



TAINTED GRAIL

SONG OF A DYING WORLD

◆ FIRST STEPS IN AVALON ◆
TTRPG Quickstart

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TAINTED GRAIL

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FOREWORD

Delve into this fallen medieval world, rife with Arthurian legends, and plagued by corruption! Thwart the sinister fate that looms over Avalon, and humanity, by engaging in a cooperative survival role-playing game! You alone can compose the song of a dying world...

First Steps In Avalon is a quickstart for the role-playing game *Tainted Grail: Song Of A Dying World*. Discover the setting and rules, then experience your first adventure in the lands of Avalon with premade Guardians.

- ◆ **Introduction to the setting.** *Tainted Grail* is a twilight fantasy setting with a melancholic and corrupted reinterpretation of the Arthurian cycle and Celtic myths. Travel the island of Avalon, meet its people, uncover its history and face its threats.
- ◆ **Rules overview.** *Tainted Grail* uses an adapted version of the *Shadows of Esteren* rules system. Intuitive and accessible, it puts the emphasis on roleplaying and moral development. Combat focuses on dangerous confrontations and the feebleness of humans against adversity. This quickstart provides all essential rules to play your first game and understand the main mechanics.
- ◆ **Premade characters.** This quickstart includes four simplified Character Sheets. Explore the lands of Avalon with Algren the dedicated bodyguard; Thane Jarna who didn't choose this life; Sheem the reckless navigator; and Velnort the clan chronicler.
- ◆ **First Song.** This quickstart contains a complete scenario, *Sanguine Salt*, in which you play survivors who land on Avalon's treacherous shores.

TAINTED GRAIL: A TRANSMEDIA SETTING

The Tainted Grail setting is spread through several works in different media: board games, video games, and role-playing games. The *Tainted Grail* role-playing game has a strong link with the eponymous board games: following the setting chronology, it offers an original story that echoes the events depicted in the board games. For players who haven't played the latter, the former offers an ideal gateway into the setting and an obvious way into its many iterations. Players who know the board games will discover new events and characters in Avalon's history.



INTRODUCTION TO THE SETTING

Tainted *Grail* is a twilight fantasy setting inspired by the Arthurian myth and Celtic legends. The Characters belong to one of the last surviving human communities after a terrible cataclysm, the Fall of Avalon, which occurred a century ago on the mysterious isle of Avalon.

The island was once home to the legendary King Arthur and his people, who fled a deadly epidemic known as the Red Death. However, their new home was no hospitable shelter: soon, humanity had to wrest its right to exist and come to terms with Avalon's endemic forces, such as the Wyrdness—a transformative magical phenomenon frequently occurring as a dense fog—and the Fore-dwellers—four-armed titans believed to be the island's original inhabitants.

In the *Tainted Grail* role-playing game, you play characters destined to become legendary “Guardians of Avalon,” a group of individuals marked by the power of King Arthur and expected to defend humanity in difficult times.

Within the unforgiving setting of *Tainted Grail*, the remnants of humanity strive to survive and regain their former splendor. Tis a dark and violent world marked by mankind's madness and its many conflicts with forces beyond its control.

This introduction features a collection of documents and texts to immerse you in *Tainted Grail*'s dying world. Through the eyes of Avalon's inhabitants, learn more about the island, its population, and the lurking threats.

BEFORE AVALON

So much knowledge was lost in the exodus to Avalon. I don't blame my ancestors for loading the ships with people and food rather than books when they escaped the Red Death. Still, I feel a twinge of sorrow when I think of all those sacrificed works: medical and religious treatises, historical and military archives, collections of poems and plays... Upon leaving the Homelands, humanity renounced its roots. To die as scholars or to survive as illiterates? Our ancestors made the obvious choice. That is not to say we've become savages; we're simply worn out. Still, we stand tall... despite the Fore-dwellers who slaughter us like cattle and the Wyrdrness that turns us into monsters. Avalon isn't a refuge: it's a prison whose walls are this thick, deadly fog. The harsher my days are, the more I dream of "the Continent's great civilization," when the people of a thousand cultures thrived in peace, justice and abundance under the aegis of virtuous rulers. When flora and fauna flourished "naturally" under a regal sun and mild skies. The capital, Camlann, was our civilizational jewel, the beating heart and beacon of an entire world. Though it only lasted sixty years or so, this golden age seems to have gone on forever. Then, the Red Death. Infectious, lethal: it claimed thousands of victims within weeks and destroyed the empire. I mourn all the brilliant minds mowed down by disease – philosophers, historians and storytellers who carried the memory and future of the world. Camlann's desperate survivors, comprising mostly fighters, craftsmen and farmers, had no choice: they left. They abandoned their kin to their doom and condemned their heirs to oblivion. They followed King Arthur across the sea, himself guided by a disembodied voice and supernatural visions. Deaf to the din of storms, mutinies and shipwrecks, Arthur and his own landed on a strange island. There was no Red Death to be found here: only a far more fearsome ancestral calamity.

