pg 48) | Bumps in the Road (#82 on pg 48) | FC03 |
| 09-10 | Black Cat (#79 on pg 48) | Night Spirit (#130 on pg 49) | FC04 |
| 11-12 | Burned to Cinders (#83 on pg 48) | Dark Night (#89 on pg 48) | FC05 |
| 13-14 | Calamity (#84 on pg 48) | Vampiric Mist (#160 on pg 50) | FC46 |
| 15-16 | Captives (#86 on pg 48) | Fledglings (#99 on pg 48) | FC07 |
| 17-18 | Chapel (#87 on pg 48) | Hunger (#115 on pg 49) | FC08 |
| 19-20 | Cut Off! (#88 on pg 48) | Death Above (#91 on pg 48) | FC09 |
| 21-22 | Death Himself (#90 on pg 48) | Hail to the Moon (#109 on pg 49) | FC10 |
| 23-24 | Eye of the Storm (#94 on pg 48) | Man's Best Friend (#124 on pg 49) | FC11 |
| 25-26 | Fauna (#95 on pg 48) | Swarm (#147 on pg 49) | FC12 |
| 27-28 | Fighting Back (#98 on pg 48) | Possession (#136 on pg 49) | FC13 |
| 29-30 | Ghoul Bounty (#103 on pg 48) | Zombie Companion (#167 on pg 50) | FC41 |
| 31-32 | Glitter (#104 on pg 48) | Brigands (#81 on pg 48) | FC15 |
| 33-34 | Gypsy Caravan (#107 on pg 48) | Moonlight (#129 on pg 49) | FC16 |
| 35-36 | Hard Travel (#110 on pg 49) | Hag in the Wood (#108 on pg 49) | FC45 |
| 37-38 | Help the Poor (#113 on pg 49) | Gravesite (#106 on pg 48) | FC42 |
| 39-40 | Horses (#114 on pg 49) | Incantation (#117 on pg 49) | FC18 |
| 41-42 | Man of the Cloth (#122 on pg 49) | Goodnight (#105 on pg 48) | FC19 |
| 43-44 | Manor (#123 on pg 49) | Death Himself (#90 on pg 48) | FC20 |
| 45-46 | Menagerie (#125 on pg 49) | Afraid of the Dark (#72 on pg 48) | FC21 |

| D100 | DAY EVENT | NIGHT EVENT | ID |
|-------|--------------------------------------|--|------|
| 47-48 | Militia (#126 on pg 49) | Vampire Bounty (#159 on pg 50) | FC22 |
| 49-50 | Misfortune (#128 on pg 49) | Fearful Flight (#96 on pg 48) | FC23 |
| 51-52 | Oppression (#132 on pg 49) | Possessed (#135 on pg 49) | FC32 |
| 53-54 | Panic! (#133 on pg 49) | Looting (#120 on pg 49) | FC24 |
| 55-56 | Physician (#134 on pg 49) | Freshly Bitten (#101 on pg 48) | FC14 |
| 57-58 | Road Warden (#138 on pg 49) | Snake Charmer (#142 on pg 49) | FC25 |
| 59-60 | Samaritan? (#139 on pg 49) | Lynch Mob (#121 on pg 49) | FC26 |
| 61-62 | Shortcut (#140 on pg 49) | Doppelganger (#93 on pg 48) | FC48 |
| 63-64 | Sick and the Dead (#141 on pg 49) | Inquisitors (#119 on pg 49) | FC27 |
| 65-66 | Snake Whisperer (#143 on pg 49) | Campsite (#85 on pg 48) | FC06 |
| 67-68 | Sunny Day (#145 on pg 49) | Superstitions (#146 on pg 49) | FC43 |
| 69-70 | Swift Passage (#148 on pg 49) | Spirits of the Dead (#144 on pg 49) | FC28 |
| 71-72 | Tendrils of Smoke (#149 on pg 49) | Animal Peddler (#75 on pg 48) | FC29 |
| 73-74 | The Forest Lives (#151 on pg 49) | Heirophant (#112 on pg 49) | FC30 |
| 75-76 | The Hound (#152 on pg 49) | Hunters (#116 on pg 49) | FC39 |
| 77-78 | The Hunt (#153 on pg 50) | Thieves (#154 on pg 50) | FC31 |
| 79-80 | Tinker (#155 on pg 50) | Inmate (#118 on pg 49) | FC33 |
| 81-82 | Traveler (#156 on pg 50) | Felusha Stone (#97 on pg 48) | FC44 |
| 83-84 | Undertaker (#157 on pg 50) | Ooze (#131 on pg 49) | FC47 |
| 85-86 | Unnatural Drought (#158 on pg 50) | The Change (#150 on pg 49) | FC37 |
| 87-88 | Vigilantes (#161 on pg 50) | Heavenly Eclipse (#111 on pg 49) | FC17 |
| 89-90 | Wanderers (#162 on pg 50) | Weapons Dealer (#164 on pg 50) | FC34 |
| 91-92 | Wanted (#163 on pg 50) | Bounty Hunters (#80 on pg 48) | FC40 |

| D100 | DAY EVENT | NIGHT EVENT | ID |
|-------|--------------------------------------|-----------------------------------|------|
| 93-94 | When Birds Attack (#165 on pg 50) | Mind Reader (#127 on pg 49) | FC35 |
| 95-96 | Wise One (#166 on pg 50) | Fortune Teller (#100 on pg 48) | FC36 |
| 97-00 | Nothing happens | | |

Table 04-33: Off-Road Events

| D100 | NAME | READ | ID |
|-------|-----------------------|----------------|------|
| 01-04 | Abandoned Camp | (#01 on pg 45) | FC20 |
| 05-08 | Black Hole | (#02 on pg 45) | FC19 |
| 09-12 | Calm the Savage Beast | (#03 on pg 45) | FC15 |
| 13-16 | Contagion | (#04 on pg 45) | FC10 |
| 17-20 | Cry for Help | (#05 on pg 45) | FC18 |
| 21-24 | Dark Rite | (#06 on pg 45) | FC25 |
| 25-28 | Disturbed Earth | (#07 on pg 45) | FC16 |
| 29-32 | Fortune Tellers | (#08 on pg 45) | FC13 |
| 01-04 | Howls in the Night | (#09 on pg 45) | FC01 |
| 37-40 | Innocence Lost | (#10 on pg 45) | FC23 |
| 41-44 | Monolith | (#11 on pg 45) | FC26 |
| 45-48 | Night Lights | (#12 on pg 45) | FC24 |
| 49-52 | Outrage | (#13 on pg 45) | FC09 |
| 53-56 | Pan Pipes | (#14 on pg 45) | FC09 |
| 57-60 | Pillaging | (#15 on pg 45) | FC24 |
| 61-64 | Purge All Evil | (#16 on pg 45) | FC21 |
| 65-68 | Resting Place | (#17 on pg 45) | FC23 |
| 69-72 | The Cairns | (#18 on pg 45) | FC17 |
| 73-76 | The Coven | (#19 on pg 45) | FC22 |
| 77-80 | The Master | (#20 on pg 45) | FC08 |
| 81-84 | The Mirrored Pool | (#21 on pg 45) | FC22 |
| 85-88 | Those In Need | (#22 on pg 45) | FC11 |
| 89-92 | Traveler | (#23 on pg 46) | FC12 |
| 93-96 | Woodsmen | (#24 on pg 46) | FC14 |
| 97-00 | Nothing happens | | |

Roll d00 for Road or Off-Road Event.

OFF-ROAD DESCRIPTIONS

01. **Abandoned Camp:** *We discovered a campsite that appeared to have been abruptly abandoned, as though its previous occupants just disappeared. Had something tragic occurred here?*
- **CHOICE ONE (#25 on pg 46):** Use the campsite to rest your tired bodies.
 - **CHOICE TWO (#49 on pg 47):** Scavenge what you can from the campsite and move on.
02. **Black Hole:** *As we traveled the countryside, we came upon a bizarre pit, edged with ancient stones. No light seemed to penetrate the darkness within the deep void. A rope, secured to one of the stones, descended into the pit and disappeared after a few feet. What could be inside?*
- **CHOICE ONE (#26 on pg 46):** Choose one character to climb down the rope and investigate.
 - **CHOICE TWO (#50 on pg 47):** Focus your attention on the Stones.
03. **Calm the Savage Beast:** *As twilight faded, the moon appeared full in the sky. We decided to rest and set up camp. As we settled in for the night, a man approached out of the shadows. In a gravelly urgent voice, he asked if we had any Wolvesbane or Quicksilver to spare.*
- **CHOICE ONE (#27 on pg 46):** You do not know why he would need such a thing, but you decide to give him what little you have.
 - **CHOICE TWO (#51 on pg 47):** You decline to give him what he asks, either because you do not wish to waste such a rare Item, or you have none to give.
04. **Contagion:** *As we traveled the countryside, we came upon a slowly moving covered wagon. When we approached, the horse drawing the wagon became skittish. Then we noticed there was no sign of the driver!*
- **CHOICE ONE (#28 on pg 46):** Stop the wagon and take a look inside.
 - **CHOICE TWO (#52 on pg 47):** It is none of your concern. Best to move on.
05. **Cry for Help:** *Passing by a remote farm, we saw a large group of people holding torches. They surrounded a man and woman tied to a post who were crying out for help.*
- **CHOICE ONE (#29 on pg 46):** It sounds like superstition has gotten the best of these farmers. Join the crowd to see why these captives are being burned at the stake.
 - **CHOICE TWO (#53 on pg 47):** It is likely these captives are occultists. It is better to move on and let these people manage their business.
06. **Dark Rite:** *We heard ominous chanting on the road ahead. Approaching cautiously, we found a coven of witches performing a dark rite. The subject of their evil Ritual seemed to be a large, unconscious man laying in the center of a pentagram.*
- **CHOICE ONE (#30 on pg 46):** Try to disrupt the Ritual before it is too late.
 - **CHOICE TWO (#54 on pg 47):** Wait to see what happens.
07. **Disturbed Earth:** *We passed through an old cemetery on our journey. There were mounds of freshly unearthed dirt next to some of the headstones. Were the dead stirring?*
- **CHOICE ONE (#31 on pg 46):** Take a closer look. If the dead have risen, they must be swiftly dealt with.
 - **CHOICE TWO:** Leave this place quietly in hopes that the undead will not detect you.
08. **Fortune Tellers:** *We came upon a small gypsy caravan that had settled in the area for the night. We received a friendly greeting and were invited to stay with them until morning.*
- **CHOICE ONE (#32 on pg 46):** Stay for the night and relax by the fire.
 - **CHOICE TWO (#56 on pg 47):** Speak to the resident fortune teller and have them divine your future.
09. **Howls in the Night:** *Twilight descended and the moon was full in the sky. Those among us afflicted with the taint of lycanthropy felt something primal stir within. We stopped as hungry howls pierced the silence of night. It was not long before we heard growls all around, a sign that the wolves were closing in, sure to be upon us at any moment.*
- **CHOICE ONE (#33 on pg 46):** Get moving and run for concealment.
 - **CHOICE TWO (#57 on pg 47):** Stand your ground and prepare for an assault.
10. **Innocence Lost:** *The sun shone brightly as we journeyed. As we pass a small cave, we heard a faint whimpering from within. We entered to find a young woman sitting on the floor with her back against the wall. She cradled an injured arm. Looking destitute, she implored us to help her.*
- **CHOICE ONE (#34 on pg 46):** Try to heal her with an appropriate Item or Ability. Choose this only if you have the capAbility to do so.
 - **CHOICE TWO (#58 on pg 47):** Take her as a Companion in hopes of finding help in town.
11. **Monolith:** *There was a strange monolithic pillar ahead, jet black and foreboding. It stood alone in a landscape that was perfectly flat for a hundred paces in every direction. Life seemed to have abandoned the place, with not even a blade of grass visible.*
- **CHOICE ONE (#35 on pg 46):** This is obviously dangerous and should be avoided. Let's leave immediately.
 - **CHOICE TWO (#59 on pg 47):** It is an archeological wonder. We must investigate.
12. **Night Lights:** *As we traveled at night, we saw several white lights bobbing slowly in the air ahead.*
- **CHOICE ONE (#36 on pg 46):** Investigate the source of the light.
 - **CHOICE TWO (#60 on pg 47):** Hide in the darkness. It is safer than pursuing the unknown.
13. **Outrage:** *A plume of smoke rose from a burning village in the distance. From the same direction, a caravan of wagons approached. The desperate villagers were burned, some close to death. An aged man stepped forward and bellowed, "You are supposed to be helping us, but instead you wander about wasting time. You are failing us!"*
- **CHOICE ONE (#37 on pg 46):** Explain that you want to help and ask the man what happened.
 - **CHOICE TWO (#61 on pg 47):** Tell the man it is foolish to make one's home in the unprotected countryside and that you will escort him and his injured immediately to the nearest town.
14. **Pan Pipes:** *Following an old trail, we began to hear sweet music. A group of Satyrs were playing their zephyr's melody.*
- **CHOICE ONE (#38 on pg 46):** Continue listening to their harmonious song.
 - **CHOICE TWO (#62 on pg 47):** Leave the Satyrs. It would be best not to disturb them.
15. **Pillaging:** *A crashing noise caught our attention. In the distance, we saw brigands breaking into a lonely cottage. We quickly approached as they gathered their loot. The owner of the property was sprawled on the ground, bleeding from several open wounds.*
- **CHOICE ONE (#39 on pg 46):** Intimidate the ruffians to scare them away.
 - **CHOICE TWO (#63 on pg 47):** Send one character to sneak in and pull the injured man to safety.
16. **Purge All Evil:** *We spotted a dark cave up ahead. Evil can often be found in such places, and it was our mission to rid such things from the land.*
- **CHOICE ONE (#40 on pg 46):** We had to enter the darkness and defeat whatever we found.
17. **Resting Place:** *We stumbled upon an ancient gravesite with a crumbling headstone. The mist surrounding the grave materialized into a menacing form. The ethereal figure loomed angrily over us, guarding its final resting place.*
- **CHOICE ONE (#41 on pg 46):** Communicate with the spirit in hopes of gaining knowledge.
 - **CHOICE TWO (#64 on pg 47):** Destroy the apparition and take whatever it seems to be protecting.
18. **The Cairns:** *We approached several burial cairns atop a small hill. The stone mounds appeared to have toppled. As we neared them for a closer inspection, we heard ghostly moans of despair.*
- **CHOICE ONE (#42 on pg 46):** Repair the stone cairns. The spirits are in anguish over the damage done to their resting place. This will surely slow your progress on your quest.
 - **CHOICE TWO (#65 on pg 47):** The moaning is obviously the howling wind. Better not to disturb an ancient burial mound. Move on, you have no time to waste.
19. **The Coven:** *The path we were traveling become narrow, putting our nerves on edge. A deathly silence descended over the area, yet we heard the sound of raspy voices ahead. Following the voices, we spied a coven of hags chanting an incantation. They spoke of abducting townsfolk to sacrifice in a Ritual summoning.*
- **CHOICE ONE (#43 on pg 46):** Get closer in order to listen in on their evil plans.
 - **CHOICE TWO (#66 on pg 47):** Attack and rid the land of these witches.
20. **The Master:** *The sky was dark, with the moon hidden behind a thick layer of clouds. We heard an old, yet powerful voice from all around. It said, "You must perform a service for me. If you refuse, I will make you mine. Take comfort, my need does not oppose your own pointless goals!"*
- **CHOICE ONE (#44 on pg 46):** Hear him out rather than rushing into a fight.
 - **CHOICE TWO (#67 on pg 47):** You're not going to listen to what is obviously a foul Creature of the night!
21. **The Mirrored Pool:** *We found a pool of water within a natural cistern. It was as still as glass, and our reflections looked as though we were gazing into a mirror.*
- **CHOICE ONE (#45 on pg 47):** Your reflection looks odd. Take a closer look.
 - **CHOICE TWO (#68 on pg 47):** Quench your thirst by drinking the water.
22. **Those In Need:** *We came upon a small farmstead and decided to stop for a rest. A young girl appeared at the door*

and nervously told us that her parents were stricken ill. She begged for our help.

- **CHOICE ONE (#46 on pg 47):** Help her parents by spending a healing consumable or with an Ability, Prayer/ Ritual, etc.
- **CHOICE TWO (#69 on pg 48):** Don't help her either because you cannot or fear spreading any contagion.

23. **Traveler:** We met a hunter traveling in our direction. We eyed him carefully, noticing he had a suspicious look to him. He was hauling meats, furs, and supplies.

- **CHOICE ONE (#47 on pg 47):** Ask him to trade.
- **CHOICE TWO (#70 on pg 48):** Wish him good luck in his travels and then move on.

24. **Woodsmen:** We approached a campsite with a man tending to his broken leg. We concluded that he was a resourceful hunter, given the half-dozen skinned rabbits hanging over his fire. He motioned for us to sit by the fire and told us that he had fallen from his tree stand while hunting, breaking his leg.

- **CHOICE ONE (#48 on pg 47):** He seems to be a good man, so you wish to help him with his leg (requires you to heal 12 Vita).
- **CHOICE TWO (#71 on pg 48):** You do not wish to help him with his leg, or cannot.

OFF-ROAD EVENT CHOICES

25. **Abandoned Camp (Choice One):** We curled up by the fire for a good night's rest.

- **All characters must pass FAITH 6.**
- **Success:** Recover 6 Vita and all Power Points.
- **Failure:** Lose 1d4 Vita and gain BLOODLUST 5 as your life force is drained by a vampire who is using the camp as a feeding ground.

26. **Black Hole (Choice One):** As I climbed down, darkness enveloped me. I began to panic!

- **Pass NERVE 8.**
- **Success:** Become BRAVE and reach the base of the pit where you find 1 Item and 1 Ritual.
- **Failure:** You injure yourself as you climb out in a panic. Lose 4 Vita and become SPOOKED.

27. **Calm the Savage Beast (Choice One):** He eagerly grabbed the Item from us and consumed it. He spoke, his voice not as raspy as it was, "Thank you. A month ago, I was attacked by a monstrous wolf. Now I am accursed, forced to change into a wild beast when the moon shines bright. I am a good man and do not wish anyone harm. Tonight I may resist the change."

- **Discard a Wolvesbane or a Quicksilver. The character sacrificing the Item receives a Boon and 15 Lore.**

28. **Contagion (Choice One):** We stopped the horse and peeled back the coverings, revealing an elderly man and woman, covered in boils. The woman moaned, begging for help. The man was already dead.

- **All characters become SICKENED 4. You may take the woman as a Mission Companion and bring her immediately to the Physician in the nearest town to receive 10 coins and 15 Lore. Failure to do so results in all characters receiving an Infection token.**

29. **Cry for Help (Choice One):**

- **The Leader must pass OCCULT 6**
- **Success:** Tattoos of dark magic are seen on these captives. They must be destroyed. Gain 8 Lore and become

RESPECTED.

- **Failure:** You tell the farmers they cannot take the law into their own hands. The crowd is agitated to violence. Skirmish with an Angry Mob. After, take the captives into your custody as Mission Companions (2 slots) and deliver them to town to earn 15 coins each. If you cannot take both, they escape and a random character is CURSED.

