

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...

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 OR 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

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.

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 RECEIVE 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 GRAVEROBBER'S 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

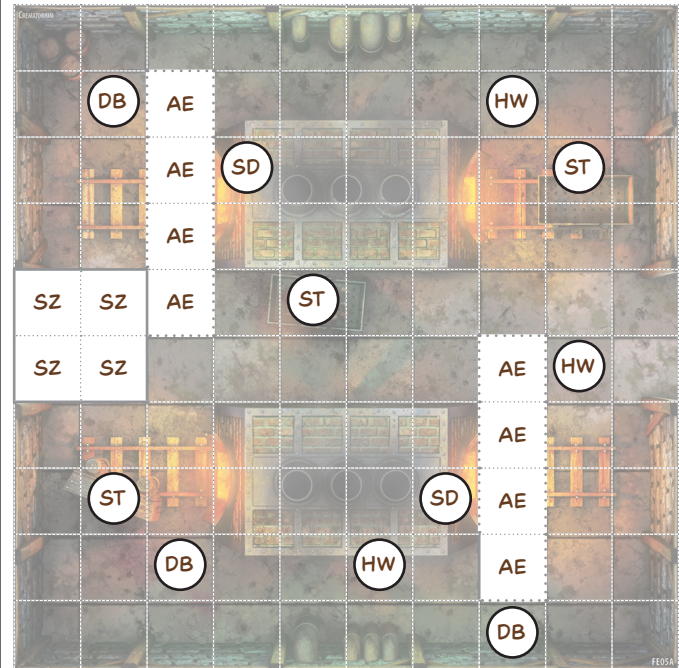
- (ST): INVESTIGATE THE SEARCH LOCATIONS. AVAILABLE ONLY DURING COMBAT.
- (DB): FLIP THE DEAD BODY TOKENS OVER: THESE ARE HIGHWAYMEN THAT HAVE FALLEN VICTIM TO THE ATTACKS OF THE BANSHEE'S. PERHAPS THERE IS SOMETHING USEFUL IN THEIR POSSESSION. FLIP THESE TOKENS OVER TO SEE WHAT YOU FIND. IF YOU FIND 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

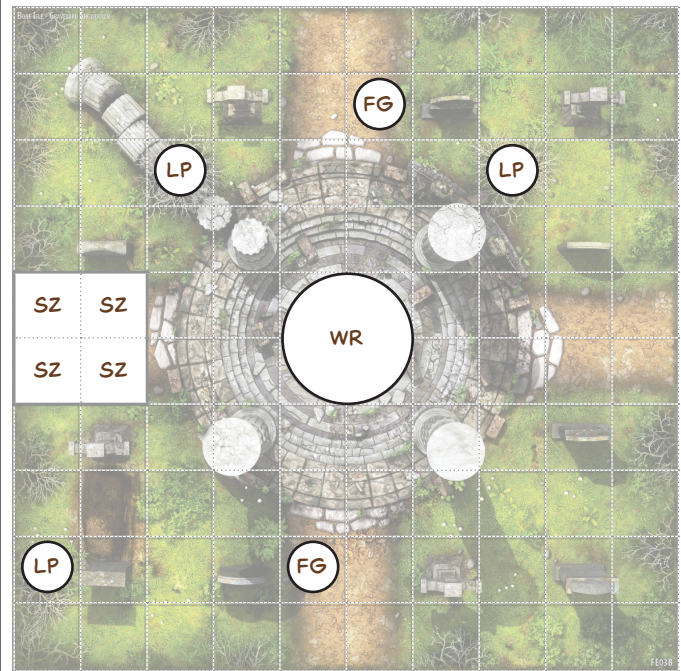
-(LT): FLIP THE LEAF TOKENS OVER: YOU THINK YOU SAW SOMETHING WITHIN THE UNDERBRUSH? PERHAPS THERE IS SOMETHING THAT COULD BE USEFUL. FLIP THESE TOKENS OVER TO SEE WHAT YOU FIND. IF YOU FIND A SNARE, READ STORY MOMENT 7.



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.