Excerpt from Lady Elinor's diary

THE FORE-DWELLERS AND THE CONQUEST OF AVALON

After landing on Avalon, humanity's ordeal was far from over. The island wasn't uninhabited and Man now had to contend with the Fore-dwellers: powerful, four-armed creatures encased in heavy armor. In short order, their army decimated most of Arthur's forces that had survived the voyage at sea. But thanks to treachery within their ranks and our king's valor, the giants lost their edge and were driven back to the heart of the island. Humanity managed to prosper in the south, around the city of Tintagel. A second wave of settlers brought resources and hope. The First King's renewed troops drove back the Fore-dwellers even further into the hinterland, on the other side of the island. Then began the construction of Camelot, the seat of royal power. But the threat of a counter-offensive weighed so heavily on Arthur's mind that he decided to lead his armies to Tuathan, the Fore-dweller capital. After many sacrifices, including our king's, a fatal blow was dealt to the colossi who were swallowed up by the Wyrdrness. Thus began the Age of Legends.

Excerpt from a history lesson given in the city of Camelot

KING ARTHUR AND THE PALE LADY

"Dead? King Arthur, the Scourge of the Fore-dwellers, the Conqueror of the Wyrdrness? By the Allmother, what a load of crock! He's gone, that's all. Where to? Only the Pale Lady knows! That Avalonian knows everything. Tha's a given, for a Fore-dweller. We owe her as much as we owe Arthur. 'Twas she who sent him visions of Avalon. She even taught him the mysteries of the Wyrdrness, taught him how to defeat her own people, even supported him in the final battle of Tuathan! ... Sure, the two of them didn't quite manage to turn Avalon into a welcoming land for us humans. But that was to be expected, since King Arthur sacrificed his own humanity to the Wyrdrness in order to master its powers... After that? Considering his many feats and sacrifices, I imagine our king must have felt the need to rest somewhere remote. Having drunk from the Grail, he was blessed with eternal life. He'll be back, mark me words! In Camelot, some say he's already awakened and that he watches over us in secret, disguised as a Guardian of Avalon! I believe he's returned to the Homelands, meself, and that he'll call for us after he defeats the Red Death and anarchy. Still, we'll have to be worthy of him, y'see... Ha! If more lords were like our Savior, we'd have reclaimed Avalon long ago!"

Words of an old fisherman

TRAVELS OF A MOTHER AND HER SON IN AVALON

MERLIN AND THE MENHIRS

"Merlin was Arthur's most trusted advisor and a great arcane theorist," the mother told her young son. "He played a major role in the conquest of Avalon by magically altering the standing stones that dot the island. The menhirs gained the power to repel the Wyrdness and weaken the Fore-dwellers; they became our first line of defense. Merlin died in battle, but his disciples proudly took over. Thanks to them and the menhirs, after Arthur's half-failure at Tuathan, humanity could thrive far away from the Wyrdness and its nightmares. Alas, over three centuries later, the menhirs' magic was extinguished and no one knows why. Avalon fell prey to chaos and the primordial Wyrdness; mages and druids were powerless to prevent the catastrophe. Then, the Fore-dwellers returned and entire communities disappeared."

"The Fall of Avalon," the boy whispered. "The Age of Mists. But a few menhirs retained their power, didn't they? And Humanity survived."

His mother gave a solemn nod.

PARIAHS

"The people were mad with despair, you see. They blamed Merlin's heirs for the weakening of the menhirs. They were hunted down and sacrificed to ancient gods. It is said that only two of them managed to hide and pass on their knowledge in secret."

"They're ones we're looking for to train me?" the young boy asked. "Aye," his mother replied. "But it will be difficult. Mages are the target of old grudges and prejudice, today still. Most people don't know the difference between a mage and a fanatical wielder of Wyrd magic. They shun both without question, making pariahs out of us."

SURVIVORS

Eventually, the woman and her son reached a group of traveling craftsmen and their Mistfarer. Suddenly, someone shouted. "The Mist is rolling in!" The frightened boy clutched his mother. Calmly, she pulled a Wyrdcandle from her pouch, lit it... and became the center of their world. The Wyrdness sprawled around the travelers, harmless. The men huddled in the protective light, entranced by the ripple of the bluish flame. In their eyes, the young woman thought she saw a glimmer of jealousy. "There, a beast!" she called. While they were distracted, she ran into the mist until she lost her breath; she gripped the flickering candle with one hand and held on to her child's fingers with the other. Behind them, shouts of surprise turned to cries of agony.

QUEEN MORGAIN AND THE RAVEN LORD

With the Wyrdness and the Fore-dwellers, the age-old hatred returned as well. Humanity went mad and the island descended into civil war. Powerful cities rejected the authority of the Crown. Camelot itself was perverted. Pillage, sacrifice, famine and fire tore apart everything Arthur had given his life for. Anyone who didn't die to chaos and barbarism was swallowed up by the Wyrdness. Avalon sank into a dark age: the Age of Mists. One century later, the island has been divided into many, smaller kingdoms: some remain loyal to Camelot; others fight alone for their survival; others still dream of hegemony.

In the northern reaches, Lord Mordred learned necromancy and made pacts with dark powers to survive the Fall of Avalon. Become the eternal lord of Crow's Nest, he assembled an army to seize the capital. His fanatical legions raided neighboring territories and performed human sacrifices to the goddesses of death.

Queen Morgaine, Arthur's sister and a practitioner of the arcane, governed Camelot with her council. Pushing for the recolonization of the island at great cost, she strives to preserve the unity of the people and peace between her vassals. A skillful politician, Morgaine also knows how to win the people's support through propaganda. At her behest, bards and storytellers travel with caravans to spread praise about the feats of her court and knights.