30. **Dark Rite (Choice One):** We rushed onto the scene, disrupting the witches concentration.

- **Skirmish with a Streggha with the skirmish counter at maximum. Afterwards, you find that the man is still alive and is grateful for being saved. Gain a Militia Companion.**

31. **Disturbed Earth (Choice One):** Upon inspection, the many shovels around suggested that the graves have been recently dug up. This must have been the work of looters. But what happened to them? As we prepared to leave, a gruff voice shouted, "More robbers come to defile this place! I will deal with you as I did the last."

- **Skirmish with the Undertaker and his Vicious Hound. A random character finds an Item after the fight.**

32. **Fortune Tellers (Choice One):** We enjoyed the company of the caravan, sampling wines and good conversation.

- **All characters may pass OCCULT 6.**
- **Success:** Remove any one negative status and recover 4 Vita.

33. **Howls in the Night (Choice One):** We ran to avoid a confrontation, diving for cover as the howls grew louder. A huge beast emerged from behind the trees, growling menacingly.

- **All characters must pass TRICKERY 4. If anyone fails, the group must skirmish with a Werewolf. If there are LYCANTHROPIC characters in the group, they must pass NERVE 5. If they fail, they must skirmish alongside the Werewolves.**

34. **Innocence Lost (Choice One):** Our hearts went out to this young woman as we tended to her wounds.

- **Use the necessary healing. The one who does roll 1d6.**
- **1-5:** The girl is healed. Gain 15 Lore.
- **6:** Pass AWARENESS 7.
- **Success:** You see her bear her teeth as you draw close. Skirmish with a Vampire.
- **Failure:** You are bitten by the girl, a young vampire, unable to control her hunger. Lose 1d4 Vita and gain BLOODLUST 6 before she runs off into the sunlight and is destroyed.

35. **Monolith (Choice One):** We realized that this strange Artifact was terribly dangerous, so we left, with a feeling of impending doom in our wake.

- **All characters become SPOOKED 8.**

36. **Night Lights (Choice One):** Pursuing the lights, we entered a small wooded glade. Within were tiny will-o-wisps dancing in mid-air. They surrounded us and began to glow brighter.

- **Roll 1d6.**
- **1-3:** Their light is soothing, burning away your pains. All characters may remove one negative status and take a free rest action without a Skirmish.
- **4-6:** The lights belong to the glowing spirits of the dead. Skirmish with a Restless Spirit.

37. **Outrage (Choice One):** You tried to explain that you were working to find the cause of what was afflicting the land and

destroy whatever evil was at fault.

- **One character must pass SPEECH 8.**
- **Success:** Become RESPECTED and gain +5 Might until the start of the next story.
- **Failure:** They blame you for the destruction of their home and attack. Skirmish with an Angry Mob with +2 on the skirmish counter.

38. **Pan Pipes (Choice One):** As we listened to their song, a drowsiness came upon us.

- **All characters must pass NERVE 6 to resist satyrs music and gain 8 Lore.**
- **Failure:** You fall into a deep slumber. When you awaken, you have lost some part of yourself and lose 1d10x5 Lore. If all characters fail the check, lose 10 additional Lore.

39. **Pillaging (Choice One):** We stormed the scene confidently with weapons raised as we attempted to intimidate them into fleeing.

- **One character must pass SPEECH 8.**
- **Success:** They are frightened by your strength and run off.
- **Failure:** Skirmish with a Highwayman with the skirmish counter at maximum. It is too late to help the injured man. The group receives 1 Item in the wreckage.

40. **Purge All Evil (Only choice):** The darkness of the cave became terrifying as Creatures emerged to confront us.

- **Roll 1d6 twice and skirmish the Creatures listed at the same time.**
- **1:** Revenant
- **2:** Infested
- **3:** Bruja
- **4:** Poltergeist
- **5:** Skinwalker
- **6:** Necratu.
- **If you are successful, each character gains 15 Lore as an additional award.**

41. **Resting Place (Choice One):** We tried to appease the spirit, hoping to discover its secrets.

- **One character must pass SPEECH 7 to communicate with the apparition. If there is a ghost in the group, it is an auto-success.**
- **Success:** The spirit grants you a glimpse of your future. All characters gain +5 Defense until the start of the next story.

42. **The Cairns (Choice One):** The mounds consisted of heavy stone, most of them pounded by the centuries into rough and jagged boulders. It was hard, time-consuming work, but you were proud of your accomplishment.

- **All characters receive -1 to Stride on the World Map for the current chapter. Each character must pass ARCHEOLOGY 5 to adequately repair the cairns.**
- **Success:** Gain 8 Lore.
- **Failure:** Lose 1d4 Vita from cuts and bruises.

43. **The Coven (Choice One):** We snuck up to hear the hags speak of their murderous plans for a horrid Ritual that would bring a demon into the world.

- **One character must pass TRICKERY 8.**
- **Success:** Automatically gain First Strike against Occultist and Demonic Creatures until the start of the next chapter.
- **Failure:** Skirmish with a Wretched Hag.

44. **The Master (Choice One):** The voice lamented, "I am old and tired of this world. You must destroy me as I cannot do it myself. Grant me oblivion!"

- **Skirmish with a Vampire with its counter at 1. Gain an Item after the combat is complete, in addition**

to normal awards.

45. **The Mirrored Pool (Choice One):** *Gazing at our reflections, we noticed subtle differences. Some of us appeared older and frail, others more vibrant and strong. As we studied them, we took on these changes ourselves.*
- **The effects last until the start of the next story, unless stated otherwise. All characters roll 1d6:**
 - 1: Lose 1 Vita permanently
 - 2: -10 Might
 - 3: -5 Defense
 - 4: +5 Defense
 - 5: +1 to Any Skill
 - 6: +1 permanent Vita (re-roll if achieved more than once in a character's career)
46. **Those In Need (Choice One):** *Her parents were very sick, but still alive. After our efforts, they seemed to feel better and were able to finally rise from their beds.*
- **The character who made the healing efforts becomes RESPECTED.**
47. **Traveler (Choice One):** *He offered to sell us the goods he carried. As we were short on supplies, we agreed.*
- **One character may draw three Item cards and choose to buy any of them. Afterwards, that character must pass AWARENESS 4 for each Item bought.**
 - **Success:** The Item works as promised.
 - **Failure:** This Item is worthless and must be discarded.
48. **Woodsmen (Choice One):** *After we treated him, he returned the favor in kind.*
- **He must be healed 12 Vita. In thanks, he gives the group one Item. He also offers to train one character in the ways of survival. One character may pass ECOLOGY 7.**
 - **Success:** Gain a permanent ABSORPTION 1 vs. Snare damage (not stackable).
49. **Abandoned Camp (Choice Two):** *As we searched the camp for useful Items, we were assaulted by a Vampire who was using this camp as a feeding ground.*
- **The Leader must pass AWARENESS 6 to find a Item. Then the group must skirmish with a Vampire with +2 on the skirmish counter.**
50. **Black Hole (Choice Two):** *Avoiding the darkness below, we examined the stones surrounding the pit.*
- **One character must pass ARCHEOLOGY 7.**
 - **Success:** Realizing one of the stones is misaligned, you restore it and the pit disappears, leaving only grass in its place. Gain 15 Lore and become FAVORED.
 - **Failure:** As you examine the stones, there is a deep rumble from the pit. Smoke and heat rise from its depths as terrible Creatures emerge. Skirmish with a Demonspawn.
51. **Calm the Savage Beast (Choice Two):** *The man exclaimed, "Then you must protect yourselves. I am losing control!" He then transformed into a large beast and attacked us in a rage.*
- **Skirmish with a Werewolf. If any character is LYCANTHROPIC, they must pass NERVE 8 to remain in control, otherwise they must join the enemy during the skirmish.**
52. **Contagion (Choice Two):** *We quickly moved away in the opposite direction. Suddenly, there was a deafening shriek. The horse and wagon had vanished from sight.*
- **The group becomes SPOOKED 8.**
53. **Cry for Help (Choice Two):** *As we departed, the scene grew*

ugly, with the prisoners beginning to resist their captivity.

- **Roll a d6.**
 - 1-3: The captives are subdued and perish in the flames.
 - 4-6: The captives bark foul arcane words at the crowd, blasting them with dark energies. Either skirmish with a Bruja with the skirmish counter at maximum or choose to run, causing all characters to become CURSED 7.
54. **Dark Rite (Choice Two):** *We nervously watched the witches complete their Ritual. As the man in the pentagram shambled to his feet, we saw he had transformed into something hideous, bristling with muscle. He rushed to attack his creators, tearing them apart. Then he noticed us!*
- **Encounter the Abomination. Use the Open Road adventure map, placing him in the center with all characters together at a far end. Afterwards, you find a Ritual among the witches belongings.**
55. **Disturbed Earth (Choice Two):** *We began to leave, but noticed several lurching figures approaching. The dead had risen and they were coming for us!*
- **All characters must pass TRICKERY 5.**
 - **Success:** You have used stealth to leave this place unscathed.
 - **Failure:** All characters that fail must skirmish with Decaying Dead. Each round after the first, another character may join the fight.
56. **Fortune Tellers (Choice Two):** *The old fortune teller greeted us, claiming to have been awaiting our arrival. She insisted that we join her in a séance.*
- **The Leader must pass OCCULT 6.**
 - **Success:** Spirits warn you of dangers ahead. Gain +10 Defense until the start of the next story.
 - **Failure:** You have encountered a malicious spirit with evil intent. A random character becomes POSSESSED 8.
57. **Howls in the Night (Choice Two):** *We prepared for a fight, and not a moment too soon. A pack of hungry wolves descended upon us.*
- **Skirmish with a Rabid Wolf, their skirmish counter at maximum.**
58. **Innocence Lost (Choice Two):** *She pulled on a heavy black cloak and accompanied us.*
- **One character must take her as a Mission Companion and deliver her to a town physician within 4 rounds to gain 8 Lore and a Boon. If they do not, roll 1d6.**
 - 1-3: Her skin grows pale and she can no longer control herself. The group skirmishes with a Vampire, the skirmish counter at maximum.
 - 4-6: She dissolves into a gray goo. A random character becomes TRANSFORMED.
59. **Monolith (Choice Two):** *As we passed into the zone of lifelessness, our skin prickled. We felt an overwhelming need to touch its dark surface.*
- **Each characters may resist touching it by passing NERVE 7.**
 - **Failure:** Roll a d10 and add your ARCHEOLOGY bonus to the result.
 - 1-2: It drains you of your life energy. Become a ghost.
 - 3: Your Vita is reduced to 1.
 - 4-6: Nothing happens.
 - 7-8: Become FAVORED.
 - 9-0: All negative status effects and Tarot cards are removed.
60. **Night Lights (Choice Two):** *We hid in the black of night and watched the lights slowly disappear, leaving us without*

a sense of direction.

- **All characters without equipped Light Sources must pass TRICKERY 6 or receive 1d6 (Snare) Damage due to tripping over the underbrush.**
61. **Outrage (Choice Two):** *The villagers were taken aback by our harsh tone, but in desperation, they agreed to accompany us.*
- **You must take the villagers as Mission Companions (two slots required) and travel immediately to the closest town without delay, otherwise the group becomes WANTED. Upon entering the town, all characters receive 30 Lore and a Boon.**
62. **Pan Pipes (Choice Two):** *Knowing that meddling with such fairy Creatures can only end in trouble, we began to retreat.*
- **All characters must pass AWARENESS 8 to notice a concealed pit awaiting unsuspecting trespassers.**
 - **Success:** You easily spot the well-concealed trap and leave the area.
 - **Failure:** Fall into the spiked pit and receive 2d4 (Snare) Damage.
63. **Pillaging (Choice Two):** *We tried to use stealth to rescue the injured man.*
- **One character must pass TRICKERY 6.**
 - **Success:** You reach the man without being detected. Gain 8 Lore. If you use any healing Item or Ability to help him, you gain a random Militia Companion.
 - **Failure:** You alone must skirmish with the Highwayman. Every round beyond the first, another character may join in the skirmish. The man dies during the scuffle.
64. **Resting Place (Choice Two):** *Our attack enraged the spirit, infusing it with a vengeful wrath.*
- **Skirmish with a Poltergeist. Afterwards, the group finds two old objects buried in the grave. The group may take two Items, but those that do become CURSED 7.**
65. **The Cairns (Choice Two):** *We made our exit and looked back at the mound where we saw burning red eyes in a haze of smoke rising from the cairns. They were angered that their pleas for help were ignored.*
- **The Leader must pass FAITH 6.**
 - **Success:** The Leader guides you safely away from this haunted place. Gain 8 Lore.
 - **Failure:** You stumble in your haste to evade the angry spirit. Skirmish with a Restless Spirit, with the skirmish counter at maximum.
66. **The Coven (Choice Two):** *As soon as we learned of their intent to murder, we knew it was time to act. We rushed in to destroy the foul coven.*
- **Skirmish with a Bruja with +2 to the skirmish counter. Afterwards, you find your choice of an Item or a Ritual in the carnage.**
67. **The Master (Choice Two):** *The voice raged, "How dare you refuse me! I will grant you the same torment of undeath that I must endure!"*
- **A random living character must pass FAITH 8 to repel the Vampire.**
 - **Success:** The Vampire shrieks as your faith wards him off and he vanishes into the night. Gain a Boon.
 - **Failure:** Lose 2d4 Vita and gain BLOODLUST 8.
68. **The Mirrored Pool (Choice Two):** *The pool was a beautiful natural phenomenon, but that was not all as we soon discovered. We drank our fill.*
- **All characters gain 1d4 Vita, but your reflections**

begin to move, climbing out of the pool of water. Each character must skirmish with themselves using their equipped weapon. Set each skirmish counter to 1.

69. **Those In Need (Choice Two):** *We just could not help the poor girl and her parents. We gave our apologies and prepared to depart. Our hearts broke at the look of hopelessness in her eyes.*
- All characters lose 15 Lore, and any Boons and positive statuses they possess.
70. **Traveler (Choice Two):** *We passed the hunter, wishing him safe travels. But he stopped and asked if we were in need of any Bandages.*
- You may purchase one Bandage for each character (5 coins each).
71. **Woodsman (Choice Two):** *The hunter proclaimed that help was not necessary, and then asked for you to join him for a meal.*
- The group is allowed to rest without using their standard chapter's rest, although they must roll for a skirmish as normal.

ROAD DESCRIPTIONS

72. **Afraid of the Dark (Night Event):** *All characters become SPOOKED 8.*
73. **Ancient Device (Day Event):** *We came upon a camp where several elders were studying an ancient metal box with cogs and dials. We tried to help them understand the device.*
- One character may pass ARCHEOLOGY 6.
 - Success: You impress the mystic among them and gain the Mystic Companion.
74. **Angelic Visitation (Night Event):** *The Leader must pass FAITH 6 to gain a Boon. If your check was 6-7, gain 3 Vita; 8-9, become either BLESSED or LUCKY, your choice; 10+, gain +1 Max Vita permanently.*
75. **Animal Peddler (Night Event):** *The Leader may buy one Animal Companion for 25 Coins. You may receive a trained one (as with Stables in town) for an additional 10 Coins.*
76. **Assault (Day Event):** *A group of Highwayman were assaulting several defenseless villagers!*
- Any one character must pass SPEECH 6 to convince the bandits to leave and become RESPECTED.
 - Otherwise the group must Skirmish with Highwaymen.
77. **Banshee (Day Event):** *The horrible scream of the banshee pierced the air while we traveled the road at dusk. I tried to withstand the dreaded wailing!*
- The Leader becomes DERANGED 6.
78. **Bhagavad Gita (Day Event):** *We came upon a traveler sitting serenely atop a tree stump and studying an enormous book.*
- One character may attempt to pass ARCHEOLOGY 8 to help him decipher its language and learn its secrets.
 - Success: Take this card and give it to the Alchemist to gain a permanent +1 to ARCHEOLOGY, then remove this card from the game. [KEEP IN PLAY]
79. **Black Cat (Day Event):** *A black cat crossed our path. Its large golden eyes almost seemed to glow. It hissed at me maliciously and then moved on.*
- The Leader is SPOOKED 7.
80. **Bounty Hunters (Night Event):** *All characters must*

pass ECOLOGY 6 or TRICKERY 6 to hide. Those who fail must skirmish with Highwaymen. If they are defeated, the characters that skirmished gain 1 Item and 8 Lore in addition to normal awards.

81. **Brigands (Night Event):** *The Leader must pass AWARENESS 7 to notice brigands hiding among the trees. Skirmish with Highwaymen. If you passed the check, reduce the skirmish counter by 1. If you failed, increase the counter by 2.*
82. **Bumps in the Road (Night Event):** *All characters must pass AWARENESS 6.*
- Success: Gain +1 AWARENESS until the start of the next chapter.
 - Failure: You trip and fall on road debris. Receive 1d4 (SNARE) Damage.
83. **Burned to Cinders (Day Event):** *Smoke rose from a circle of scorched earth. A burned shoe was the only evidence that a person must have been charred to ash.*
- One character must pass AWARENESS 6.
 - Success: You find an Item in the debris.
 - Failure: You step on an evil symbol which burns you for 2d4 (SNARE) Damage.
84. **Calamity (Day Event):** *The flooding darkness overwhelmed the morale of the land's inhabitants, causing them to retreat to the safety of their homes.*
- Town services are not available in any town until the start of the next chapter, except for the Physician and Gypsy Encampment. [KEEP IN PLAY]
85. **Campsite (Night Event):** [FULL MOON] Roll a d6:
- 1-3: The camp was recently attacked and the source of the destruction is still present. Skirmish with a Werewolf.
 - 4-6: The group rests safely. All characters gain 2 Vita.
86. **Captives (Day Event):** *While passing a nearby home, we heard faint screams. Upon entering, we saw no one, but the cries for help grew louder.*
- The Leader must pass AWARENESS 6.
 - Success: You find the captives and become FAVORED.
 - Failure: You are too late, they have been sacrificed. Skirmish with a Streggha.
87. **Chapel (Day Event):** *We found an old stone chapel near the edge of the road. It was in good repair but needed to be blessed by the faithful.*
- One character may pass FAITH 6 to restore the chapel and gain a Holy Water token or a Prayer.
88. **Cut Off! (Day Event):** *The trade routes into town were shut down due to increasing dangers on the road.*
- The Market is unavailable in all towns until the start of the next story. [KEEP IN PLAY]
89. **Dark Night (Night Event):** *Skill checks are -1 until the start of the next chapter. [KEEP IN PLAY]*
90. **Death Himself (Night Event):** *A random living character must pass NERVE 5 to keep their heart from stopping. If they fail, they are reduced to 1 Vita!*
91. **Death Above (Night Event):** *Skirmish with a Bat Swarm. Afterwards, one random character becomes filled with BLOODLUST 5.*
92. **Death Himself (Day Event):** *A speeding carriage raced toward us. The driver of the unearthly Black Coach was Death Himself coming to claim the unfortunate.*
- A random living character must pass NERVE 4 to keep their heart from stopping. If they fail, they are reduced to 1 Vita!
93. **Doppelganger (Night Event):** *A doppelganger takes*

the shape of a random character. The group must skirmish with it, the skirmish counter set to 1d4. Its attacks cause 1d4 Damage. Roll a d6 for each hit against it. On a d6:4+, instead of reducing the skirmish counter, the real character is hit.