Excerpt from Knight Aodh's "Letters to the Continent"

ALWAYS BEWARE THE WYRDNESS

“The Wyrddness isn’t just a thick, mile-wide fog that holds the people of Avalon hostage. It moves with the wind, but seems to have a consciousness of its own. It sprawls and spreads to seize unwary victims, seeping in everywhere, deep into the earth and deeper still in people’s minds. Some believe that it speaks to them in a primordial, arcane language. But the Wyrddness holds no answers; it only breeds evil and monsters. Nothing is spared from its corrupting touch. Everything it swallows—plants, beasts, men—is spat back out: broken, distorted, maddened, altered. The movements of the mist are as unpredictable as its effects on living things. In some regions, the Wyrddness is said to change stone and to disturb the flow of time. Under its yoke, the island undergoes constant, chaotic metamorphosis. Only an insane person would venture into the Wyrddness without a Wyrddcandle or some protective talisman, even for a short, supposedly safe travel.”

Lessons from a Mistfarer to his apprentice

ONE ISLAND, TWO WAYS OF LIFE

The caravan left the forest and stopped at the edge of the village in the late afternoon. The leaders of the two communities held private talks throughout the evening. The next day was spent on bartering and exchanging news and warnings. At night, people celebrated. At dawn, each clan honored its gods: the villagers prayed to the Allmother, while the nomads made sacrifices to the Stagfather. Then the caravan broke camp and set off again. When would it return? No one knew. For years now, since the fog lifted, the villagers had encountered all sorts of travelers: merchants and craftsmen from Camelot and their escort of mercenaries; hunters on the trail of big game – such as the ones they just welcomed; explorers and settlers in search of new lands to conquer; armored knights surrounded by bards and squires. So far, the thriving village had been spared from raiders and Wyrddness worshippers. Their neighbors hadn’t been so lucky: now, even the crows shunned the abandoned ruins.

AVALON’S DEFENDERS

Mistfarers are a vital element in reconquering the island. They’re explorers, guides and sentries. They know the Wyrddness so well that they are said to be able to predict its movements. In their wake, the druids have managed to revive a few menhirs, facilitating the settlement of communities in the most remote territories. However, such villages are especially vulnerable to the Wyrddness and the wandering Fore-dwellers that surround them. Imbued with the chivalric ideals that survived the Fall of Avalon, new warrior orders emerged across the island, celebrating the memory and values of the heroes of the Age of Legends. Fortresses were built across Avalon as outposts of human recolonization. All knights are welcome there, regardless of oath or rank: men and women who have survived the toughest training and trials before they were knighted. As paragons of virtue and beacons of hope, these heroic fighters have won

the hearts of the Avalonians. Though they recognize the authority of Camelot, their loyalty lies first and foremost with the people. Their feats and sacrifices are told by storytellers and sung by bards; all doors are open to them. Knights are the only ones who can stand up against the Fore-dwellers that lurk in the Wyrddness, making them the first line of defense for scattered communities. Day and night, they travel the roads to ensure their safety, building on the work of explorers, Mistfarers and druids. As a last resort, pilgrims and villagers can count on Wyrddhunters. Along with Mistfarers, these are the foremost experts on the magics that make up Avalon’s mists. They’re zealot avengers, hunting down abominations that slay peasants and knights alike.

Report on the state of Avalon’s defenses at the end of the Age of Mists



RULES OVERVIEW

The **Tainted Grail: Song of a Dying World** role-playing game uses its own version of the *Shadows of Esteren* rules, with elements specific to its setting such as the dreadful Wyrdrness.

The system is designed to be accessible and intuitive, using only 10-sided dice (D10). The emphasis is put on narration and roleplaying, providing players with concrete tools to understand their characters' emotions and behavior, with a focus on their personal, moral and human journey.

It's also designed to convey the danger of armed confrontation. Although invested with singular power and destined for great things, the Characters are nonetheless vulnerable individuals: every battle can result in death. Players are urged to exercise caution and strategize when taking up arms. The island of Avalon is an unforgiving place, where death and the Wyrdrness reign supreme. By helping each other and showing feats of bravery, the Characters will triumph over the countless threats that await them.

This overview provides all essential rules, some of them simplified, for your first game of **Tainted Grail**. It contains everything you need to play the *Sanguine Salt* scenario. Find the full version of the game system in the **Tainted Grail: Corebook**.

WAYS

In *Tainted Grail*, a Character's mental or physical skills aren't defined by ability scores. Instead, the five Ways determine their major personality traits, how they see the world and how they act:

- ◆ **Awareness** measures a Character's link with their environment, the wild and the unpredictable world of Avalon;
- ◆ **Combativeness** measures a Character's ardor and pugnacity, their motivation and will to act;
- ◆ **Conviction** measures a Character's fervor, commitment and beliefs;
- ◆ **Creativity** measures a Character's imagination, the way they confront a problem and how they see the world. It also tells of their inventiveness and resourcefulness;
- ◆ **Reason** measures a Character's intellect, their ability for rationalization, the pliancy of their mind and perceptions. It also tells of their capacity to learn, their curiosity and natural propensity for matters of the mind.

Ways not only give a broad view of a Character's personality, they're also used for action resolution, as a Character's Ways modify the player's rolls.

A Character's Ways range from 1 to 5, with a different rating assigned to each Way. The rating of each Way embodies different skills and flaws. For example, a high Combativeness can represent an optimistic or stubborn Character; a low Combativeness can mean a more collected, if not downright meek personality.

Each player is encouraged to question and interpret the unique differences between their Character's Ways. Above all, Ways are keys to guide Character roleplaying.