94. **Eye of the Storm (Day Event):** *A brutal hail storm pounded down upon us, forcing us to find shelter!*
- All characters must pass ECOLOGY 5.
 - Success: You find shelter and gain 8 Lore.
 - Failure: You lose 1d6 Vita.
95. **Fauna (Day Event):** *We found a wounded fawn, laying on the edge of the path, a foul claw stuck in its ribs, oozing green ichor.*
- Any one character must pass ECOLOGY 6 to learn something about the claw and gain 15 Lore. Failure causes you to injure yourself on the claw and gain a Corrosion token.
96. **Fearful Flight (Night Event):** *One random Militia Companion within the group flees in fear of their life, back to the safety of town.*
97. **Felusha Stone (Night Event):** *The Leader must pass AWARENESS 8 to find a Felusha Stone. This card symbolizes the stone. Discard it at the Standing Stones to remove one Tarot card for free. [KEEP IN PLAY]*
98. **Fighting Back (Day Event):** *A group of militia were gathered nearby planning a strategy to fight the horrors emerging from the countryside. We assisted them in planning a preemptive strike to destroy the evil.*
- The Leader must pass SPEECH 5.
 - Success: Gain a random Militia Companion.
 - Failure: The battle goes badly and all characters lose 1 Companion or 2d4 Vita.
99. **Fledglings (Night Event):** *Skirmish with Vampires.*
100. **Fortune Teller (Night Event):** *Bring her to the nearest town as a Mission Companion. In reward, she gives the Leader the Ability to draw 2 Road Events instead of one until the start of the next story, discarding one of your choice. [KEEP IN PLAY]*
101. **Freshly Bitten (Night Event):** *Any one character must pass SPEECH 6 to help the man control his thirst for blood and become RESPECTED. The group may discard a Holy Water to auto-succeed. If you fail, skirmish with a Vampire.*
102. **Full Moon (Night Event):** [FULL MOON] LYCANTHROPIC characters who end up skirmishing with the group must set their skirmish counters to 3.
103. **Ghoul Bounty (Day Event):** *A bearded man approached to ask if we were interested in a bounty for a group of ghouls that inhabited a local cemetery.*
- If you accept, skirmish with Flesh Eating Ghouls with their skirmish counter at maximum. He gives each character 20 Coins as an additional award.
104. **Glitter (Day Event):** *A glitter of light along the path caught my eye.*
- The Leader must pass AWARENESS 7 to find an Item.
105. **Goodnight (Night Event):** *The group recovers 4 Vita, 4 Ghost Points and 4 Power Points.*
106. **Gravesite (Night Event):** *Any one character must pass ECOLOGY 5 to bury the body properly.*
- Success: You satisfy the spirit and you earn 15 Lore.
 - Failure: Skirmish with a Poltergeist.
107. **Gypsy Caravan (Day Event):** *We walked into a roaming gypsy caravan. People wandered about with multi-colored outfits, going about their business.*

- **Any character holding a Tarot card may discard it and re-draw from the Tarot deck.**
108. **Hag in the Wood (Night Event):** All characters become CURSED 4.
109. **Hail to the Moon (Night Event):** [FULL MOON] All characters must pass TRICKERY 3. If any character fails, the group is noticed and must skirmish with Moon Priests.
110. **Hard Travel (Day Event):** Weather conditions caused the road to become difficult for travel.
- **Receive -1 Stride on the World Map until the start of the next chapter. [KEEP IN PLAY]**
111. **Heavenly Eclipse (Night Event):** [FULL MOON] All skirmishing Creatures on the World Map gain +10 Might until the start of the next chapter. [KEEP IN PLAY]
112. **Heiropant (Night Event):** Remove one negative status or heal 1d6 Vita for one character free of charge.
113. **Help the Poor (Day Event):** Several homeless vagabonds from the nearby town begged for coins and supplies to help them survive against the encroaching darkness.
- **Any character who sacrifices 10 Coins or 1 consumable Item receives 8 Lore.**
114. **Horses (Day Event):** We spotted a herd of wild horses nearby.
- **The Leader may pass ECOLOGY 5 to tame the horses and gain the Mustang Companion. If the Mustang is not available, gain the Mare. If neither are available, you gain +2 Stride for your next move on the World Map.**
115. **Hunger (Night Event):** Anybody with BLOODLUST must pass FAITH 7 or be forced to skirmish with the group.
116. **Hunters (Night Event):** The group may take them as Mission Companions (each fills a Companion slot) and bring them to a town to gain 15 Coins each.
117. **Incantation (Night Event):** The Leader receives their choice of a Prayer or Ritual.
118. **Inmate (Night Event):** If you choose to help him, become WANTED and this card represents a new Companion, the Inmate. Receive +1 TRICKERY and you cannot be IMMOBILIZED. [KEEP IN PLAY]
119. **Inquisitors (Night Event):** The Leader must either pass SPEECH 7 or give them 20 Coins to auto-succeed.
- **Failure:** Become WANTED. They lash out with daggers, causing 1d4 Damage to all characters as you make your escape.
120. **Looting (Night Event):** [FULL MOON] One character may perform a search check on the body to gain an Item.
121. **Lynch Mob (Night Event):** The Leader must pass SPEECH 5 to keep them from putting you in chains and gain 8 Lore, otherwise the group becomes WANTED and you must skirmish with a Angry Mob.
122. **Man of the Cloth (Day Event):** A traveling bishop joined us on the road, offering his services.
- **The Leader may pass FAITH 5 to become BLESSED.**
 - **The bishop will cure any characters who are stricken with SICKENED, SPOOKED, BLOODLUST or CURSED free of charge.**
123. **Manor (Day Event):** As we approached a nearby manor, the door opened and a pale woman and two men invited us in. They claimed to be vampires who wished to live in peace.
- **The Leader must pass SPEECH 6 to gain their trust earn 8 Lore. Otherwise, they attack you for 2d4 Vita and flee into the night, infecting you with**
- BLOODLUST 5.
124. **Man's Best Friend (Night Event):** The Leader rolls a d6:
- **1-3:** It is not a dog, but a rabid wolf. You are bitten for 4 Damage and become SICKENED 6.
 - **4-6:** You bind the dog's wounds. He is eternally grateful. Gain the Hound Companion.
125. **Menagerie (Day Event):** A band of robed and hooded cultists approached us. We tried to convince them we were on their side.
- **The Leader must pass SPEECH 6.**
 - **Success:** Gain 8 Lore as they allow you to pass freely.
 - **Failure:** Skirmish with Moon Priests.
126. **Militia (Day Event):** We stumbled upon a group of militia. We tried to convince them to accompany us to the nearest place needing redemption.
- **The Leader must pass SPEECH 4 to gain a random Militia Companion.**
127. **Mind Reader (Night Event):** All characters must pass NERVE 8 to calm their thoughts or take 1d4 Damage from a telepathic wave that explodes from him before he runs off. Those with the PSYCHIC keyword receive +4 to their roll.
128. **Misfortune (Day Event):** Luck kept eluding me as nothing seemed to go right. Fortune had escaped my grasp.
- **The Leader loses all positive statuses.**
129. **Moonlight (Night Event):** Gain +10 Might during skirmishes on the World Map until the start of the next chapter. [KEEP IN PLAY]
130. **Night Spirit (Night Event):** Skirmish with a Poltergeist.
131. **Ooze (Night Event):** All characters must pass AWARENESS 6 to avoid it, otherwise they gain a Corrosion token. Anyone rolling a 1 for the check becomes TRANSFORMED.
132. **Oppression (Day Event):** The day was gloomy and oppressive, and nothing seemed to go right for me.
- **The Leader must pass NERVE 6.**
 - **Failure:** Either lose 1 positive status or become CURSED.
133. **Panic! (Day Event):** As the evil afflicting the area increased in power, the citizens fled for their lives.
- **Characters cannot obtain new Companions until the start of the next chapter, unless instructed to by a story. [KEEP IN PLAY]**
134. **Physician (Day Event):** We encountered a traveling physician who was making house calls to some of the farmers in the area.
- **The group may take advantage of the services of the Physician as if in town.**
135. **Possessed (Night Event):** Skirmish with a Poltergeist.
136. **Possession (Night Event):** A random character becomes POSSESSED 5.
137. **Predators (Night Event):** [FULL MOON] If you wish to hide, the Leader must pass TRICKERY 5. If you fail or do not wish to make the skill check, skirmish with a Werewolf.
138. **Road Warden (Day Event):** A man on horseback met us on the road, armed with a crossbow and pike. He was patrolling the roads and demanded payment for safe passage.
- **All characters must pay 8 Coins. If someone cannot pay, they lose 4 Vita from the Warden's attacks. Pass freely if you are RESPECTED.**
139. **Samaritan? (Day Event):** A man implored us to visit his destitute village and help those in need.
- **Roll a d6:**
- **1-3:** The village has been stricken with plague. The Leader must pass SPEECH 5 to avoid entering, or gain an Infection token.
 - **4-6:** You realize the villagers have fallen to lycanthropy. Skirmish with a Werewolf.
140. **Shortcut (Day Event):** We were told of a shortcut that would speed our journey through the land.
- **Keep this card and discard it on a future turn to avoid drawing a Road Event card. [KEEP IN PLAY]**
141. **Sick and the Dead (Day Event):** We came across an abandoned cart. Many bodies were piled upon it, causing a putrid stench. A few feet away we saw the dead bodies of those who were pulling the cart.
- **All characters must pass ECOLOGY 6 or take an Infection token.**
142. **Snake Charmer (Night Event):** One character may pay 30 Coins to get the Cobra Companion. You may choose to Train it as at the Stables in town by passing ECOLOGY 6. Fail and you are bitten and become SICKENED.
143. **Snake Whisperer (Day Event):** A large snake emerged from the bushes next to the road. It quickly slithered towards me, with intent to strike.
- **The Leader must pass ECOLOGY 7.**
 - **Success:** You calm the reptile and gain the Cobra Companion.
 - **Failure:** It attacks and you lose 1d6 Vita and become SICKENED 7.
144. **Spirits of the Dead (Night Event):** The Leader must pass FAITH 8 or encounter 2 Restless Spirits on the Open Road adventure map. Place characters in center of map and place spirits 4 spaces from the Leader, each in an opposite direction. At the end of combat, the group receives 2 Items.
145. **Sunny Day (Day Event):** It was a bright and cheery day, and everything seemed to go right for me.
- **The Leader may either lose 1 negative status or become LUCKY.**
146. **Superstitions (Night Event):** A random character must pass OCCULT 6 or become CURSED by their superstitious wards.
147. **Swarm (Night Event):** [FULL MOON] Skirmish with a Bat Swarm.
148. **Swift Passage (Day Event):** We found a secret path through the wilderness!
- **Keep this card and discard it on a future turn to draw two Road Event cards instead of one. Choose one and discard the other. [KEEP IN PLAY]**
149. **Tendrils of Smoke (Day Event):** We were surprised by a group of ghosts on the trail ahead. As we passed, they move right through us.
- **All characters must pass NERVE 5 to gain a temporary Power Point. Fail and become SPOOKED 8.**
150. **The Change (Night Event):** [FULL MOON] If a skirmish occurs due to LYCANTHROPIC characters in the group, a random afflicted character must pass OCCULT 6 or transform into a Werewolf to fight to the death in the skirmish.
151. **The Forest Lives (Day Event):** The path ahead was closed off by menacing branches. The angry trees uprooted themselves and attacked the trespassers. . . .!
- **Skirmish with a Dark Oak.**
152. **The Hound (Day Event):** We heard a low growl from behind us. A vicious-looking dog bared his teeth, angered

- that we were trespassing on his territory.
- **Any one character must pass ECOLOGY 6 to pacify the beast.**
 - **Success:** Gain the Hound Companion.
 - **Failure:** Skirmish with a Vicious Hound.
153. **The Hunt (Day Event):** We spotted a group of deer close to the nearby wood. Time for a hunt!
- **Each character may pass ECOLOGY 5 to go on the hunt. Successful characters gain 1d4 Vita by filling their bellies with a good meal.**
154. **Thieves (Night Event):** All characters must pass TRICKERY 5 or they steal a random Item from them.
155. **Tinker (Day Event):** We passed a farm that was equipped with its own forge. The farmer, a former tinker, offered his services.
- **The group may take advantage of the same services as the Tinker in town.**
156. **Traveler (Day Event):** We met a man claiming to be an apothecary of some renown.
- **The group may take advantage of Apothecary services as if in a town.**
157. **Undertaker (Day Event):** We traveled by a small roadside graveyard. An old man, busily digging new graves, noticed us. His hands were blistered and he asked us for a set of bandages.
- **One character may discard a Bandage to receive 8 Lore. Otherwise he becomes angered and the group must skirmish with the Undertaker.**
158. **Unnatural Drought (Day Event):** Crops withered and famine took over the land. Our desire to help those in need compelled us to offer aid.

- **The group must donate 30 Coins. You may give Items to reach the requirement at half their cost. If you cannot meet this condition, everyone loses all positive statuses and Companions.**
159. **Vampire Bounty (Night Event):** If you accept, skirmish with Vampires with their skirmish counter at maximum. He gives you each 25 Coins as an additional award.
160. **Vampiric Mist (Night Event):** All characters lose 2 Vita and then must roll a d10. On a 1, they are afflicted with BLOODLUST.
161. **Vigilantes (Day Event):** A group of villagers were arguing on whether to burn the home of a medicine woman on suspicion of witchcraft.
- **One character must convince them they need evidence first by passing SPEECH 6.**
 - **Success:** Gain 8 Lore and a Boon.
 - **Failure:** Become WANTED and the group must skirmish with an Angry Mob.
162. **Wanderers (Day Event):** A band of angry townsfolk approached. They appeared to have narrowly escaped death. We offered our assistance.
- **The Leader may pass SPEECH 5 to take them as a Mission Companion. Escort them to any town to gain 10 Coins. Failure causes them to run off in terror. [KEEP IN PLAY]**
163. **Wanted (Day Event):** We were approached by a group of watchmen, who were looking for the lawless.
- **If any character is WANTED, the group must skirmish with Watchmen. Otherwise they thank you for your cooperation and the Leader gains a Boon.**

164. **Weapons Dealer (Night Event):** The Leader may pay 5 Coins to draw the top 5 cards from the Item deck. You may purchase any weapons there. If you pay double the cost of the weapon, he sharpens it giving that weapon a permanent +1 Damage.
165. **When Birds Attack (Day Event):** The crows and blackbirds had turned unnaturally vicious, attacking the group.
- **All characters must pass TRICKERY 6 to avoid them, otherwise lose 1d6 Vita.**
166. **Wise One (Day Event):** We came upon an old wise man who had become a master of many arts in his long years. He taught me a bit of ancient lore.
- **The Leader gains 1 Ability Point. If a character receives this card more than once in their life, immediately discard it and draw again.**
167. **Zombie Companion (Night Event):** Each character must pass OCCULT 8 for each Companion they possess. Skirmish with Flesh Eating Ghouls and set their counter to the number of failures. Characters then lose the Companions that became zombies.

RANDOM TAROT & HEIRLOOMS

TAROT

Recieve Tarot card when coming back from Limbo.

Table 04-34: Tarot

| D100 | NAME | ## | INSTRUCTIONS | ID |
|-------|------------------|------|--|------|
| 01-13 | The Hermit | IX | You may not have Companions. | FC01 |
| 14-26 | The Chariot | VII | +1 Stride, -10 Defense | FC02 |
| 27-39 | Death | XIII | Upon death, you do not assume ghost form, but instead immediately enter Limbo. | FC03 |
| 40-52 | The Hanged Man | XII | -3 Max Vita. | FC04 |
| 53-65 | Judgement | XX | You may not gain positive status effects. | FC05 |
| 66-78 | The Empress | III | You have a maximum of 3 Power Points. | FC06 |
| 79-91 | Wheel of Fortune | X | Each Ability costs one extra Power Point to use. | FC07 |
| 92-00 | The Fool | 0 | Pass NERVE 8 at the start of each chapter or become DERANGED. | FC08 |

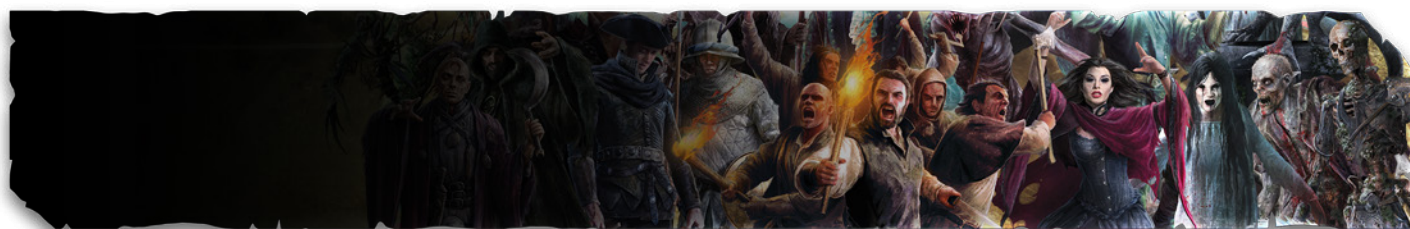
HEIRLOOMS

Recieve Heirloom for new character, or Story Journal instruction.

Table 04-35: Heirlooms

| D100 | NAME | POWER | ID |
|-------|------------------------|--|------|
| 01-10 | Book of Prayers | +1 FAITH. Pass FAITH 8 at the start of a story to receive a Prayer. | DA09 |
| 09-16 | Crystal Decanter | EXHAUST for the rest of the story to remove one negative status affecting you. | DA06 |
| 17-24 | Favorable Pedigree | +2 to your Max Vita. | DA11 |
| 25-32 | Fossilized Knucklebone | EXHAUST for the rest of the story to re-roll any one die. | DA03 |
| 33-40 | Lore Book | You start with +1 Ability Point. | DA12 |
| 41-48 | Lucky Coin | Pass TRICKERY 8 at the start of a story to become LUCKY. | DA13 |
| 49-56 | Onyx Bracelet | EXHAUST to re-roll an unsuccessful attack. | DA05 |
| 57-64 | Pearl Trinket | Heal 1d4 extra Vita when resting. | DA02 |
| 65-72 | Pocket Clock Watch | Your timing is impeccable. Receive +1 Stride. | DA10 |
| 73-80 | Rabbit's Foot | +1 to search rolls. | DA01 |
| 81-88 | Silver Pendant | Any melee non-Affliction foe that hits you with a melee attack in an encounter loses 1 Vita. | DA04 |
| 89-96 | Smelling Salts | EXHAUST to heal 1 Vita to one target. | DA07 |
| 97-00 | Tincture of Ether | Recover 1 Power Point any time you find an Item while searching. | DA08 |

CHAPTER V: FOE LIBRARY



This Section contains all of the non Custom/Affliction Foe Stats from *Folklore: The Affliction* and *Folklore: Dark Tales*. See "[Random Creatures by Type](#)" on pg 17.