SKILLS

Skills cover the knowledge and abilities that a Character has accrued over the course of their life. They are used on a daily basis and come into play when resolving an action.

In *Tainted Grail*, skills are divided into 20 generic Domains. Each of them extends into several Disciplines, specializing the Character in a more specific field of a specific Domain. A Domain rating can reach a maximum of 5. When a Domain rating reaches 5, the Character can continue their progression by acquiring one or more specific Disciplines, to specialize in the chosen Domain. A Discipline rating can range between 6 to 15.

By default, each Domain is linked by default to a Way, the rating of which is used for any Resolution roll involving that Domain.

INTERPRETING A SKILL'S RATING

- ◆ 0: the Character has no knowledge of that Domain.
- ◆ 1 to 2: the Character is a beginner with superficial knowledge.
- ◆ 3 to 5: they have a decent knowledge of the Domain, but can stand to improve.
- ◆ 6 to 9: they can use their knowledge at a professional capacity.
- ◆ 10 to 12: the Character is an expert.
- ◆ 13 to 14: the Character is a master.
- ◆ 15: the Character is a living legend.

LIST OF DOMAINS

Close Combat (Combativeness). A measure of the Character's hand-to-hand combat techniques. Also reflects the Character's skill and technique in handling weapons.

Communication (Creativity). A measure of the Character's rhetorical skills and techniques (public speech, oratory...), as well as social customs, and respect for Avalon's many codes and traditions.

Compassion (Conviction). A Character's ability to understand and feel another creature's (human or animal) emotions. Used to empathize with others, to grasp their feelings and comprehend their way of thinking or how they see the world.

Craft (Creativity). A measure of the Character's knowledge of traditional techniques and expertise in manual work. Also reflects a Character's ability to create, alter or repair manufactured objects.

Erudition (Reason). A measure of the Character's education and general knowledge. Used in many fields, such as knowledge of living things, history, the arts and literature. In Avalon, writing remains the prerogative of the elite; most individuals hire a scribe.

Faith (Combativeness). A Character's ability to surpass themselves physically and perform exceptional physical deeds. Also reflects their strength, agility and dexterity.

Healing (Reason). A Character's ability to heal a living being (human or animal), to clean scratches and dress fatal or infected wounds, as well as cure unknown afflictions or Wyrd-borne diseases.

Inspiration (Conviction). A Character's ability to inspire their fellow human beings with courage and determination.

Leadership (Conviction). A Character's ability to motivate and lead a group of individuals, to impose one's authority.

Magic (Reason). A measure of the Character's knowledge on various arcane practices within the context and hardships of the island. Druids, wizards and mages can wield tremendous powers, but are often at risk because of it.

Monsters (Awareness). A measure of the Character's knowledge of Avalon's abominations and their ability to identify what lurks in the mists. Also reveals a creature's weak points.

Mounted Combat (Combativeness). A measure of the Character's combat techniques astride a mount. Covers both traditional weapons and those designed for mounted combat. Also used for various horseback maneuvers.

Natural Environment (Reason). A Character's ability to move in the wilderness, through a hostile environment or one that hasn't been tamed by men. A Character proficient in this Domain has basic knowledge of agriculture, animals, camp life, etc.

Perception (Awareness). A Character's ability to observe, pay attention to details and stay vigilant on a daily basis.

Performance (Creativity). A Character's ability to create artistic works, to inspire, and to entertain.

Religion (Conviction). A measure of the Character's knowledge of Avalon's cults and religious practice.

Shooting and Throwing (Combativeness). A Character's ability to fight at a distance. Also reflects their dexterity in throwing a grappling hook or small projectiles.

Stealth (Awareness). A Character's ability to go unnoticed. Can be used to evade a foe's vigilance or to set up an ambush.

Travel (Awareness). A measure of the Character's knowledge and techniques useful for travel and outdoor living.

Wyrdness Mysteries (Creativity). A Character's ability to understand the Wyrdness and its mysteries.

RESOLUTION OF ACTION

When a Character attempts a particularly significant action, or when the outcome is uncertain, the leader can ask the player to make a **Resolution roll**. The player rolls a ten-sided die (1D10) and adds to the ratings of the Domain (or Discipline) and the associated Way to the result. The player then compares the total against the Difficulty Threshold set by the leader. The Resolution roll can be summarized as follows:

Domain (or Discipline) + Way + 1D10 against the Difficulty Threshold

Maeve the knight wants to climb a wall to access an old, ruined castle. If she succeeds, she will be able to escape the surrounding Wyrd and avoid the monsters that lurk in it. The success of this action could have a major impact on the adventure, so the leader asks her to make a Resolution roll. To do so, she must succeed on a Feats roll (or a Climbing roll if she has the corresponding Discipline).


- ◆ Maeve's Feats rating is 2.
- ◆ She doesn't have the Climbing Discipline.
- ◆ Her Way of Combativeness rating (associated to the Feats Domain) is 4.
- ◆ Thus, her Resolution roll is: $2 + 4 + 1D10$.


If the result is **higher or equal** to the Difficulty Threshold, it's a **success**. If it's **lower**, it's a **failure**.

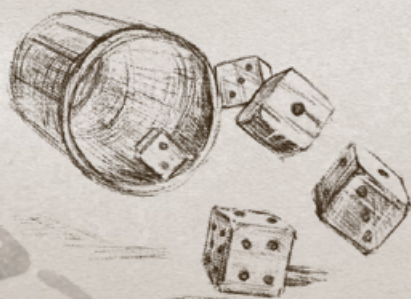
The leader sets the Difficulty Threshold according to the difficulty of the action undertaken as well as the conditions in which it is performed.

Difficulty Level	Difficulty Threshold
Easy	8
Standard	11
Complicated	14
Difficult	17
Very Difficult	20
Exceptional	25
Heroic	30
Superhuman	35

Night is falling. Holds are few and far between on the wall. The leader determines that Maeve's climb is Complicated. They set the Difficulty Threshold to 14. Maeve's player rolls a 6, for a total result of 12. Unfortunately, she doesn't climb over the wall: she must find another shelter.

 **Automatic success.** A Character may be skilled enough in a Domain (or Discipline) and have a strong enough Way for the addition of the two to exceed the Difficulty Threshold without having to roll 1D10. In this case, success is considered automatic.

 **Contested Actions.** When two Characters perform opposed actions, each makes a regular Resolution roll. The one with the highest result wins the contest. A draw means a tie between the two opponents.



COMBAT

Life in Avalon is a constant struggle; confrontations are brutal and merciless. The combat system emphasizes the danger of such battles.

Combat happens in **Rounds**, during which each player can attack, defend, move, etc. A Round lasts a few seconds and is broken down into several phases:

1. Determination of the order of action
2. Resolution of action
3. Calculating Damage
4. End of Round

1. DETERMINATION OF THE ORDER OF ACTION

To determine the order of action, each player rolls 1D10 and adds their Character's Speed rating; the leader does the same with all other fighters. The player with the highest score gets the initiative and becomes first in the order of action.

In case of a tie, the fighter with the highest Speed rating wins; if the tie persists, the fighters roll a D10 and the highest result goes first.

Speed + 1D10

While looking for shelter, Maeve comes face to face with a bandit. She has a Speed of 7 and rolls a 3 on her D10, for a total score of 10. The bandit has a rating of 6 and rolls a 3, for a total of 9. Maeve is the faster of the two: she goes first in the order of action.

2. RESOLUTION OF ACTION

An attack requires specific type of Resolution roll: the Attack roll, which is the sum of the Domain (or Discipline) rating used to fight (Close Combat, Shooting and Throwing...) + the rating of the corresponding Way (Combativeness) + the result of 1D10. The total score is compared to the foe's Defense instead of a Difficulty Threshold.

Combativeness + Domain (or Discipline) used to fight + 1D10 against the foe's Defense

If the result is **higher to the foe's Defense**, the **Attack roll succeeds** and the foe is hit.

Maeve's Combativeness rating is 4 and her Swords Discipline's rating is 7. She rolls 1D10 and gets a 3. The bandit's Defense is 12. Maeve's total score, 14, is higher than the bandit's Defense: the bandit is hit!

3. CALCULATING DAMAGE

If the Attack roll is successful, the attacker injures their opponent. To know how much damage is inflicted, they add the damage of their weapon to their Attack roll; then the foe's Defense and Protection rating are subtracted.

Attack roll + Weapon damage—opponent's Defense—opponent's Protection = damage inflicted

For each damage point, the player ticks a box in the Health condition chart of their Character Sheet, starting from the left. The damage received can stack and the player will continue to tick boxes each time the Character suffers damage. Damage is inflicted when an attack succeeds and can impose modifiers on the opponent, depending on the severity of the injury.

Maeve's initial Attack score was 14, plus the damage dealt by her sword (+3, for a total of 17). The leader subtracts the bandit's Defense (12), meaning the bandit only suffers 5 damage. Maeve lands a strong blow against the bandit's Health condition.

4. END OF THE ROUND

Once all actions have been resolved, the Round ends and a new one can begin. Play as many Rounds as necessary to resolve the fight.

HEALTH

Although destined to become the Guardians of Avalon, the Characters remain mortal and are exposed to the trials of life.

The Character Sheet comprises a “Health condition” chart specifically included to track the Character’s physical condition. By default, it consists of 17 boxes and ranges between five conditions, from “Good” to “Agony.”

For each damage point suffered, the player ticks a box in their Character’s Health condition chart. When a line is full, the player moves on to the next line. From the “Okay” condition onwards, the Character immediately suffers a –1 penalty (–1 for Okay, –2 for Bad and –3 for Critical).



Agony and Death. When the “Agony” box is ticked, the Character collapses, unable to perform any action. Another Character must succeed on a Difficult (17) Healing roll to stabilize them and avoid the worst.

- ◆ On a **success**, the Character regains consciousness after 1D10 hours. Then, they enter “Critical” Condition (the player unticks the “Agony” box) and must rest until they recover.
- ◆ On a **failure**, or if no one intervenes within 10 minutes, the Character dies.



Healing and Resting. Each day, a Character can regain up to 3 Health points through healing and resting.

- ◆ A Standard (11) Healing roll, made shortly after a wound or fall, allows the healing of 1 damage point. Each day, the Character can make another Healing roll to regain 1 Health point.
- ◆ A Character can regain 1 Health point if they remain bedridden or keeps to small gestures during the day.
- ◆ They regain another Health point for each full night of sleep (eight hours in favorable resting conditions).



The creatures that dwell in Avalon can reach various Health conditions, with a different number of boxes or penalties. However, their Health follows the same rules as Characters.

SANITY

During their adventures, Characters will be exposed to certain phenomena, visions and powers that may affect their mental balance. Life in Avalon is fraught with danger: while the body is constantly tested, the mind is just as vulnerable. A damaged psyche may affect Character behavior, but also their actions during the game.