ANGRY MOB (Mortal / Melee)

VITA: 15 / 20 / 25 / 30 **MIGHT:** +3 / +8 / +13 / +18
DEFENSE: 44 **STRIDE:** 4
LORE: 20 **COINS:** 7

SPECIAL:

- » This Creature is a swarm.
- » The mob's Vita represents the number of men in the mob. For every 5 men, add a +1 to their damage. They can enter occupied squares and attack each enemy that is on or adjacent to them.

POWERS:

- » **1-6 PUMMELED:** You are punched and lose 1d4 Vita.
- » **7-8 MASS HYSTERIA:** As hysteria mounts, lose 2 Vita and the mob size increases by 1d6 people.
- » **9-0 TORCHES AND PITCHFORKS:** The mob surges forward with weapons brandished. All characters that are hit lose 4 Vita and are FRACTURED 4.

BANSHEE (Spirit / Ranged)

» **VITA:** 20 / 24 / 28 / 32 **MIGHT:** +9 / +14 / +19 / +24
 » **DEFENSE:** 52 **STRIDE:** 5
 » **LORE:** 30 **COINS:** 8

SPECIAL:

- » The Banshee is ETHEREAL.
- » Characters suffer -10 Might unless they pass FAITH 5 at the start of the encounter.

POWERS:

- » **1-4 PHANTOM GRASP:** Shadowy tendrils wrap around you. Lose 1d4 Vita and become Immobilized 6.
- » **5-7 DESPAIR:** You feel hopeless, ready to give up the fight. Lose 3 Vita and your attacks gain WEAKEN until you pass Nerve 5 at the start of your turn(s) until successful.
- » **8-0 WAIL:** The Banshee screams causing all characters within 2 spaces of it to lose 1d4 Vita and lose their next turn if they make a successful Awareness 6 check.

BAT SWARM (Nature / Ranged)

VITA: 12 / 16 / 20 / 24 **MIGHT:** +0 / +5 / +10 / +15
DEFENSE: 38 **STRIDE:** 5
LORE: 15 **COINS:** 3

SPECIAL:

- » The swarm's Vita represents the number of bat in the swarm. For every 4 bats, add a +1 to their damage. They can enter occupied squares and attack each enemy that is on or adjacent to them.

POWERS:

- » **1-4 SWARM:** You are bit and clawed within a torrent of wings. Lose 1d4 Vita.
- » **5-8 PESTIS:** Diseased fangs draw blood. Lose 4 Vita and become SICKENED 5.
- » **9-0 WHIRLWIND:** The swarm whirls in a spiraling vortex, disorienting you. Lose 3 Vita and pass Trickery 5 or lose 1 turn.

BLOOD PRIEST (Mortal / Ranged)

VITA: 20 / 24 / 28 / 32 **MIGHT:** +4 / +9 / +14 / +19
DEFENSE: 50 **STRIDE:** 4
LORE: 10 **COINS:** 8

SPECIAL:

- » If the Blood Priest does more than 4 damage during a round, the priest regenerates 1 Vita while he gains energy from your blood-loss.

POWERS:

- » **1-4 SELF-MUTILATION:** The blood priest recklessly damages himself and his enemies making his target lose 1d6 Vita and become SICKENED 4.
- » **5-7 SANGUINE ARTISTRY:** A cursed symbol is burned into the target doing 1d4 damage and making them CURSED 5.
- » **8-0 RAZORS EDGE:** A flurry of levitating razors attack all characters within Range 4 for 1d6 Vita.

BRUJA (Occult / Ranged)

VITA: 24 / 28 / 32 / 36 **MIGHT:** +8 / +13 / +18 / +23
DEFENSE: 59 **STRIDE:** 4
LORE: 30 **COINS:** 12

SPECIAL:

- » **COVEN RULE:** A random coven member, determined before the round begins, receives a second attack. The coven can do this once per round.

POWERS:

- » **1-4 BLACK BLADE:** A blade as black as night appears in mid-air then shoots towards your chest, causing 1d6 damage.
- » **5-7 HERMETIC CHANT:** Arcane words blast from the Bruja, shattering the mind of the target. Lose 1d6 Vita and become DERANGED 6 for this combat only.
- » **8-0 HEART PULSATION:** Her wicked finger points towards your heart. Lose 1d6 Vita, and if a 6 is rolled for damage, then receive an additional 1d6 damage.

DARK DRYAD (Nature / Ranged)

VITA: 16 / 20 / 24 / 28 **MIGHT:** +4 / +9 / +14 / +19
DEFENSE: 43 **STRIDE:** 4
LORE: 20 **COINS:** 5

SPECIAL:

- » Dark Dryads receive a +10 Defense bonus against ranged attacks.

POWERS:

- » **1-4 THORN DART:** A sharp barbed thorn shot from the Dryad's hand strikes you, causing 1d4 damage.
- » **5-8 ONE WITH THE EARTH:** Vines shoot up from the earth, wrapping around your legs. Lose 1d6 Vita and become Immobilized 5.
- » **9-0 SEDUCTIVE SUGGESTION:** The Dryad sings a sweet, seductive song. Lose 4 Vita and become Possessed 7.

DARK OAK (Nature / Melee)

VITA: 18 / 22 / 26 / 30 **MIGHT:** +4 / +9 / +14 / +19
DEFENSE: 48 **STRIDE:** 2
LORE: 20 **COINS:** 5

SPECIAL:

- » The Dark Oak can attack a character up to 2 squares away.
- » If there are 2 or more Dark Oaks active in combat, Stride on the map is reduced by 1. The Colossal Dark Oak is included in this count.

POWERS:

- » **1-4 ENTANGLE:** Roots ensnare you, making you lose 4 Vita and become IMMOBILIZED 5.
- » **5-7 CLUBBING STRIKE:** A powerful downward attack makes you to lose 2d4 Vita.
- » **8-0 FLAILING BRANCHES:** The Dark Oak attacks all characters within reach for 1d4 Vita.

DECAYING DEAD (Undead / Melee)

VITA: 12 / 16 / 20 / 24 **MIGHT:** -5 / +0 / +5 / +10
DEFENSE: 38 **STRIDE:** 3
LORE: 10 **COINS:** 2

SPECIAL:

- » If 2 or more Decaying Dead are adjacent to a character, that character cannot move.
- » All Creatures and characters receive a -10 Defense against Spontaneous Decomposition.

POWERS:

- » **1-9 RIP AND TEAR:** The Decaying Dead rips at you, causing 1d4+1 damage.
- » **0 SPONTANEOUS DECOMPOSITION:** The Decaying Dead explodes in a shower of gore, causing all adjacent characters and Creatures to lose 1d10 Vita. Remove the Decaying Dead from the map.

DEMONIC FLAME (Demon / Melee)

VITA: 18 / 22 / 26 / 30 **MIGHT:** +5 / +10 / +15 / +20
DEFENSE: 50 **STRIDE:** 4
LORE: 30 **COINS:** 5

SPECIAL:

- » Enemies adjacent to the Demonic Flame lose 1 Vita at the start of their turn.
- » If its attack roll is > 95 (without modifiers), it destroys a random Item.

POWERS:

- » **1-3 DEMONIC DART:** A jet of fire jumps from the Demonic Flame and targets a random character in sight for 1d4 Vita.
- » **4-6 FIRE BOMB:** A glob of fire splashed down upon you. BURST 1 for 1d4 Vita.
- » **7-0 HELL FIRE:** The hellish flame lashes out with searing intensity, inflicting 1d6 damage and causing a Flame token to appear on the target's square.

DEMONSPAWN (Demon / Melee)

VITA: 17 / 21 / 25 / 29 **MIGHT:** +4 / +9 / +14 / +19
DEFENSE: 48 **STRIDE:** 4
LORE: 20 **COINS:** 6

SPECIAL:

- » At the start of combat, each character must pass FAITH 5 or become CURSED.
- » Adjacent characters become IMMOBILIZED 4 at the start of their turn.

POWERS:

- » **1-3 DEMON'S WRATH:** The Demonspawn strikes you with deadly intent. Lose 1d4+1 Vita, VORPAL.
- » **4-7 NOXIOUS FUMES:** A blast of putrid air smelling of brimstone engulfs you. Target loses 1d6 Vita, WEAKENS target during next turn. Adjacent characters lose 2 Vita.
- » **8-0 FIST OF THE FIEND:** You are attacked with bone-crushing force. Lose 4 Vita and become Fractured 4.

FLESH EATING GHOUL (Nature / Melee)

VITA: 17 / 21 / 25 / 29 **MIGHT:** +3 / +8 / +13 / +18
DEFENSE: 45 **STRIDE:** 5
LORE: 20 **COINS:** 5

SPECIAL:

- » If the Power Die is 1 and you are hit with a Fever Bite, you must also take a Infection token.

POWERS:

- » **1-5 FEVER BITE:** Flesh is torn from your body. Lose 1d6 Vita and become SICKENED 5.
- » **6-7 YOUR LIMBS ARE MINE:** The ghoul wants to use your arm as a drumstick. Lose 4 Vita. If you have 2 Item Hand slots, lose one for this encounter.
- » **8-0 DEATH RATTLE:** It makes a sound that causes the group to freeze with fear. All adjacent living characters lose 2d4 Vita and must pass Nerve 4 or lose 1 turn.

GARGOYLE (Demon / Melee)

VITA: 18 / 22 / 26 / 30 **MIGHT:** +0 / +5 / +10 / +15
DEFENSE: 58 **STRIDE:** 4
LORE: 25 **COINS:** 7

SPECIAL:

- » Gargoyles are immune to Abilities with the PSYCHIC keyword.

POWERS:

- » **1-3 WING GUST:** You and all characters adjacent to the Gargoyle are PUSHED 2.
- » **4-7 LIFT OFF:** If you have a Companion, one is carried off and lost. Otherwise lose 1d6 Vita and you are plucked from the ground and PUSHED 5 spaces away from it.
- » **8-0 CRUSHING EMBRACE:** You lose 1d4+2 Vita as the Gargoyle's stony claws grab you and become FRACTURED 6.

HAND OF DEATH (Undead / Melee)

VITA: 11 / 15 / 19 / 23 **MIGHT:** +0 / +5 / +10 / +15
DEFENSE: 41 **STRIDE:** 3
LORE: 10 **COINS:** 2

SPECIAL:

- » At the start of combat, all characters become SPOOKED 5. At the beginning of their turn, SPOOKED characters must pass NERVE 5 or they cannot attack the Hand of Death.

POWERS:

- » **1-3 RAKING CLAWS:** The Hand claws at your legs, flaying you with its sharp, dirty nails. Lose 1d6 Vita and become SICKENED 4.
- » **4-0 GRASP OF DEATH:** You are grabbed by the Hand and lose 1d6 Vita. It will remain attached to you until destroyed and will no longer make attacks. For each Hand attached to you, your Stride is reduced by 2 and you lose 1d4 Vita at the start of your turn.

HIGHWAYMAN (Mortal / Melee)

VITA: 16 / 20 / 24 / 28 **MIGHT:** +2 / +7 / +12 / +17
DEFENSE: 43 **STRIDE:** 4
LORE: 10 **COINS:** 8

SPECIAL:

- » If a Highwayman receives >90 on their attack roll, they will pilfer a random consumable Item from their target. This Item is lost forever.

POWERS:

- » **1-6 INTIMIDATING GLARE:** You begin to panic as the Highwayman stares you down. Lose 1d4 Vita and become SPOOKED 5.
- » **7-0 COORDINATED STRIKE:** Lose 1d4 Vita and one other random Highwayman on the map immediately gets a free Intimidating Glare attack, if possible.

IMP (Demon / Melee)

VITA: 24 / 28 / 32 / 36 **MIGHT:** +4 / +9 / +14 / +19
DEFENSE: 63 **STRIDE:** 4
LORE: 30 **COINS:** 11

SPECIAL:

- » Imps will attempt to target any characters with Rituals. If no Rituals are possessed, the Imp's target is randomly chosen from all characters within their Stride. They may move through spaces occupied by characters to reach their target.

POWERS:

- » **1-4 TO TEAR AND REND:** Take 1d4 damage and you cannot move away from the Imp on your next turn.
- » **5-8 INFERNAL SLAM:** You are hammered with otherworldly force and are PUSHED 3. Lose an additional 1d6 Vita.
- » **9-0 FLAMING HATRED:** The target is hit for 2 damage and a flame token is placed on the target's space.

INFESTED (Undead / Melee)

VITA: 23 / 27 / 31 / 35 **MIGHT:** +10 / +15 / +20 / +25
DEFENSE: 55 **STRIDE:** 4
LORE: 30 **COINS:** 9

SPECIAL:

- » Infested will immediately attack characters moving out of adjacent spaces. This counts as a free attack that occurs as soon as a character moves out of the adjacent space.

POWERS:

- » **1-4 DEATH STRIKE:** The Infested strikes with the power of the grave. Lose 1d6 Vita.
- » **5-8 ROTTING FLESH:** Your flesh burns with the ichor dripping from the Infested. Lose 1d4 Vita and gain a Corrosion token.
- » **9-0 CONTAGION:** Diseased limbs strike out at you. Lose 4 Vita and gain an Infection token.

MAD DRUID (Occult / Ranged)

VITA: 22 / 26 / 30 / 34 **MIGHT:** +4 / +9 / +14 / +19
DEFENSE: 53 **STRIDE:** 4
LORE: 30 **COINS:** 8

SPECIAL:

- » At the start of the encounter, the druid attempts to summon a Bat Swarm. On a d10:8+, they are successful and a Bat Swarm appears adjacent to a random character.

POWERS:

- » **1-3 INSECT PLAGUE:** A swarm of insects erupt from the Druid's hands and attack the target plus one additional random character. They lose 4 Vita and become SICKENED 6.
- » **4-7 CALL LIGHTNING:** A bolt of electric fury descends, draining 1d6+2 Vita. Pass Ecology 6 or lose a turn.
- » **8-0 EARTHQUAKE:** The earth opens and you fall into a crevasse. Receive 2d4 damage (Snare 3). Foes are not affected if caught in Snare radius.

MOON PRIEST (Mortal / Ranged)

VITA: 14 / 18 / 22 / 26 **MIGHT:** +0 / +5 / +10 / +15
DEFENSE: 40 **STRIDE:** 4
LORE: 15 **COINS:** 4

SPECIAL:

- » After successfully hitting with Ritual of the Moon, the priest attempts to summon a Werewolf. On a d10:10+, they are successful and a Werewolf appears adjacent to a random character.

POWERS:

- » **1-5 DARK MOONLIGHT:** Moonbeams erupt from the priest's eyes, striking you true. Lose 4 Vita.
- » **6-7 SANDMAN:** The priest attempts to lull you into a trance by calling on the powers of the moon. Lose 1d4 Vita and pass Occult 5 or lose your next turn.
- » **8-0 RITUAL OF THE MOON:** The priest chants in a strange voice. Lose 1d6 Vita and become SPOOKED 4.

NECURATU (Undead / Melee)

VITA: 32 / 36 / 40 / 44 **MIGHT:** +10 / +15 / +20 / +25
DEFENSE: 68 **STRIDE:** 6
LORE: 40 **COINS:** 16

SPECIAL:

- » This powerful undead has ice cold eyes terrifying to mortals. Targets hit by a Necuratu in melee may directly attack that Necuratu in melee on their next turn.
- » Necuratu are considered to be Vampires in regards to character powers and Abilities.

POWERS:

- » **1-4 SWARM OF CONTAGION:** He transforms into a swarm of bloodsucking bats which drain you of 1d6 Vita before he regains his form. Gain an Infection token.
- » **5-8 TAP THE VEIN:** You are attacked at your weakest sites, the major blood vessels. Lose 2d4 Vita and gain BLOODLUST 4.
- » **9-0 THE SPEED OF UNDEATH:** Lose 1d6 Vita and the Necuratu appears adjacent to the next closest character and immediately attacks them.

NIGHT STALKER (Shapeshifter / Melee)

VITA: 18 / 22 / 26 / 30 **MIGHT:** +2 / +7 / +12 / +17
DEFENSE: 48 **STRIDE:** 4
LORE: 25 **COINS:** 6

SPECIAL:

- » On a successful hit, the Night Stalker transforms into a Werewolf if its Power Die is 0. Any damage it has already received is subtracted from the Werewolf's Vita. Remove the Night Stalker from map and replace with a Werewolf.

POWERS:

- » **1-5 SAVAGE ATTACK:** You are savagely attacked with long nails, causing 1d6+1 damage.
- » **6-7 JOIN THE PACK:** The stalker enforces his dominance. Lose 3 Vita. All LYCANTHROPIC characters must pass Nerve 7 or immediately attack an adjacent ally.
- » **8-0 HELLISH HOWL:** It unleashes a howl that chills your soul and threatens to overwhelm you. Lose 2d4 Vita you must pass Nerve 5 or lose a turn.

POLTERGEIST (Spirit / Ranged)

VITA: 22 / 26 / 30 / 34 **MIGHT:** +9 / +14 / +19 / +24
DEFENSE: 53 **STRIDE:** 4
LORE: 30 **COINS:** 9

SPECIAL:

- » The Poltergeist is ETHEREAL.
- » If the Poltergeist misses its attack, all adjacent characters lose 1 Vita from flying debris.

POWERS:

- » **1-4 TIRADE OF THE DEAD:** The ghost screams a barrage of insults at you, shredding your mind. Lose 1d4 Vita and 1 Power Point.
- » **5-8 VORTEX:** Debris from all around spin dangerously fast, striking all characters for 1d4 damage.
- » **9-0 VOID IMPACT:** Supernatural force launches at all adjacent characters, who are PUSHED 3 and lose an additional 1d4 Vita.

POSSESSED (Demon / Ranged)

VITA: 16 / 20 / 24 / 28 **MIGHT:** +2 / +7 / +12 / +17
DEFENSE: 46 **STRIDE:** 4
LORE: 20 **COINS:** 5

SPECIAL:

- » At the start of combat, all characters become SPOOKED 5.

POWERS:

- » **1-4 IF LOOKS COULD KILL:** It's demonic stare terrifies you. Lose 1d6 Vita. Pass Faith 6 or lose and additional 2 damage.
- » **5-7 NEGATION:** Lose 4 Vita. You are levitated off the ground and cannot move until you pass Faith 5 at the start of your turn(s).
- » **8-0 RAG DOLL:** You are thrown into one of your Companions. You and your nearest ally lose 1d6 Vita.

RABID WOLF (Nature / Melee)

VITA: 13 / 17 / 21 / 25 **MIGHT:** -5 / +0 / +5 / +10
DEFENSE: 41 **STRIDE:** 5
LORE: 10 **COINS:** 2

SPECIAL:

- » If the Vicious Bite attack has a Power Die of 0, the chance to become sick changes to SICKENED 8.

POWERS:

- » **1-4 TAKE DOWN:** The wolf leaps at you and swings its clawed paw. Lose 3 Vita and get PUSHED back 1 space.
- » **5-7 HAMSTRING:** The wolf's jaws rip at your hamstring. Lose 1d4+1 Vita and become IMMOBILIZED 5.
- » **8-0 VICIOUS BITE:** Your flesh is torn by a mouth foaming with blood and pus. Lose 4 Vita and become SICKENED 4.

RESTLESS SPIRIT (Spirit / Ranged)

VITA: 16 / 20 / 24 / 28 **MIGHT:** +3 / +8 / +13 / +18
DEFENSE: 43 **STRIDE:** 5
LORE: 20 **COINS:** 5

SPECIAL:

- » The Restless Spirit is ETHEREAL.
- » Characters suffer -10 Defense unless they pass FAITH 5 at the start of the encounter.

POWERS:

- » **1-4 TORMENT:** Feeling horrible anguish, you lose 1d4 Vita and cannot use Abilities until you pass during your next turn.
- » **5-7 PSYCHIC ASSAULT:** The Restless Spirit sends out a wave of psychic energy. Lose 1d6 Vita and 1 Power Point.
- » **8-0 SOUL DRAIN:** The power within you diminishes. Lose 2 Vita and 2 Power Points. If you do not have enough, Power Points, lose an additional 1d4 Vita.

STREGHA (Occult / Ranged)

VITA: 18 / 22 / 26 / 30 **MIGHT:** +3 / +8 / +13 / +18
DEFENSE: 49 **STRIDE:** 4
LORE: 25 **COINS:** 8

SPECIAL:

- » **COVEN EFFECT:** The Stregha begins with a foul AURA 1 around itself causing characters to lose 2 Vita until the Stregha is slain or the covenant is broken.

POWERS:

- » **1-4 EVIL EYE:** Lose 5 Vita and -2 Might for the remainder of encounter. Might penalty stacks.
- » **5-8 VILE CURSE:** Lose 1d6 Vita and become CURSED 5.
- » **9-0 NECROMANTIC RITUAL:** Lose 4 Vita and a Decaying Dead is summoned adjacent to you.

UNDERTAKER (Mortal / Melee)

VITA: 22 / 26 / 30 / 34 **MIGHT:** +4 / +9 / +14 / +19
DEFENSE: 55 **STRIDE:** 4
LORE: 25 **COINS:** 10

SPECIAL:

- » The Undertaker receives 2 attacks per turn when the Vicious Hound is not encountered or in play.
- » If the Vicious Hound is adjacent to him, he receives +10 Defense.

POWERS:

- » **1-3 KEEP OUT:** The Undertaker teaches you a lesson in the follies of trespassing. Lose 1d4 Vita and 1d10.
- » **4-6 LOOTERS ANGUISH:** Lose 1d6 Vita. Lose one random consumable Item unless you pass Trickery 5.
- » **7-0 THE COMPANION:** The Undertaker attacks for 1d6 damage. If the Vicious Hound is in play, it immediately gains an extra turn this round.

VAMPIRE (Undead / Melee)

VITA: 26 / 30 / 34 / 38 **MIGHT:** +5 / +10 / +15 / +20
DEFENSE: 61 **STRIDE:** 6
LORE: 35 **COINS:** 12

SPECIAL:

- » At the beginning of each round, characters with BLOODLUST must pass FAITH 5 or be unable to use Abilities against Vampires.

POWERS:

- » **1-4 MESMERIZE:** Lose 4 Vita and then pass Faith 7 or suffer -10 Defense until the Vampire is destroyed. Penalties do not stack.
- » **5-8 THE FOG:** It transforms into fog and suffocates you for 2d4 Vita. Lose a turn.
- » **9-0 VENOM:** You are bit and lose 6 Vita and gain BLOODLUST 6.

VICIOUS HOUND (Nature / Melee)

VITA: 17 / 21 / 25 / 29 **MIGHT:** +8 / +13 / +18 / +23
DEFENSE: 43 **STRIDE:** 5
LORE: 15 **COINS:** 5

SPECIAL:

- » The Vicious Hound will target a random enemy within his Stride each round. He is exceptionally tough, making him immune to Ability powers. If he is accompanied by the Undertaker, he will attempt to move back to his side after he attacks, using any remaining Stride.

POWERS:

- » **1-3 INTIMIDATING PRESENCE:** You are bitten for 1d4 Vita then the Hound growls menacingly. Become SPOOKED 5.
- » **4-6 SAVAGE MAULING:** The Hound rushes you in a savage rage. Lose 2d4 Vita.
- » **7-0 CHARGE:** You are bitten for 1d4+1 damage and become FRACTURED 5. If the power die is 0, you lose one of your Companions as well.

WATCHMAN (Mortal / Melee)

VITA: 18 / 22 / 26 / 30 **MIGHT:** +3 / +8 / +13 / +18
DEFENSE: 45 **STRIDE:** 4
LORE: 15 **COINS:** 8

SPECIAL:

- » WANTED characters receive +2 damage from the Watchman's attacks. If a character rolls a Critical Fault while fighting them, they gain the WANTED Condition.

POWERS:

- » **1-5 BEATDOWN:** Disorderly conduct is not tolerated. Lose 3 Vita and 1d4 due to disruption of the peace.
- » **6-8 DISARM:** Lose 1d6 Vita and you cannot use any equipped weapon during your next turn.
- » **9-0 MOB CONTROL:** Lose 4 Vita and pass Nerve 6 or lose your next turn.

WEREWOLF (Shapeshifter / Melee)

VITA: 23 / 27 / 31 / 35 **MIGHT:** +4 / +9 / +14 / +19
DEFENSE: 58 **STRIDE:** 6
LORE: 30 **COINS:** 11

SPECIAL:

- » At the beginning of each round, characters who are LYCANTHROPIC must pass OCCULT 5 or be unable to attack or use Abilities/Items against Werewolves.
- » The Werewolf's human form is a Night Stalker.

POWERS:

- » **1-4 BLOODY RAGE:** Lose 4 Vita. Any character adjacent to you must pass Trickery 7 to avoid losing 3 Vita.
- » **5-7 LETHAL SWIPE:** You are swiped at with deadly accuracy. Lose 2d4 Vita.
- » **8-0 HUNGRY LIKE A WOLF:** The Werewolf spreads its taint into your bloodstream. Lose 6 Vita and become LYCANTHROPIC 6.

WRETCHED HAG (Occult / Melee)

VITA: 16 / 20 / 24 / 28 **MIGHT:** +2 / +7 / +12 / +17
DEFENSE: 47 **STRIDE:** 5
LORE: 25 **COINS:** 7

SPECIAL:

- » When a Wretched Hag is in a combat, foes always win First Strike!
- » Coven Rule: Characters hitting the Hag in melee lose 1 Vita for every 3 damage caused.

POWERS:

- » **1-4 INCANTATIONS OF ICHOR:** You are stricken violently ill. Lose 1 turn or 4 Vita, player choice.
- » **5-8 LICK OF ABHORRENCE:** The hag licks you with corrosive goo. Lose 4 Vita and gain a Corrosion token. If already in possession of a token, reset it's counter.
- » **9-0 FETID BLIGHT:** Disturbing energy emanates from the hag, causing 1d6 damage. Become Sickened 4.

CHAPTER VI: ADVANCED TOWN SERVICES



| APOTHECARY | CHAPEL | GYPSY ENCAMPMENT | MARKET |
|--|--|--|--|
| <div>15 coins</div> <div><input type="checkbox"/> Vitriol: Gain a Vitriol Item token.</div> | <div>5 coins</div> <div><input type="checkbox"/> Donation: Gain +1 to your next skill check. Once per visit.</div> | <div>50 coins</div> <div><input type="checkbox"/> Rabbit's Foot (Forbidden): EXHAUST for the story to gain the LUCKY status for one map. [Enhancement] #EQ05</div> | <div>100 coins</div> <div><input type="checkbox"/> Garter Belt (Gambler): May equip an additional 1 Hand weapon under your garments. You may use another Power Point to attack with the third weapon. Waist [Enhancement] #EQ36</div> |
| <div>15 coins</div> <div><input type="checkbox"/> Spirit of Wine: Gain a Spirit of Wine Item token.</div> | <div>15 coins</div> <div><input type="checkbox"/> Frankincense: Gain a Liquid Frankincense Item token.</div> | <div>50 coins</div> <div><input type="checkbox"/> Sapphire Amulet (Psychic): AURA 1. ETHEREAL foes lose 1 Vita. Neck [Enhancement] #EQ79</div> | <div>100 coins</div> <div><input type="checkbox"/> Gemstones (Science): A set of semi-precious stones used for your research. +1 to search rolls. [Enhancement] #EQ66</div> |
| <div>10 coins</div> <div><input type="checkbox"/> Expired Tonic: Gain an Expired Tonic Item token.</div> | <div>10 coins</div> <div><input type="checkbox"/> Holy Water: Gain a Holy Water Item token.</div> | <div>60 coins</div> <div><input type="checkbox"/> Vibrant Cloak (Lethal): Being a long-time friend of the wandering people, the Gypsies sell you their clothing for a price. +1 NERVE, +3 Defense. [Neck / Protective] #EQ71</div> | <div>60 coins</div> <div><input type="checkbox"/> Hardened Leather Coat (Explore): +5 Defense and increase the number of Items you can carry by 2. Chest [Protective] #EQ14</div> |
| <div>30 coins</div> <div><input type="checkbox"/> Cartilage Balm (Cook): Made from the tissue of various animals, this balm toughens the skin. ABSORPTION 1 vs melee Damage for one combat [Consumable] #EQ26</div> | <div>30 lore</div> <div><input type="checkbox"/> Purification: Rid yourself of BLOODLUST, CURSED, or POSSESSED statuses.</div> | | |
| <div>80 coins</div> <div><input type="checkbox"/> Crystalline Lens (Psychic): Add +1 Damage and +2 Ammo to your Quartz Lantern. [Enhancement] #EQ76</div> | <div>20 coins</div> <div><input type="checkbox"/> Blessed Bolts (Military): Adds 3 Ammo with +5 Might to ranged weapons that uses Ammo [Consumable] #EQ85</div> | | |
| <div>45 coins</div> <div><input type="checkbox"/> Garlic Necklace (Lethal): Re-roll the first failed checks when resisting BLOODLUST. +4 Defense vs. Vampires. -1 SPEECH. [Enhancement] #EQ70</div> | <div>50 coins</div> <div><input type="checkbox"/> Prayer Beads (Holy): Add +1 Vita to all healing powers. Does not affect Items. [Enhancement] #EQ43</div> | | |
| | <div>45 coins</div> <div><input type="checkbox"/> Stole (Holy): +1 FAITH, Neck [Enhancement] #EQ44</div> | | |
| <div>50 coins</div> <div><input type="checkbox"/> Harpy Feather (Forbidden): You cannot be moved against your will [Enhancement] #EQ03</div> | <div>45 coins</div> <div><input type="checkbox"/> Stole (Military): +1 FAITH, Neck [Enhancement] #EQ86</div> | | |
| <div>40 coins</div> <div><input type="checkbox"/> Hyperion Salve (Explore): Recover 2d4 Vita or cure the SICKENED status. [Consumable] #EQ11</div> | | | |
| <div>30 coins</div> <div><input type="checkbox"/> Infused Makeup (Gambler): This makeup provides a protective barrier to the skin. You may avoid corrosion damage for one chapter. [Consumable] #EQ34</div> | | | |
| <div>100 coins</div> <div><input type="checkbox"/> Magic Wand (Magik): The wand of a stage Magician. +1 TRICKERY and +1 Power Points. 1 Hand [Enhancement] #EQ56</div> | | | |
| <div>20 coins</div> <div><input type="checkbox"/> Oil of Exorcism (Holy): FILL for +4 Damage, THROWN for 2d4 Damage, RANGE 3. [Consumable] #EQ42</div> | | | |
| <div>50 coins</div> <div><input type="checkbox"/> Quartz Geodes (Psychic): Donate up to 3 Power Points to store in the Geodes. You may use these points as Ghost Points when you next enter ghost form [Enhancement] #EQ77</div> | | | |
| <div>30 coins</div> <div><input type="checkbox"/> Smoke Bombs (Magik): WEAKEN all adjacent foes during their next turn. 4 Uses. [Consumable] #EQ55</div> | | | |
| <div>50 coins</div> <div><input type="checkbox"/> Vitriolic Paint (Science): Apply this to one melee weapon, causing each enemy hit with it to cumulatively receive -2 Defense. Effect lasts for one combat. [Consumable] #EQ65</div> | | | |
| CHAPEL | GYPSY ENCAMPMENT | INN | MARKET |
| <div>5 coins</div> <div><input type="checkbox"/> Blessing: Gain +5 Defense to your next combat. Does not stack.</div> | <div><input type="checkbox"/> Breath of Life: Draw a Tarot card to return a character in Limbo with full Vita and PP's.</div> | <div>5 coins</div> <div><input type="checkbox"/> Drink: +1 Damage and -5 Might for one chapter. Once per visit.</div> | <div>65 coins</div> <div><input type="checkbox"/> Heavy Leather Trenchcoat (Cook): Withstand the elements and the attacks of enemies. +1 ECOLOGY, +8 Defense, Back or Neck [Protective] #EQ29</div> |
| | <div>30 lore</div> <div><input type="checkbox"/> Evil Be Gone: Cure LYCANTHROPY or TRANSFORMED statuses.</div> | <div>1-5 coins</div> <div><input type="checkbox"/> Gamble: Bet up to 5 coins and roll a d10. 1-3: You lose; 4-7: It's a draw; 8-0: Double your bet. If you have a TRICKERY bonus, add +1 to this roll. Once per visit.</div> | <div>30 coins</div> <div><input type="checkbox"/> High-Laced Leather Sandals (Cook): Reinforcement for the legs. +2 Might. Feet [Enhancement] #EQ30</div> |
| | <div>5 coins</div> <div><input type="checkbox"/> Fortune: Roll d10 once/visit: 1: You are CURSED. 2-5: -5 Defense for 1 Chapter. 6-9: +5 Defense for 1 Chapter. 0: You are FAVORED.</div> | <div>30 coins</div> <div><input type="checkbox"/> Hire Militia: Draw a Militia Companion card.</div> | <div>50 coins</div> <div><input type="checkbox"/> Jeweled Tiara (Psychic): +2 Max Vita. Pass NERVE 5 at the end of a combat to remove the DERANGED status from yourself. Head [Enhancement] #EQ80</div> |
| | <div>75 coins</div> <div><input type="checkbox"/> Ankh Key (Explore): Once per story, automatically succeed at any search roll, or a skill check roll that unlocks a door. [Enhancement] #EQ12</div> | <div>10 coins</div> <div><input type="checkbox"/> Sleep: Recover all Power Points and gain 3 Vita. Once per visit.</div> | <div>40 coins</div> <div><input type="checkbox"/> Knitted Shawl (Psychic): +4 Defense, Back or Neck [Protective] #EQ81</div> |
| | <div>40 coins</div> <div><input type="checkbox"/> Black Performers Cape (Magik): +3 Defense, Back or Neck [Protective] #EQ59</div> | <div><input type="checkbox"/> *Rumor: Receive one Rumor card, once per story, or any number between stories. A character may only have one Rumor at a time.</div> | <div>50 coins</div> <div><input type="checkbox"/> Lace Gloves (Gambler): You only take damage from Snares when searching on a roll of 1. Arms [Protective] #EQ37</div> |
| | <div>50 coins</div> <div><input type="checkbox"/> Bone Dice (Forbidden): Ancient dice made from the remains of an unfortunate corpse. EXHAUST to gain +1 to a die roll. [Enhancement] #EQ04</div> | <div>45 coins</div> <div><input type="checkbox"/> Writ of Capture (Military): Your information gathering has earned you valuable clues. Gain a permanent +1 Damage against Mortals. May only be purchased once. [Enhancement] #EQ87</div> | <div>65 coins</div> <div><input type="checkbox"/> Lavish Knee-High Boots (Gambler): +1 Stride while in combat. Feet [Enhancement] #EQ38</div> |
| | <div>60 coins</div> <div><input type="checkbox"/> Gold Rings (Cook): These rings not only adorn the hands but add meat-mincing power to punches. EXHAUST for an extra punch attack. D4, Ring [Melee Weapon] #EQ27</div> | <div><i>*Rumors are found in the Dark Tales Expansion.</i></div> | <div>65 coins</div> <div><input type="checkbox"/> Monocle (Magik): +1 AWARENESS [Enhancement] #EQ57</div> |
| | <div>40 coins</div> <div><input type="checkbox"/> Masquerade Mask (Gambler): Gain +1 TRICKERY. Head [Enhancement] #EQ35</div> | MARKET | <div>60 coins</div> <div><input type="checkbox"/> Reinforced Bodice (Forbidden): +4 Defense and increase the number of Items you can carry by 2. Chest [Enhancement] #EQ06</div> |
| | <div>50 coins</div> <div><input type="checkbox"/> Pendulum (Psychic): EXHAUST to re-roll a failed search check. 1 Hand [Enhancement] #EQ78</div> | <div><input type="checkbox"/> Barter: Draw one Item once per visit and purchase it if you wish. May sell Items for half their cost.</div> | <div>45 coins</div> <div><input type="checkbox"/> Rope Belt (Holy): +1 NERVE. Waist [Enhancement] #EQ48</div> |
| | | <div>5 coins</div> <div><input type="checkbox"/> Torch: Gain a Torch Item token.</div> | <div>45 coins</div> <div><input type="checkbox"/> Rope Belt (Science): +1 NERVE. Waist [Enhancement] #EQ67</div> |
| | | <div>10 coins</div> <div><input type="checkbox"/> Wooden Stake: Gain a Wooden Stake Item token.</div> | <div>60 coins</div> <div><input type="checkbox"/> Satchel (Revenge): +4 to the number of Items you can carry [Enhancement] #EQ21</div> |
| | | <div>50 coins</div> <div><input type="checkbox"/> Backpack (Cook): +4 to the number of Items you can carry. [Enhancement] #EQ28</div> | <div>60 coins</div> <div><input type="checkbox"/> Satchel (Holy): +4 to the number of Items you can carry [Enhancement] #EQ49</div> |
| | | <div>70 coins</div> <div><input type="checkbox"/> Explorer's Map (Explore): When drawing an Off-Road Event, you may choose to draw another BEFORE FLIPPING, discarding the first. [Enhancement] #EQ13</div> | |