A dedicated chart on the Character Sheet allows players to track and manage their Characters’ Sanity. Each Character has a **Mental Resistance** rating: this reflects their psychological resistance in the face of worldly horrors and is used for rolls aimed at coping with or overcoming their disorder.

When a Character’s sanity is tested, the player must make a **Mental Resistance roll**, which is similar to a Resolution roll. The leader sets the Difficulty Threshold depending on the horror of the situation and the potential emotional impact on the Character: is it easy or difficult for the Character to keep their composure in this context? The player rolls 1D10 and adds it to their Mental Resistance score, then compares the total to the Difficulty Threshold.

- ◆ If the result is equal to or higher than the Difficulty Threshold, it’s a success. The Character stands resolute and can act as they want.
- ◆ If the result is lower than the Difficulty Threshold, it’s a failure. The Character becomes Afflicted and suffers a –1 penalty to all their actions for 1D10 hours.

After her fight with the bandit, Maeve heads deep into the forest. As she nears a clearing, she hears ominous growls. She hides behind a tree and looks around to identify the source. In the clearing, she spots a tall, misshapen creature: it looks like a giant bear with bony spikes protruding from its fur due to Wyrdbear exposure. A Wyrdbear! It’s currently butchering a deer carcass, but the mere sight of it imposes a Standard (11) Mental Resistance roll on the knight. Maeve has a Mental Resistance of 10, to which she adds the result of her 1D10, 5, for a total of 15: it’s a success! Maeve takes a deep breath to calm her nerves, then stealthily moves away from the clearing.

THE WYRDNESS

The Wyrdness plays a central part in *Tainted Grail*: it is the eternal adversary of human powers and the greatest peril to threaten humanity as it teeters on the brink of collapse. On their travels, the Characters will wander Avalon and Wyrdness-afflicted areas. The dangers are many and the Characters will have to use all their cunning and bravery if they hope to survive.

EFFECTS OF THE WYRDNESS

The Wyrdness covers all of Avalon and its effects vary constantly. A village overwhelmed by the Wyrdness can see its architecture turned upside down, with entire streets disappearing, only to reappear later somewhere else or in some other, unexpected form. Elsewhere, wildlife may mutate or free itself from the passage of time, turning into an eternal blossom. Without adequate protection, humans suffer its corruptive influence and must quickly find shelter or a way to stave off its effects.

In the *Sanguine Salt* adventure, the Characters may face the following Wyrdness effects:

- ◆ **Restless Mind.** The fog thickens around the Characters, veiling the rays of the sun or moon. Unnerved by the tricks and opacity of the Wyrdness, the Characters must succeed on a Complicated (14) Mental Resistance roll. On a failure, they ignore fatigue and gain a temporary +2 bonus in a Domain of their choice. On the other hand, they can no longer sleep and therefore cannot recover Health points by resting. This effect lasts 72 hours.
- ◆ **Flare.** The Wyrdness suddenly comes to life and directs all its fury against the Characters. Each Character without adequate protection against the effects of the Wyrd (protective talisman, oghamic mark, etc.) immediately suffers 2 damage points.

It is the natural environment for many of the island's perverted creatures and abominations. Its progression, feared by the island's many human communities, frequently comes with the appearance or resurgence of such monsters. In the *Sanguine Salt* adventure, the Characters may encounter **Mist Stalkers**: dangerous predators that hide in the fog to catch their prey by surprise.

MIST STALKER

- ◆ **Description:** the Mist Stalkers move in groups of 2 to 5 individuals. They are armed with razor claws.
- ◆ **Attack: 15 | Damage: 4 (claws) | Defense: 14 | Protection: 2 (thick hide) | Speed: 10 | Potential: 3**
- ◆ **Health: 20/15/10/5 | Mental Resistance: 8**
- ◆ **Perception: 12 | Stealth: 14 | Feats: 12**



REPELLING THE FOG: WYRDCANDLES

Despite its split and the loss of ancient rituals to repel the Wyrddness, humanity doesn't stand defenseless against the phenomenon. Over the decades, the colonies of Avalon have used their knowledge of the Wyrddness to develop new tools of protection.

Fashioned from black wax and infused with ancient magic, **Wyrdcandles** can repel the Wyrddness for as long as they burn. Their form varies according to the community and the resources available: one can find simple wax candles, torches, or even braziers placed at the entrance of the walls. Mistfarers who travel the Wyrddness every day prefer to lock them in lanterns and mount them on the front of their carriage. Wyrdcandles can repel the Wyrddness within a 6-yard radius for 8 hours. Afterwards, the candle is consumed and can no longer be used. A blown out or extinguished Wyrdcandle no longer grants any protection.



PREMADE CHARACTERS

In the following pages, you'll find four premade Characters based on the simplified rules of this Starter Set. Each Character holds all the information needed to play them in the *Sanguine Salt* scenario.

Each Character is defined by the following elements:

- ◆ **Concept.** The Character's age and role in the community provide a general concept.
- ◆ **Ways.** The five Ways define a Character's main personality traits. Each comes with two dominant Traits to help the player roleplay their Character.
- ◆ **Skills.** Skills are a set of information, talents and abilities acquired by the Character over the course of their life, which can help them succeed when they take an action.
- ◆ **Combat.** A Character's Attack, Defense and Speed determine their efficiency in combat. The characteristics of weapons (damage) and armor (protection) are also specified.
- ◆ **Health.** A Character's physical condition is shown by their Health condition chart.
- ◆ **Sanity.** A Character's mental health is shown by the rating of their Mental Resistance, letting them cope with situations that threaten their sanity, and by a box to tick if they are afflicted.
- ◆ **Background.** This part describes the key events in a Character's life and their main motivations.
- ◆ **Equipment.** Each Character has a small amount of equipment that can be put to good use during their adventures in Avalon.