| MARKET | | PHYSICIAN | | TINKER | | TINKER | |
|-----------|--|-----------|--|-----------|---|-----------|--|
| 50 coins | ○ Scarlet Cloak (Forbidden): +1 TRICKERY. Chest or Neck [Enhancement] #EQ07 | 80 coins | ○ Steel Bracing (Science): Metal braces that reinforce your arms and legs and fit under your clothes. +5 Defense. [Protective] #EQ69 | 75 coins | ○ Bladed Fan (Gambler): A weapon disguised as an ornate fan. RAZOR 1. D4+1, 1 Hand [Melee Weapon] #EQ40 | 80 coins | ○ Magician's Skullcap (Magik): +5 Defense. Does not count towards number of Items carried. [Protective] #EQ60 |
| 65 coins | ○ Silver Knuckled Gloves (Lethal): +1 Damage with melee attacks vs. Shapeshifters. [Enhancement] #EQ72 | 90 coins | ○ Stitching Kit (Gambler): Pass ECOLOGY 5 while resting to allow any one character other than the Courtesan to recover an additional 4 Vita. Chest [Protective] #EQ39 | 100 coins | ○ Bola (Psychic): FOCUS 5. May be THROWN for 1d4+1, PENETRATE 2, RANGE 3. D6+1, 1 Hand [Melee Weapon] #EQ84 | 100 coins | ○ Ornate Cane Sword (Magik): This richly adorned cane has a viciously sharp blade. +1 Stride, VORPAL. D6+1, 1 Hand [Melee Weapon] #EQ61 |
| 100 coins | ○ Top Hat (Magik): EXHAUST to re-roll a missed attack while skirmishing. Head [Enhancement] #EQ88 | | | 50 coins | ○ Brass Knuckles (Revenge): When your main weapon misses during a melee attack, you still inflict 1 Damage to the target. 1 Hand [Enhancement] #EQ20 | 120 coins | ○ Silver Crossbow (Military): TRUE, SILVER, FOCUS 10 and 4 Ammo. D6+1, 2 Hand [Ranged Weapon] #EQ93 |
| 30 coins | ○ Velvet Bodice (Psychic): +4 Defense, Chest [Protective] #EQ82 | STABLES | | 50 coins | ○ Breastplate (Holy): ABSORPTION 1. Chest [Protective] #EQ51 | 65 coins | ○ Silver Dagger (Holy): SILVER, D4+2, Can be THROWN. 1 Hand [Melee Weapon] #EQ52 |
| 50 coins | ○ Weathered Cloak (Military): +1 ECOLOGY and +2 Defense. Back or Neck [Protective] #EQ88 | 10 coins | □ Carriage : Hire a carriage to gain +1 Stride on the World Map for one chapter. Only applies to the character purchasing it. | 60 coins | ○ Chain Link Helm (Military): +4 Defense and +2 Vita, Head [Protective] #EQ89 | 25 coins | ○ Skull Cap (Holy): +3 Defense, Head [Protective] #EQ53 |
| 30 coins | ○ Weightlifting Belt (Revenge): +2 Might, Waist [Enhancement] #EQ22 | 30 coins | □ Man's Best Friend : Draw an Animal Companion card. | 70 coins | ○ Chain Vest (Military): +5 Defense and ABSORPTION 1 against ranged attacks. Chest [Protective] #EQ90 | 100 coins | ○ Steel Chain Whip (Explore): RANGE 2. EXHAUST to attack again with this weapon. D6+1, 2 Hands [Melee Weapon] #EQ18 |
| 40 coins | ○ Wide Leather Belt (Explore): +4 Might, Waist [Enhancement] #EQ15 | 100 coin | ○ Falcon (Explore): The Falcon Companion may make a ranged attack from your space each round for 1d4 Damage. +1 AWARENESS. [Companion] #EQ94 | | | 75 coins | ○ Steel Girdle (Lethal): +3 Might, +3 Defense. 1 Hand [Waist / Protective] #EQ75 |
| 25 coins | ○ Woolen Robes (Holy): +2 Defense, Chest or Neck [Protective] #EQ50 | 35 coin | ○ Familiar (Forbidden): A cat Companion, which gives you +1 Power Point and +1 AWARENESS. [Companion] #EQ95 | 100 coins | ○ Damascus Steel Cutlass (Lethal): FOCUS 5, ARCING. D6+1, 1 Hand [Melee Weapon] #EQ73 | 75 coins | ○ Steel Meat Tenderizer (Cook): A mallet of steel with a tenderizing bed of polygonal points. CRUSHING. D4+2, 1 Hand [Melee Weapon] #EQ32 |
| PHYSICIAN | | TINKER | | 50 coins | ○ Dowsing Rod (Forbidden): Find water to drink in any Off-Road space, recovering 1 Vita. [Enhancement] #EQ08 | 50 coins | ○ Steel Toed Boots (Explore): EXHAUST to make an additional attack against your current target. 1d4+1 Damage. [Feet / Enhancement] #EQ19 |
| 5 coins | □ Bandages : Gain a Bandage Item token. Once per visit. | 15 coins | □ Arm Companion : Train a Militia Companion to attack for 1 Damage during your turn. You cannot train the same Companion more than once. | 120 coins | ○ Great Sword (Military): FLANK 1, FOCUS 10. EXHAUST to make a second attack. D6+1, 2 Hand [Melee Weapon] #EQ91 | 50 coins | ○ Throwing Knives (Forbidden): RANGE 3, D4+1, 1 Hand [Ranged Weapon] #EQ09 |
| 20 coins | □ Bring out the Dead : Revive a ghost character back to life with half their Vita and full Power Points. Cannot revive those in Limbo. | 15 coins | □ Hone Weapon : Gain +1 Damage to a weapon for 1 Chapter. | 50 coins | ○ High Boots (Revenge): Ignore movement penalties. Feet [Enhancement] #EQ24 | 75 coins | ○ Throwing Knives (Magik): EXHAUST to make two ranged attacks. No DMG Bonus. RANGE 3. D4, 1 Hand [Melee Weapon] #EQ62 |
| 15 coins | □ Cure : Remove the FRACTURED, DERANGED, or SICKENED status. | 10 coins | □ Reinforce : Gain a +2 Defense to a shield or armor Item for 1 Chapter. | 45 coins | ○ High Boots (Military): Ignore movement penalties. Feet [Enhancement] #EQ92 | 100 coins | ○ Triple Dagger (Gambler): This dagger has a spiked hilt and can parry attacks. Sacrifice your Act and pass TRICKERY 4 to avoid the next attack made against you. D6+1, 1 Hand [Melee Weapon] #EQ41 |
| 1 coin | □ Stitches : Restore 1 Vita for every coin spent. | 10 coins | □ Repair : Refresh a damaged shield or weapon. | 65 coins | ○ Hollow Tip Silver Stake (Lethal): SILVER, FILLABLE. D4+1, 1 Hand [Melee Weapon] #EQ74 | 120 coins | ○ Wicked Cleaver (Cook): A huge two-handed meat cleaver, unwieldy but powerful. EXECUTE, FLANK 1. D6+1, 2 Hands [Melee Weapon] #EQ33 |
| 5 coins | □ Treat Infection : Removes one Infection token. | 20 coins | □ Wood Shield (Item): Gain a Wooden Shield Item token. | 100 coins | ○ Kukri Knife (Revenge): +5 Might, COLD STEEL, EXECUTE, D6+1, 1 Hand [Melee Weapon] #EQ25 | | |
| 35 coins | ○ Book of Healing (Psychic): Help one ally recover +1 Vita when resting. [Enhancement] #EQ83 | 50 coins | ○ Armguard Bracers (Explore): +3 Defense. EXHAUST to re-roll a missed attack. Arms [Protective] #EQ16 | 80 coins | ○ Leather and Steel Armguards (Cook): This set of bracers may act as a shield without taking a Hand slot. +5 Defense. EXHAUST to ignore all Damage and effects from one attack. Must be repaired at the tinker if exhausted. Arms [Protective] #EQ31 | | |
| 125 coins | ○ Doctor's Plague Mask (Science): Gain immunity to the SICKENED status. Head [Protective] #EQ68 | 50 coins | ○ Armguard Bracers (Revenge): +3 Defense. EXHAUST to re-roll a missed attack. Arms [Protective] #EQ23 | | | | |
| 80 coin | □ Scalpel (Item): 1d4+1. Perform minor surgery. Once per chapter, EXHAUST to heal any adjacent character 1d4 Vita [1 Hand / Melee Weaponry] #EQ96 | 65 coins | ○ Barbed Whip (Explore): RANGE 2. EXHAUST to re-roll a missed attack. D6, 1 Hand [Melee Weapon] #EQ17 | | | | |

OTHER LOCATIONS

Other locations are not available within town, and must be traveled to individually on the World Map.

| CHURCH OF THE CROSSROADS | | STANDING STONES | | THE ALCHEMIST | | THE ALCHEMIST | |
|---|---|-----------------|---|---------------|---|---------------|--|
| □ Learn Abilities : Purchase an Ability for 1 Ability Point for each Power Point cost. | | 100 coins | □ Cleansing : Remove a Tarot card from your possession. | 80 coins | ○ Explosive Powder (Science): EXHAUST to place a Tracking token on an adjacent space in an encounter. A foe that enters this space immediately takes 1d4+1 Damage, removing the Tracking token. D4+1 [Ranged Weapon] #EQ64 | 45 coins | ○ Robes of the Enchanter (Forbidden): Reflect a ranged attack back at the foe once per story, Chest or Neck [Enhancement] #EQ02 |
| 40 coins | □ Prayers : Purchase a random Prayer. Once per visit. | THE ALCHEMIST | | 35 coins | ○ Hierophant Amulet (Forbidden): Discard any consumable Item to recover 2 Vita and allow an ally to recover 1 Vita, Chest or Neck [Enhancement] #EQ01 | | |
| 50 coins | ○ Censer (Holy): EXHAUST to force a Creature to re-roll their attack dice, 1 Hand [Enhancement] #EQ45 | 60 coins | ○ Book of Lost Symbols (Explore): EXHAUST to add +2 to any skill check once per story. [Enhancement] #EQ10 | 75 coins | ○ Mercury Infusion (Magik): Stiffen your garments with Mercury to permanently enhance one wearable Item with +5 Defense. [Consumable] #EQ54 | | |
| 100 coins | ○ Fenestrated Morningstar (Holy): FILLABLE, SACRED. Ignores ETHEREAL absorption. Attack roll > 90, a different adjacent Creature is struck for 1d4 Damage. D6+1, 1 Hand [Melee Weapon] #EQ46 | 120 coins | ○ Chemicals (Science): These rare elements are useful in the right hands. Gain one of the following temporary effects at the beginning of each chapter: +2 Vita, +1 Power Point, or re-roll one missed attack. You may discard these Chemicals to remove all negative status from yourself [Enhancement] #EQ63 | | | | |
| 50 coins | ○ Mitre (Holy): +1 Power Point. [Enhancement] #EQ47 | | | | | | |

C R E D I T S

- **Will Donovan & Nick Blain (Twin Fire Productions):** Creators, Game Designers.
- **Zachary Parkes:** Graphic Design, Production, Table maker.
- **Jeff Gracia:** Production.
- **Jason Dandy, Julie Ahern, T.R. Knight, Walter Barber, Will Donovan:** Writing, Editing, Proofreading.
- **Nick Fife:** Contributor.

©2018 Greenbrier Games Inc.

PO Box #330

20 Florence St.

Marlborough, MA 01752

www.greenbriergames.com/folklore

www.greenbriergames.com/FLCK

PERSONAL USE LICENSING

The copyright of this material (including without limitation the text, artwork, files, photographs, and images) is owned by Twin Fire Productions LCC and Greenbrier Games Inc. *The Folklore: The Affliction Adventure Creation Kit* is to be used for personal, non-commercial use only, unless written authorization has been given by both Twin Fire Productions LLC and Greenbrier Game Inc. For the avoidance of doubt, you must not adapt, edit, change, transform the provided assets, or commercially publish products created with this kit, without both Twin Fire Productions LLC and Greenbrier Game Inc. prior written permission. You may request permission to use the copyright materials by writing to greenbriergames@gmail.com or Greenbriergames Inc. PO Box #330, 20 Florence St., Marlborough, MA 01752. If you become aware of any use of both Twin Fire Productions LLC and Greenbrier Game Inc. copyright materials that contravenes or may contravene the license above, please report this by email to greenbriergames@gmail.com or by post to Greenbriergames Inc. PO Box #330, 20 Florence St., Marlborough, MA 01752.

Story Name: **THE STOLEN HEART (CUSTOM STORY ADVENTURE)**

STORY CREATION SHEET



Story Difficulty: **DUSK**

Starting Location: **YOROTRUSK**

Length: **90 MIN**

STORY INTRODUCTION

THE CARAVAN TRUDGED ALONG THE ROAD AT A LEISURELY PACE, SPOOK PULLING THE WAGON WITH HER STEADY GAIT. SAMUEL WAS NO STRANGER TO LIFE ON THE ROAD, HAVING BEEN A MEMBER OF THE TRADER'S GUILD FOR NIGH ON 20 YEARS, BUT HIS NERVES WERE ON EDGE. HE HEARD THE RUMORS. HELL, ALL THE TRADERS FROM HERE TO WAYLIN POINT HAD, BUT THIS OPPORTUNITY WAS TOO GOOD TO PASS UP. OSTELINK WAS SHORT ON SUPPLIES, DANGEROUSLY SO, AND THE GUILD WAS OFFERING A DOUBLE SHARE OF THE NORMAL PROFITS DUE TO EVERYONE'S UNWILLINGNESS TO BRAVE THE ROAD OF LATE, DUE TO THE DISAPPEARANCES.

SAMUEL, LOST IN THOUGHT, DIDN'T HEAR IT AT FIRST, BUT SPOOK SURE DID. AND TRUE TO HER NAME, SHE BOLTED, HIS STRONG BLACK FORM DRAGGING THE WAGON WITH HER. CONTRARY TO WHAT SAMUEL'S ASSOCIATES BELIEVED, SPOOK DID NOT SPOOK EASY, WHICH IS ONE OF THE REASONS HE USED HER AS HIS GO-TO TRANSPORT ANIMAL. SAMUEL CURSED AND BEGAN TO TAKE CHASE AFTER HIS CARGO, BUT CAME TO A FULL STANDSTILL AT THE SIGHT BEFORE HIM. COLOR DRAINED FROM HIS FACE IN TERROR AS HE SAW HIS DOOM COME FOR HIM...

WITH ME. I HAVE AN URGENT MATTER THAT NEEDS ATTENTION, AND YOUR REPUTATION AT SOLVING, AH, PROBLEMS, WITHIN THESE PARTS IS WELL-KNOWN. WE HAVE RECEIVED REPORTS THAT SEVERAL OF OUR CARAVANS CARRYING MUCH NEEDED SUPPLIES TO OSTELINK HAVE NOT ARRIVED, WELL PAST THEIR EXPECTED ARRIVAL TIME. WINTER IS APPROACHING AND OSTELINK DESPERATELY NEEDS THESE GOODS, AND MORE IMPORTANTLY, WE ARE VERY WORRIED ABOUT THE WHEREABOUTS OF OUR PEOPLE. THE ROADS HAVE BEEN SO DANGEROUS OF LATE, BUT WE TAKE PRECAUTIONS TO PROTECT OUR TRADERS AGAINST HIGHWAYMEN. IF YOU COULD INVESTIGATE THE SITUATION, WE WILL AWARD YOUR EFFORTS WELL. I RECOMMEND TRAVELING TO OSTELINK TO QUESTION LYDIA, ONE OF OUR TRADERS THAT DID MAKE IT THERE SAFELY. I WAS TOLD SHE WITNESSED SOMETHING STRANGE DURING HER TRAVELS. PERHAPS THE INFORMATION SHE HAS CAN HELP YOU."



WORLD MAP

Travel to: TRAVEL ON THE ROAD TOWARDS OSTELINK, STOPPING AFTER THE GROUP'S FIRST MOVEMENT. OFF-ROAD MOVEMENT IS NOT ALLOWED DURING THIS WORLD MAP MOVEMENT.

CHAPTER ONE

CHAPTER SKIRMISH TABLE

| DIE ROLL (D10) | CREATURES |
|----------------|------------------|
| 1-5 | HIGHWAYMEN |
| 6-0 | RESTLESS SPIRITS |
| | |

{PART I: CARAVANS LOST}

YOU PARTAKE OF A HEARTY MEAL AND COLD ALE AT THE GOLDEN GOAT INN AS YOU AWAIT THE ARRIVAL OF THE LOCAL TRADERS GUILD'S REPRESENTATIVE, WHO REQUESTED A MEETING WITH YOU. REFLECTING UPON THE RECENT CALAMITIES THAT HAVE PLAGUED KREMEL, YOU WORRY OVER THE RAPID RISE OF DANGER THREATENING THE LAND AND SIGNS THAT THE VEIL TO THE WORLD OF SPIRITS MAY BE WEAKENING. EVEN WITHIN THE SAFETY OF THE CITY, ITS INHABITANTS CARRY THE AIR OF ANXIETY ABOUT THEMSELVES.

A BALDING, WELL-DRESSED MAN HURRIES INTO THE INN AND NERVOUSLY SCANS THE CROWD BEFORE MEETING YOUR GAZE. WITHOUT HESITATION HE HURRIES OVER, HIS CONCERN IMMEDIATELY EVIDENT. "THANK YOU FOR AGREEING TO MEET

YOU PROGRESS TOWARDS OSTELINK, ANXIOUS TO SPEAK WITH LYDIA, THE TRADER WHO DELIVERED HER CARAVAN SUCCESSFULLY. YOU CATCH SIGHT OF A TORN BIT OF BLEACHED CANVAS HANGING FROM THE TREES NOT FAR OFF THE ROAD. CURIOUS, YOU MOVE TO INSPECT IT AND FIND A LARGE WAGON HIDDEN WITHIN THE TREES. THE BIT OF CANVAS DANGLING FROM THE BRANCHES LOOKS TO HAVE COME FROM THE WAGON'S COVER, WHICH APPEARS TO HAVE BEEN RIPPED IN SEVERAL PLACES, REVEALING AN ARRAY OF GOODS SCATTERED ABOUT IN DISARRAY. IT DOES NOT TAKE LONG TO REALIZE THAT MOST OF THE CONTENTS ARE STILL PRESENT, HOWEVER THE FOOD SUPPLIES HAVE BEEN TORN OPEN AND MOSTLY DEVoured. AT THE HEAD OF THE WAGON LIES A DEAD BLACK PACK HORSE STILL TETHERED TO THE WAGON, ITS LEGS RAW WITH EXPOSED FLESH AND SEVERAL BITE MARKS MARRING ITS SMOOTH COAT. THERE IS NO SIGN OF THE CARAVAN'S ESCORT.

BASED ON THE CONDITION OF THE HORSE AND CONTENTS OF THE WAGON, IT SEEMS OBVIOUS THAT THE CARAVAN WAS SUBJECTED TO A WOLF ATTACK, HOWEVER ON CLOSER INSPECTION, YOU REALIZE THAT THERE ARE NO WOLF TRACKS ON THE ROAD, JUST WITHIN THE TREES, AND THE TRADER'S FOOTPRINTS ARE NOT AMONG THEM. PERHAPS SOMETHING OTHER THAN WOLVES CAUSED THE CARAVAN TO HALT ITS PROGRESS.



CHOOSE YOUR PATH

THE CARAVAN'S SUPPLIES ARE MOSTLY INTACT AND ARE STILL NEEDED WITHIN OSTELINK. HOWEVER, TRANSPORTING IT TO ITS DESTINATION WILL BE TIME- CONSUMING WITHOUT A PACK ANIMAL.

CHOICE 1: YOU DECIDE TO TAKE THE WAGON WITH YOU TO OSTELINK. YOUR MOVEMENT ON THE WORLD MAP IS REDUCED BY 1 UNTIL YOU REACH THIS DESTINATION. IF YOU HAVE THE MARE OF MUSTANG ANIMAL COMPANION, IGNORE THIS PENALTY. THE LEADER RECEIVES THE RED STORY MARKER.

CHOICE 2: TIME IS OF THE ESSENCE AND YOU CANNOT AFFORD TO BE SLOWED DOWN BY THE BURDEN OF THE WAGON.



STORY SKILL CHECK

Skill: NATURE OR AWARENESS (7)

Who: ALL CHARACTERS, 1 SUCCESS NEEDED

YOU LOOK AROUND THE ROAD FOR A SIGN OF THE MISSING TRADER'S WHEREABOUTS.

SUCCESS: YOU SEE WHAT APPEARS TO BE THE TRADER'S FOOTPRINTS HEAD OFF THE ROAD IN THE OPPOSITE DIRECTION OF THE CARAVAN. ANY CHARACTER WHO SUCCESSFULLY MADE THIS CHECK BECOMES **PERCEPTIVE**. SKIP TO A **MISSING TRADER**.

FAILURE: THE AREA HAS MANY FOOTPRINTS SEEMING TO BELONG TO THE TRADER, BUT THEIR TRAIL ENDS COLD. A HOWL SUDDENLY SOUNDS FROM WITHIN THE TREES, FOLLOWED BY SEVERAL. A PACK OF WOLVES EMERGE, EYING YOU WITH RAVENOUS HUNGER. SKIRMISH WITH A RABID WOLF. CONTINUE THE STORY.



WORLD MAP

Travel to: TRAVEL TO OSTELINK.



Skip to: UNFULFILLING ANSWERS.

{PART II: A MISSING TRADER }

YOU FOLLOW THE TRACKS FOR OVER AN HOUR, THEIR VISIBILITY BECOMING CLEARER AS YOUR SEARCH PROGRESSES. AHEAD OF YOU, A SOLITARY FIGURE SITS SLUMPED ON A LARGE BOULDER AMIDST A SPARSELY WOODED GROVE. YOU APPROACH CAUTIOUSLY, CALLING OUT TO THE INDIVIDUAL IN CONCERN. THE MAN BEFORE YOU IS THIN AND HAGGARD, WITH SEVERAL DAYS OF GROWTH FILLING IN HIS SUNKEN CHEEKS. PROLONGED SUN EXPOSURE AND DEHYDRATION HAS BLISTERED HIS FOREHEAD AND LEFT HIS LIPS CHAPPED AND PEELING. THE MAN IS UNRESPONSIVE AS YOU URGE HIM TO ATTENTION, AND JUST LOOKS AHEAD AS IF YOU WERE NOT EVEN PRESENT.



STORY SKILL CHECK

Skill: SPEECH (6)

Who: ANY ONE CHARACTER

YOU ATTEMPT TO ROUSE THE MAN INTO A RESPONSIVE STATE. THIS IS OBVIOUSLY THE TRADER YOU ARE LOOKING FOR, BUT YOU NEED SOME ANSWERS AS TO WHAT HAPPENED TO HIM.

SUCCESS: READ STORY MOMENT 5

FAILURE: READ STORY MOMENT 11.

FROM BEHIND YOU, A LOUD MOAN SENDS SHIVERS DOWN YOUR SPINE. A BARELY VISIBLE FORM EMERGES FROM THE SHADOWS OF TREE COVER, FLOATING GENTLY ABOVE THE GROUND. IT'S EYES, PURPOSEFUL, SCANS THE AREA BEFORE FINALLY SETTLING UPON YOU. THEY BLAZE WITH A HUNGRY LIGHT AS THE SPIRIT SHRIEKS IN ANGER AND ATTACKS.



SKIRMISH

Skirmish with: SKIRMISH WITH A RESTLESS SPIRIT WITH THE SKIRMISH COUNTER AT MAXIMUM.

ALTERNATE RULE: INSTEAD OF ATTACKING, ANY CHARACTER MAY ATTEMPT TO PACIFY THE SPIRIT DURING THEIR TURN BY PERFORMING THE SKILL CHECK BELOW. IF A CHARACTER HAS THE GREEN STORY MARKER, THEY RECEIVE A +5 MIGHT AND +5 DEFENSE DURING THIS SKIRMISH.



STORY SKILL CHECK

Skill: FAITH 7

Who: ANY CHARACTER DURING THEIR TURN

PACIFYING THE SPIRITS: YOU ATTEMPT TO PACIFY THE SPIRIT, FORCING THEM THROUGH THE VEIL BACK INTO THE SPIRIT WORLD.

SUCCESS: REDUCE THE SKIRMISH COUNTER BY 2

FAILURE: THE CHARACTER BECOMES CURSED 3

**ATTENTION!**

YOU MUST ESCORT THE TRADER TO OSTELINK. THE CURRENT LEADER MUST TAKE HIM AS A MISSION COMPANION. IF BOTH OF THEIR COMPANION SLOTS ARE FULL, THEY MUST DISCARD ONE OF THEM TO ACCOMMODATE THE TRADER. THE LEADER RECEIVES THE YELLOW STORY MARKER

**WORLD MAP**

Travel to: OSTELINK.



Skip to: UNFULFILLING ANSWERS.

{PART III: UNFULFILLED ANSWERS }

YOU ARRIVE IN OSTELINK, WEARY FROM YOUR STRESSFUL TREK WESTWARD. NOW THAT YOU HAVE REACHED THE SAFETY OF TOWN, IT IS TIME TO FIND OUT WHAT YOU CAN FROM THE TRADER, LYDIA. YOU DECIDE TO BEGIN YOUR SEARCH AT THE LOCAL TRADER'S GUILD.

* IF YOU HAVE THE YELLOW STORY MARKER,
READ STORY MOMENT 1.

* IF YOU HAVE THE RED STORY MARKER,
READ STORY MOMENT 7.

YOU FIND LYDIA SPEAKING IN HUSHED WHISPERS WITH SEVERAL OF HER FELLOW TRADERS. HER FRIENDS LISTEN WITH THEIR BROWS FURROWED IN CONCERN OVER WHATEVER TALES SHE IS IMPARTING. WHEN YOU APPROACH, THE GROUP FALLS SILENT AND EYES YOU SUSPICIOUSLY. YOU EXPLAIN YOUR BUSINESS AND ASK LYDIA FOR ANY DETAILS SHE CAN SHARE REGARDING HER RECENT TRAVELS. "I REACHED HERE UNMOLESTED, BUT BY THE STARS, I SAY I WAS LUCKY, ESPECIALLY WITH THE OTHERS GOING MISSING AND ALL. IT WAS APPROACHING TWILIGHT, AND I ONLY HAD A FEW MORE HOURS TO OSTELINK, BUT THE DAY HAD BEEN A LONG ONE SO I THOUGHT I WOULD BREAK FOR THE NIGHT AND CONTINUE ON AT DAYBREAK. I SET UP CAMP AND AS I WAS EATING MY EVENING FARE, I HEARD THE MOST HORRIFIC SCREAM OF MY LIFE. IT WAS UNNATURAL, NOT FROM ANY MAN, WOMAN OR ANIMAL THAT I KNOW OF. AND IT DID NOT STOP, BUT CLOSER IT CAME. I WAS ALL BUT FROZEN IN TERROR, BUT WHEN I SAW IT, NOTHING COULD HAVE STOPPED ME FROM RUNNING. I CAN'T SAY WHAT I SAW EXACTLY, BUT I THOUGHT AT THE TIME IT WAS SOME SORT OF GHOST, SOMETHING THAT SEEMED TO SUCK THE LIGHT FROM THE STARS THEMSELVES. I RAN FOR A WHILE, BUT SOMETIME AFTER THAT EERIE SCREAM STOPPED. I

DOUBLED BACK, NOT WANTING TO LOSE MY PAYDAY BY LEAVING MY CARGO BEHIND. THERE WAS NO SIGN OF THAT THING, BUT I DECIDED RIGHT QUICK THAT A FEW HOURS MORE TRAVEL WAS FINE BY ME."

COULD SPIRITS TRULY BE AT WORK HERE? YOU HAVE BEEN CONCERNED ABOUT THE STATE OF THE VEIL IN THESE PART. PERHAPS ITS FRAGILE CONDITION IS CAUSING THE DEAD TO HAUNT THE AREA. THE CLOSEST BURIAL GROUNDS OF ANY SUBSTANTIAL SIZE IS GORAN'S TOMBS. IT MIGHT BE WORTH INVESTIGATING.

**USE TOWN SERVICES**

Travel to: GORAN'S TOMBS



Continue to: UNWELCOME GREETINGS.

{PART IV: UNWELCOME GREETINGS }

CLOUDS HEAVILY BLANKET THE DARKENING SKY WITH NIGHT'S APPROACH. THE SLOW DRIZZLE THAT HAS PERSISTED OVER THE LAST SEVERAL HOURS HAVE TURNED YOU AND YOUR BELONGINGS INTO A SODDEN MESS. YOU EXPERIENCE A SENSE OF UNEASE AS YOU SURVEY YOUR SURROUNDINGS, AS IF THERE IS SOMETHING WAITING TO JUMP OUT AT YOU FROM BEHIND A GRAVESTONE OR CRUMBLING STATUE. NOT SURE WHERE TO BEGIN YOUR SEARCH OF THE MASSIVE BURIAL GROUND, YOU DECIDE IT WOULD BE A GOOD IDEA TO LOOK AROUND FOR CLUES.

**STORY SKILL CHECK**

Skill: AWARENESS (8)

Who: ALL CHARACTERS (ONE SUCCESS NEEDED)

YOU SEARCH THE DARKENING GRAVEYARD FOR CLUES THAT WILL LEAD YOU TO THE SOURCE OF WHATEVER IS CAUSING THE SPIRITS OF THE AREA TO BE STIRRING.

SUCCESS: READ STORY MOMENT AKO1#005.

FAILURE: READ STORY MOMENT AKO1#006.

TO YOUR SURPRISE, YOU DISCOVER AN OLD MAN WITH WISPS OF GRAYING HAIR BARELY COVERING A MOSTLY BALD PATE. A LARGE HOUND LIES LAZILY AT HIS FEET, CLEARLY MISERABLE IN THE COLD RAIN. THE DOG NOTICES YOUR APPROACH WELL BEFORE THE MAN, GIVING A MENACING WARNING GROW. THE OLD MAN, WHO WAS BUSILY SHOVELING A PILE OF LOOSE SOIL

INTO A GRAVE WHILE CURSING ALL THE WHILE, LOOKS UP WITH AN ANGRY STARE. "MORE GRAVEDIGGERS COME TO UNDO MY WORK?!? WELL, I'LL HAVE NONE OF THAT. IT'S TIME I TEACH YOU ROBBERS A LESSON." THE UNDERTAKER'S HOUND RISES TO ITS FEET WITH A SNARL ON ITS NOW FOAMING MOUTH, AWAITING PERMISSION TO ATTACK.



STORY SKILL CHECK

Skill: SPEECH (8)

Who: THE LEADER

CAN YOU CONVINCE THE UNDERTAKER THAT YOUR INTENTIONS ARE PURE AND YOU HAD NO PART IN THE RECENT GRAVE ROBBING?

SUCCESS: READ STORY MOMENT 10

FAILURE: READ STORY MOMENT 4

WITH TENSIONS NOW EASED, THE OLD UNDERTAKER TELLS YOU OF THE RASH OF GRAVE ROBBERIES THAT HAVE PLAGUED GORAN TOMBS OVER THE PAST COUPLE WEEKS. "EVERY NIGHT, A HALF-DOZEN GRAVES GET DUG UP, THE TREASURED POSSESSIONS KEPT WITH THEIR DEAD...STOLEN. AND MORE RECENTLY, SEVERAL OF THE LARGER TOMBS HAVE BEEN BROKEN INTO. I'VE NOT EVEN FINISHED REPAIRING THE DAMAGE TO THE GROUNDS, LET ALONE WHAT MISCHIEF THEY ARE UP TO NOW. I KNOW THEY ARE HERE AS I CHASED THEM OFF, BUT I COULD NOT KEEP UP WITH THESE OLD LEGS. DO ME A FAVOR AND GET THEM FOR ME, TEACH THEM A LESSON IN MANNERS...UNPLEASANTLY. IF I WAS ANY SORT OF FORTUNE TELLER, I WOULD WAGER ON THEM BEING WHAT YOU NEED TO FIND ANYHOW."



Continue: TO TOMB HUNT

{PART V: TOMB HUNT }

YOU FOLLOW THE DIRECTIONS THE UNDERTAKER GIVES YOU OF THE GRAVEROBBER'S SUSPECTED LOCATION, WHERE THE ANCIENT TOMBS OF KREMEL'S ANCESTRY LIE IN SLUMBER. SURE ENOUGH, IT DOES NOT TAKE YOU LONG TO DISCOVER RECENT TRACKS OF A HALF-DOZEN INDIVIDUALS LEADING TO A LARGE TOMB ENTRANCE. THE DOOR HAS BEEN FORCIBLY OPEN, THE OLD RUSTY LOCK TWISTED ALMOST IN HALF. IT IS BEYOND DARK INSIDE, WITH THE SMELL OF DECAY HEAVY IN THE AIR, THE DARKNESS ALMOST SEEMS TO PUSH OUT OF THE DOORWAY, CAUSING YOUR SKIN TO CRAWL WITH TENSION.



STORY SKILL CHECK

Skill: NERVE (6)

Who: ALL CHARACTERS

THE DARKNESS AHEAD TESTS YOUR COURAGE. ARE YOU BRAVE ENOUGH TO ENTER THE TOMBS AND FACE WHAT DANGERS AWAIT?

SUCCESS: BECOME BRAVE.

FAILURE: BECOME SPOOKED.

DEEPER AND DEEPER YOU GO, INTO THE HEART OF THE TOMB. A THICK LAYER OF DUST COATS EVERY SURFACE, BUT A CLEAR SIGN OF HUMAN FOOTPRINTS CAN BE SEEN, LEADING YOU FORWARD. YOU IGNORE THE INTRICATE TWISTS, TURNS AND INTERSECTIONS OF THE PLACE, GUIDED BY YOUR UNWITTING PREY. YOUR DOGGED PACE SLOWS AS YOU ENTER A LARGE ROOM CONTAINING ROWS OF COFFINS. MOVING FORWARD TOWARDS THE FAR EXIT, A GUTTURAL SNARL ECHOES AROUND YOU, BARELY VISIBLE IN THE DARKNESS, FIGURES LURCH TOWARD YOU, HUNGER GLEAMING IN EYES THAT PENETRATE THE BLACKNESS.



SKIRMISH

Skirmish with: A DECAYING DEAD AND A FLESH EATING GHOUL. THE LEADER MAY DECIDE TO HAVE THE GROUP FLEE FROM THIS SKIRMISH AT ANY TIME, HOWEVER NO AWARDS WILL BE GIVEN IF YOU DO.

WITH THE IMMEDIATE THREAT OF THE UNDEAD DEALT WITH, YOU SURVEY THE AREA MORE CLOSELY. SEVERAL OF THE COFFINS HAVE BEEN LOOTED, WHICH MUST HAVE CAUSED THE DEAD HERE TO STIR. A TRAIL OF BLOOD LEADS OUT OF THE ROOM...THE VICTIMS OF THESE GRAVEROBBERIES MUST HAVE EXTRACTED VENGEANCE UPON THEM, PERHAPS SLOWING THEM ENOUGH FOR YOU TO QUICKLY CATCH THEIR FLIGHT.



ATTENTION!

THE GROUP MAY CHOOSE TO REST AT THIS POINT IF THEY HAVE NOT YET RESTED THIS CHAPTER.



Continue: CHAPTER TWO

CHAPTER TWO

CHAPTER SKIRMISH TABLE

| DIE ROLL (D10) | CREATURES |
|----------------|-------------|
| 1-5 | BANSHEE |
| 6-0 | POLTERGEIST |
| | |

{PART I: SPIRIT'S VENGEANCE }

IT IS NOT LONG BEFORE YOUR HUNT IS AT AN END. YOU EMERGE INTO AN BLACK-SOOTED CREMATORIUM, THE TEMPERATURE HOT FROM THE BURNING FURNACES WHICH FILL MOST OF THE ROOM. THE HIGHWAYMEN YOU HAVE BEEN HUNTING ARE LOCKED IN COMBAT WITH TRANSLUCENT BEINGS WHO FADE IN AND OUT OF REALITY. WITH SHRIEKS OF FURY, THEY TEAR INTO THEIR MORTAL VICTIMS. SEVERAL OF THE GRAVEROBBERS ALREADY LIE DEAD ON THE FLOOR, THE LIFE DRAINED FROM THEIR BODIES. BEFORE YOU CAN ACT, THE GRAVEROBBERS ARE ABLE TO DISPATCH THE LAST OF THE WAILING SPIRITS.

PANTING HEAVILY, THE LEADER OF THE MEN BEFORE YOU SAYS, "LOOKS LIKE WE HAVE MORE COMPANY. FINALLY, A MORTAL ENEMY TO FIGHT. WE DO NOT INTEND TO SHARE OUR BOUNTY, SO THIS CAN ONLY END ONE WAY." DRAWING SWORDS, THE REMAINING HIGHWAYMEN ATTACK.



PRIMARY GOALS

- DEFEAT ALL FOES. SEE THE ENCOUNTER DIALOG BOX.
- IMMEDIATELY AFTER THE COMBAT, READ AFTER THE FIGHT.