PARTY OVERVIEW

The four premade Characters share a common story. The leader can read the following text aloud as an introduction to the adventure they're about to embark on.

You hail from a faraway kingdom surrounded by waves and heir to a thousand-year-old history. Your clan was founded on Legacy Island, off the coast of the Homelands, at a time when Camlann and the Pendragon dynasty ruled over the world. Since then, it has birthed many heroes and marked the history of the Continent with the deeds of its valiant navigators who, for centuries, have borne high the banner of humanity.

But that time of peace and isolation is coming to an end. The Kingdom of Logres, one of the few continental bastions to have survived the Red Death, has launched a raid on Legacy Island. Your people have been forced onto the warpath. Surprised by the brutality of the attack, your clan suffered a series of setbacks that drove it to leave the island and head for greener shores.

Worse still: Lidoine, the clan leader, was killed during the ferocious defense of the Carduel pond. This marked the defeat of your people and its departure for Avalon, a land overseas, which the oracles say is conducive to life and the rebirth of the clan. Stripped of your land, you had no choice but to board the last ship bound for the island, where the rest of the survivors will be waiting for you.

ALGREN

- ◆ **Concept.** Warrior in the thane's guard, 23 years old.
- ◆ **Ways.** Awareness: 1. Combativeness: 5. Conviction: 4. Creativity: 3. Reason: 2.
- ◆ **Traits.** Loyal, Proud.
- ◆ **Skills.** Close Combat (Combativeness): 5, Mounted Combat (Combativeness): 1, Stealth (Awareness): 3, Natural Environment (Reason): 3, Perception (Awareness): 2, Feats (Combativeness): 3, Shooting and Throwing (Combativeness): 1, Travel (Awareness): 1.
- ◆ **Combat.** Attack: 10 (contact; clan blade: dam. 2). Defense: 8. Protection: 1. Speed: 6.

Sanity

Mental Resistance : 9

Afflicted ○ (-1 to all rolls)

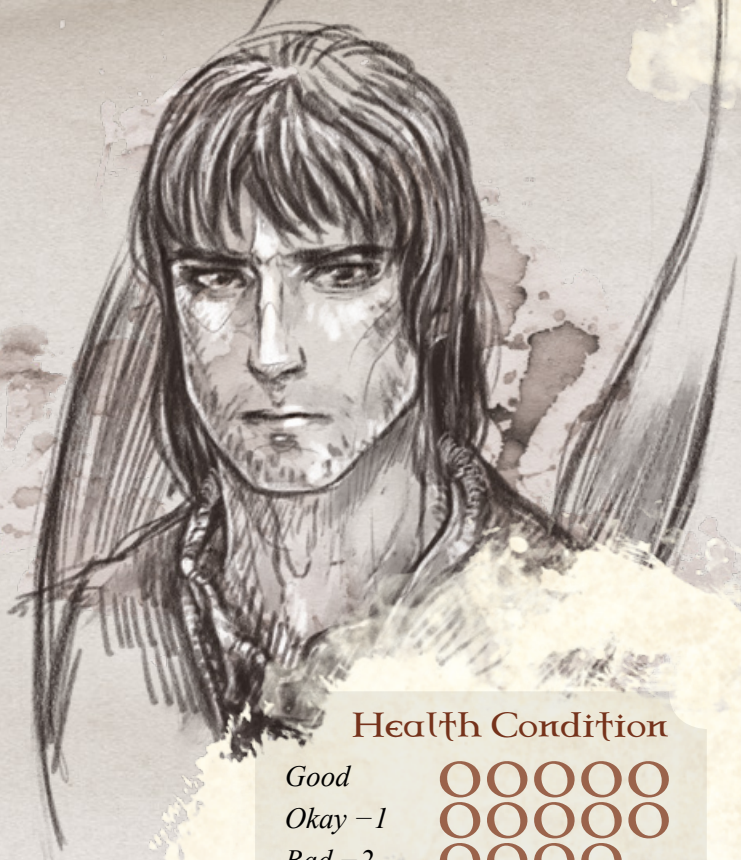
BACKGROUND

Many centuries ago, your family was stripped of its rank because of perjury and incurred a blood debt with Thane Megoran, retired knight and founder of the Legacy clan. True to the sacred pledge of your forefathers, you have honored this oath with flawless loyalty and bound your sword to the service of those who now consider you their equal and brother.

Your devotion and bravery quickly set you apart from the rest. Five years ago, you joined the guard of Thane Lidoine of Legacy, pledging your life to ensure his safety until the fateful events of Carduel.

Cut off from the fray and your comrades-in-arms by the charge of the dreaded Logres horsemen, you cut a bloody path to the heart of the battlefield to try and save your thane. Heroic as you were, fate proved stronger. You couldn't save Lidoine, who used her last breath to deliver you from your eternal oath and urged you to live as a "free man."