SECONDARY GOALS

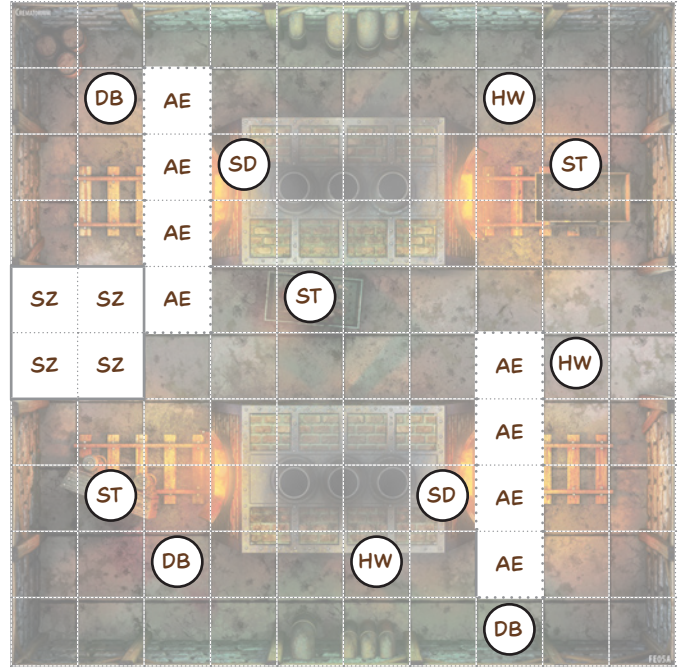
- (ST): INVESTIGATE THE SEARCH LOCATIONS. AVAILABLE ONLY DURING COMBAT.
- (DB): FLIP THE DEAD BODY TOKENS OVER: THESE ARE HIGHWAYMEN THAT HAVE FALLEN VICTIM TO THE ATTACKS OF THE BANSHEE'S. PERHAPS THERE IS SOMETHING USEFUL IN THEIR POSSESSION. FLIP THESE TOKENS OVER TO SEE WHAT YOU FIND. IF YOU FIND A SNARE, READ STORY MOMENT 8.
- (SD): ROLL THE RED D10'S: THERE IS A LARGE RED BUTTON ON EACH OF THE CREMATION FURNACES. WHAT DOES IT DO? ANY CHARACTER MAY PRESS THE BUTTON BY SPENDING THEIR ACT, AND THEN READ STORY MOMENT 3.



MAP SETUP

Use: CREMATORIUM

Title: FEO5A



DB = DEAD BODY TOKEN; HW = HIGHWAYMAN

SD = RED SKILL DIE; AE = AREA OF EFFECT

SZ = START ZONE; ST = SEARCH TOKEN



ENCOUNTER

Encounter with: 3 HIGHWAYMEN.

AFTER THE FIGHT

WITH THE GRAVEROBBERS THOROUGHLY TROUNCED, YOU SAG IN RELIEF. YOU APPROACH THE LEADER OF THESE MEN, WHOM YOU KEPT ALIVE FOR QUESTIONING. HE SITS DEJECTEDLY ON THE GROUND NURSING HIS MANY WOUNDS. YOU REPRIMAND HIM MAN FOR HIS CRIMES, BUT KNOWING THAT HIS EVILS ARE SHADOWED BY THE GREATER THREAT, ASK HIM OF HIS GOINGS ON OVER THE LAST WEEK. HE EXPLAINS THAT FIVE DAYS PAST, HE STUMBLED UPON A RUIN IN THE MIDDLE OF GORAN TOMBS. WITHIN THE DECREPIT STRUCTURE, HE FOUND A GLEAMING SILVER PENDANT OF OBVIOUS VALUE. WHEN HE TOOK IT, HE FELT THE GROUND TREMOR AND THE SKY DARKEN. HE DID NOT THINK MUCH OF IT AT THE TIME, SO PLEASED AS HE WAS WITH HIS FIND, BUT EVER SINCE, HE AND HIS CREW HAVE BEEN PLAGUED BY THE DEAD. IT BEGAN AS AN INCONVENIENCE, BUT HAS NOW TURNED INTO A DEADLY AFFAIR. HE SHOWS YOU THE ARTIFACT HE FOUND, A SILVER-WROUGHT HEART TALISMAN INSCRIBED WITH PRAYERS BY ITS OWNER'S BELOVED. YOU CAN FEEL POWER IN THE NECKLACE JUST BY A SLIGHT TOUCH. WHEN THIS ARTIFACT

OF LOVE AND POWER WAS TAKEN FROM ITS RESTING PLACE, IT MUST HAVE ANGERED A POWERFUL SPIRIT, WHO HAVE SEND THE DEAD THROUGHOUT THE COUNTRYSIDE IN SEARCH OF IT.

ALTHOUGH THE MAN SHOULD BE ARRESTED FOR THEIR CRIMES, YOU LET HIM GO, BUT NOT BEFORE THREATENING HIM HARSH RETRIBUTION IF HE SHOULD EVER RETURN TO HIS BANDITRY. YOU MUST RETURN THIS HEART TO ITS RESTING PLACE AND HOPE THAT IT APPEASES THE ENRAGED ENTITY.



Continue to : THE HEART'S HOMECOMING

{PART II: THE HEART'S HOMECOMING }

FOLLOWING THE DIRECTIONS THE BANDIT LEADER PROVIDED, YOU SEARCH FOR THE RESTING PLACE OF THE SILVER HEART. ALMOST IN THE EXACT CENTER OF THE BURIAL GROUNDS, YOU COME UPON A COLLAPSED STRUCTURE MATCHING THE DESCRIPTION GIVEN TO YOU. AT ONE TIME, IT MUST HAVE BEEN MAGNIFICENT, WITH TALL MARBLE PILLARS AND BROAD METAL DOOR, BUT NOT MUCH REMAINS OF ITS HISTORICAL BEAUTY. IN THE CENTER LIES A RAISED PLATFORM WITH A JAGGED CREVICE IN ITS FLOOR, EXPOSING THE RESTING PLACE OF THE HEART. IT IS NOW YOUR OPPORTUNITY TO CORRECT THE WRONGDOING, BUT THIS ARTIFACT CLEARLY HAS POWER THAT COULD HELP SHIFT THE BALANCE OF LIGHT AND DARKNESS IN THE FAVOR OF HUMANKIND.



CHOOSE YOUR PATH

THE HEART TALISMAN IS CLEARLY AN ARTIFACT OF SIGNIFICANT POWER AND VALUE. IT COULD BENEFIT HUMANKIND IF IT WAS USED AGAINST THE POWERS OF DARKNESS.

CHOICE 1: YOU DECIDED TO KEEP THE TALISMAN. IT IS NO USE TO ANYONE BURIED IN THE GROUND. THE LEADER RECEIVES THE YELLOW STORY MARKER.

CHOICE 2: YOU DECIDE TO RETURN THE TALISMAN TO ITS RESTING PLACE. IT DOES NOT BELONG TO YOU AND THIS MAY BE THE ONLY WAY TO APPEASE THE ANGERED SPIRITS.

AS YOU BEGIN TO LEAVE, THE GROUND TREMBLES AND A DISEMBODED VOICE LAMENTS, "MY HEART, STOLEN. MORTALS BE CURSED. ALL YOU DO IS EXTEND MY ANGUISH BEYOND ENDURANCE. I MUST HAVE VENGEANCE. YOU MUST GIVE YOUR LIVES IN PAYMENT FOR YOUR CRIMES AGAINST ME AND MY BELOVED."



PRIMARY GOALS

-DEFEAT ALL FOES. SEE THE ENCOUNTER DIALOG BOX.

-IMMEDIATELY AFTER THE COMBAT, READ STORY CLOSING.



SECONDARY GOALS

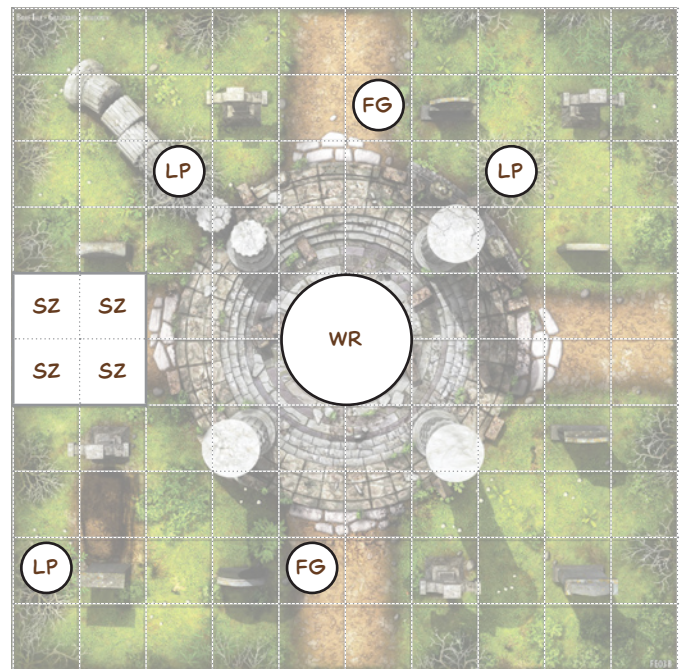
-(LT): FLIP THE LEAF TOKENS OVER: YOU THINK YOU SAW SOMETHING WITHIN THE UNDERBRUSH? PERHAPS THERE IS SOMETHING THAT COULD BE USEFUL. FLIP THESE TOKENS OVER TO SEE WHAT YOU FIND. IF YOU FIND A SNARE, READ STORY MOMENT 7.



MAP SETUP

Use: GRAVEYARD SHOWDOWN

Tile: FEO3B



LP = LEAF PILE TOKEN;

WR = WRAITH AFFLICTION;

SZ = START ZONE;

FG = FERAL GHOUL;



AFFLICTION ENCOUNTER

Encounter with: THE WRAITH AND 2 FLESH EATING GHOULS.

* IF THE YELLOW STORY MARKER IS IN PLAY, THE CHARACTER POSSESSING IT (AND THE HEART TALISMAN) BECOMES CURSED AND DERANGED AS THE WRAITH HOWLS WITH ANGER.

* THE CHARACTER POSSESSING THE GREEN STORY MARKER RECEIVES A +5 DEFENSE AND +5 MIGHT AGAINST THE WRAITH IN THIS ENCOUNTER.

NOTES

STORY CLOSING

IF YOU WON THE BATTLE

THE WRAITH SCREAMS IN FURY AS THE LAST WISPS OF HIS SUBSTANCE DISSIPATES, ITS ESSENCE RETURNING THROUGH THE VEIL. THE DISQUIET THAT YOU FELT WHEN FIRST ARRIVE AT GORAN'S TOMB HAS FADED, GIVING YOU SOME ASSURANCE THAT THE IMMINENT SPIRITUAL THREAT HAS ENDED. BOTH OSTELINK AND YOROTRUSK WILL BE RELIEVED TO HAVE THE ROADS BETWEEN THEM SAFE ONCE MORE...OR AS SAFE AS ANYTHING CAN BE THESE DAYS.

* CHARACTERS RECEIVE A 10% DISCOUNT AT THE MARKET AND TINKER IN BOTH YOROTRUSK AND OSTELINK DURING THE NEXT STORY.

* IF THE GROUP POSSESSES THE RED STORY MARKER, EACH CHARACTER RECEIVES AN ADDITIONAL 40 COINS FROM OSTELINK IN THANKS.

* IF A CHARACTER POSSESSES THE YELLOW STORY MARKER, THEY RECEIVE THE FOLLOWING:

* **ARTIFACT!** THE GROUP GAINS TALISMAN OF THE DEVOTED HEART (+1 FAITH, +1 NERVE, EXHAUST UNTIL THE START OF THE NEXT STORY TO ATTEMPT TO ACTIVATE THE BOUNDLESS FAITH PRAYER, AS WITH THE PRAYER CARD OF THE SAME NAME [ENHANCEMENT]).

CONGRATULATIONS!

IF YOU LOST THE BATTLE

YOU AWAKEN AT THE GYPSY ENCAMPMENT ON THE OUTSKIRTS OF OSTELINK, CONFUSED AND DISORIENTED (SEE OF DEATH AND DYING IN THE RULEBOOK AND FOLLOW THE INSTRUCTION OF TOTAL GROUP DEATH). YOU WERE FOUND BY THE UNDERTAKER, WHO WAS ABLE TO CART YOU TO THE GYPSIES IN OSTELINK. WHEN YOU ASK ABOUT THE WRAITH AND THE HEART TALISMAN, HE TELLS YOU THERE WAS NO SIGN OF EITHER. PERHAPS THE SPIRIT WAS APPEASED BY BEING REUNITED WITH THE TALISMAN. SOMETHING DEEP IN THE PIT OF YOUR STOMACH WORRIES OTHERWISE.

THE COST OF ITEMS AND SERVICES WITHIN THE MARKET AND TINKER IN OSTELINK AND YOROTRUSK INCREASE BY 20% DURING THE NEXT STORY WITH THE INCREASED COST OF TRANSPORTING GOODS BETWEEN THE TWO TOWNS DUE TO CONTINUED SPIRITUAL ATTACKS ON THE ROAD.

THE END

STORY MOMENTS

1. THE TRADER YOU FOUND DURING YOUR TRAVELS REMAINS UNRESPONSIVE, BUT WHEN ASKED HIS NAME, HE MUTTERS "SAMUEL". THE GUILD IS RELIEVED TO SEE THAT SAMUEL IS ALIVE AND IMMEDIATELY SENDS FOR A PHYSICIAN. AFTER SOME TIME, HE REGAINS HIS SENSES, BUT HAS NO RECOLLECTION OF THE EVENTS PRIOR TO HIM LEAVING YOROTRUSK. IN THANKS, HE OFFERS TO ACCOMPANY YOU, HOPING TO HELP YOU GET TO THE BOTTOM OF THIS MYSTERY. THE CHARACTER WITH THE YELLOW STORY MARKER GAINS THE TOWNSMAN COMPANION. RETURN THE YELLOW STORY MARKER TO THE GAME BOX.

2. YOU LISTEN CAREFULLY FOR THE TRADITIONAL SOUNDS OF MOANING THAT USUALLY ACCOMPANY THE RESTLESS DEAD, BUT ALL YOU HEAR IS THE LOW HOWL OF THE WIND RUSHING PAST THE MANY HEADSTONES. HOURS GO BY AND THE AIR GROWS COLDER AS DARKNESS ENGULFS THE AREA, CAUSING YOUR WET POSSESSIONS TO BECOME AN EVEN GREATER BURDEN. IF YOU DON'T FIND SHELTER FROM THE COLD RAIN SOON, IT COULD MEAN YOUR DEATH. ALL CHARACTERS BECOME SICKENED 5. BUT THEN YOUR EAR CATCHES SOMETHING OUT OF PLACE, AN ANGRY MUTTERING THAT SOUNDS TOO VISCERAL FOR SOMETHING OF SUPERNATURAL ORIGINS. YOU FOLLOW THE SOUND A SHORT WAY BEFORE DISCOVERING THE SOURCE.

3. WHEN YOU PRESS THE BUTTON, THE FURNACE BEGINS TO WHINE. IT DOES NOT TAKE LONG FOR THE FIRES WITHIN TO BECOME WHITE HOT. THE TEMPERATURE SURROUNDING THE MONSTROUS OVEN BECOME UNBEARABLE. ROLL THE D10. ON A D10:6+, THE FURNACE EJECTS 2 FLAME TOKENS INTO RANDOM SPACES WITHIN THE GREEN HIGHLIGHTED AREA OF THE APPROPRIATE FURNACE. FOR THE REMAINDER OF COMBAT, ALL SQUARES ADJACENT TO THE FURNACE CAUSE 1 DAMAGE TO ANYONE OCCUPYING THEM AT THE START EACH ROUND. REMOVE THE RED DICE FROM THE MAP.

4. STARTLED BY THE MAN'S VENOMOUS FURY, YOU STAMMER OUT AN APOLOGY WHICH SEEMS TO INFURIATE THE UNDERTAKER EVEN MORE. "SCHOOL'S IN SESSION, YOUNGLINGS. YOU'RE GONNA THINK TWICE ABOUT MESSING WITH MY CHARGES AGAIN!. GET 'EM BOY!" SKIRMISH WITH THE VICIOUS HOUND. AFTER THE FIGHT, HE COMMENTS WRYLY, "YOU DON'T FIGHT LIKE THE NORMAL MANGY, FILTHY, ROTTEN-STENCH FILLED GRAVEROBBER I EXPECTED YOU TO BE. EXPLAIN YOURSELVES." YOU CAREFULLY EXPLAIN THE PURPOSE OF YOUR SEARCH OF GORAN TOMBS, EXPLAINING THAT A SUPERNATURAL THREAT IS STIRRING HERE.

5. ALTHOUGH HE SEEMS TO BE SUFFERING FROM SHOCK DUE TO HIS TRIALS, HE LOOKS UP VAGUELY IN YOUR DIRECTION AND WHISPERS, "THE SPIRITS, THEY WHISPER TO ME. HUNTING FOR WHAT IS LOST, WHAT WAS TAKEN." THEN HE GRABS HE HEAD WITH BOTH HANDS AND LETS OUT A LOUD, ANGUISHED MOAN, "I DON'T HAVE IT! LEAVE ME BE." GAIN THE GREEN STORY MARKER.

6. YOU LISTEN CAREFULLY FOR THE TRADITIONAL SOUNDS OF MOANING THAT USUALLY ACCOMPANY THE RESTLESS DEAD, BUT ALL YOU HEAR IS THE LOW HOWL OF THE WIND RUSHING PAST THE MANY HEADSTONES. BUT THEN YOUR EAR CATCHES SOMETHING OUT OF PLACE, AN ANGRY MUTTERING THAT SOUNDS TOO VISCERAL FOR SOMETHING OF SUPERNATURAL ORIGINS. YOU FOLLOW THE SOUND A SHORT WAY BEFORE DISCOVERING THE SOURCE. ALL CHARACTERS WHO SUCCESSFULLY MADE THE AWARENESS SKILL CHECK RECEIVE 15 LORE.

7. YOU DIG THROUGH THE UNDERBRUSH IN HOPES OF FINDING A USEFUL TREASURE, HOWEVER YOU ARE INSTEAD REWARDED WITH A BITE FROM AN ANGRY SNAKE, WHO THEN SLITHERS OFF. LOSE 2 VITA AND BECOME WEAKENED (2 TRACKING TOKENS).

8. YOU TURN THE RECENTLY DEAD BODY OVER FOR INSPECTION, HOPING TO FIND SOMETHING USEFUL. SUDDENLY YOU ARE PUSHED BACK BY A STRANGE FORCE AS THE HIGHWAYMAN'S SPIRIT JOINS THE BATTLE AGAINST YOU. IF YOU ARE OCCUPYING THE SAME SPACE AS THE TOKEN, YOU ARE PUSHED 1 TOWARDS THE START ZONE, EVEN IF YOU NORMALLY RESIST THE AFFECT. REPLACE THE TOKEN WITH A RESTLESS SPIRIT MINI.

9. THE GUILD IS ECSTATIC TO GET THE MISSING SUPPLIES AS THEY ARE SORELY NEEDED. IN THANKS, EACH CHARACTER IS GIVEN A BANDAGE TOKEN.

10. YOU CAREFULLY ARTICULATE THE PURPOSE OF YOUR SEARCH OF GORAN TOMBS, EXPLAINING THAT A SUPERNATURAL THREAT IS STIRRING HERE. HIS ANGER GRADUALLY DIMINISHES, BUT HIS EYES ARE STILL HARD AS DIAMONDS. HIS HOUND, SENSING THAT HOSTILITIES ARE UNLIKELY TO OCCUR, SETTLES BACK DOWN TO REST AT HIS MASTER'S FEET. GAIN 8 LORE AND BECOME RESPECTED.

11. THE MAN DOES NOT RESPOND TO YOUR ATTEMPTS TO SHAKE HIM OUT OF HIS STUPOR. SUDDENLY, HE LOOKS UP AND LETS OUT AN ANGUISHED HOWL THAT FREEZES YOUR SOUL. ALL CHARACTERS BECOME SPOOKED 4.