Despite your affection and respect for her, you chose to ignore her final wishes. As the last of the vanquished clan retreated to the sea, you were the first to kneel and pledge your blade to Thane Jarna. Eager to wash away



Health Condition

Good	○○○○○○
Okay -1	○○○○○○
Bad -2	○○○○
Critical -3	○○○○
Agony	○

the dishonor that has besmirched your name and that of your ancestors—incensed by your inability to protect Lidoine—you vowed to give your life to safeguard the new thane.

At her side, you embarked on the last ship available and set sail for a mysterious island beyond the Gulf of Tears. In the last days of the war, the clan augurs prophesied the rebirth of Legacy under the enlightened governance of Thane Jarna. You doubt such visions, but you know that your destiny is now tied to Jarna's. Your path lies with her, onward to Avalon, where you must guard her from all who would stand in her way.

EQUIPMENT

When you left the Homelands, you took some items with you:

- ◆ **A clan blade.** Short Sword, damage 2.
- ◆ **A makeshift armor.** A worn leather armor, Protection 1.
- ◆ **A travel kit.** This leather bag contains everything you need to explore Avalon: a few days' rations, a waterskin, padded travel clothes and all the tools for making camp (mess kit, bedroll, flint and tinderbox).

JARNA

- ◆ **Concept.** Thane, 19 years old.
- ◆ **Ways.** Awareness: 4. Combativeness: 5. Conviction: 1. Creativity: 2. Reason: 3.
- ◆ **Traits.** Pugnacious, Uncertain.
- ◆ **Skills.** Close Combat (Combativeness): 4, Leadership (Conviction): 5, Communication (Awareness): 1, Inspiration (Conviction): 2, Natural Environment (Reason): 1, Feats (Combativeness): 2, Shooting and Throwing (Creativity): 3, Travel (Awareness): 1.
- ◆ **Combat.** Attack: 9 (contact; thane's hook: dam. 3). Defense: 12. Protection: 1. Speed: 9.



Sanity

Mental Resistance : 6
Afflicted ○ (-1 to all rolls)

BACKGROUND

The daughter of thane Lidoine, you were raised following the traditions of Legacy and destined from birth to become clan leader. Despite appearances and your placid smile, you're terrified. The truth is, you never wanted to be thane, let alone bear responsibility for the fate of your people. For as long as you can remember, your silent pleas to the sea gods have all been the same: that they bless your mother with exceptional longevity or, failing that, that she gives birth to a male heir, thus sparing you the burden of leadership.

In an unforeseen twist, the gods seem to have conspired to deceive you, darkening the day you rose to the rank of thane. The aging augurs couldn't foretell the fate of Legacy Island, as they were too focused on the existence of an island "beyond the world" that would supposedly harbor the "rebirth of your clan." Entangled in their visions, the messengers of unjust gods foresaw neither the barbaric ambitions of the Kingdom of Logres nor the desolation threatening your remote island. Despite the precautions taken and the swift reaction of your fleet, your peers couldn't repel the invaders: thus your people had to abandon their home.

Health Condition

Good	○○○○○
Okay -1	○○○○○
Bad -2	○○○○
Critical -3	○○○○
Agony	○

To ensure their escape, you and your mother rallied the remaining forces to fight a last stand at the Carduel pond. But your heroic effort quickly turned into a resonant defeat: in the heat of battle, your mother was struck in the heart by a stray arrow. Her bodyguard rushed towards the enemy, leaving you, the new thane of the Legacy clan, to flee with Algren in the hope of reaching the coast and boarding the last ship bound for Avalon.

You don't know what happened to your clan members and you dread to discover their fate upon reaching the Avalonian shores. One thing is sure: fortune and the gods themselves seem bent on hastening your downfall. Now, it's up to you to save the line of Legacy.

EQUIPMENT

When you left the Homelands, you took some items with you:

- ◆ **The thane's hook.** Broadsword, damage 3.
- ◆ **A makeshift armor.** A worn leather armor, Protection 1.
- ◆ **A travel kit.** This leather bag contains everything you need to explore Avalon: a few days' rations, a waterskin, padded travel clothes and all the tools for making camp (mess kit, bedroll, flint and tinderbox).

SHEEM

- ◆ **Concept.** Navigator, 24 years old.
- ◆ **Ways.** Awareness: 5. Combativeness: 2. Conviction: 3. Creativity: 4. Reason: 1.
- ◆ **Traits.** Intuitive, Maverick.
- ◆ **Skills.** Close Combat (Combativeness): 2, Leadership (Conviction): 3, Stealth (Awareness): 1, Natural Environment (Reason): 2, Monsters (Awareness): 1, Perception (Awareness): 4, Healing (Reason): 2, Travel (Awareness): 5.
- ◆ **Combat.** Attack: 4 (contact; clan blade: dam. 2). Defense: 11. Protection: 0. Speed: 7.



Sanity

Mental Resistance : 8
Afflicted ○ (-1 to all rolls)

BACKGROUND

From an early age, you've always shunned the calm inertia of your home for the uncertainty and bounty of the sea. Aboard your ship with your younger brother Negil, you ensure the clan's sustenance and prosperity. Day after day, you fish in the teeming expanses off the coast of Legacy Island. Your navigational skills and thoughtfulness for other clan members have won you their affection, as well as the esteem of Hessal, the revered captain of the Legacy fleet.

Recently, the thane's augurs have experienced strange visions of an island beyond the reach of your ships, promising the clan's rebirth in these distant latitudes. At Thane Lidoine's behest, you set off into the unknown and scoured the Old Sea, in desperate search of "Avalon," that most mysterious sanctuary glimpsed in dreams. Instead, headwinds and the gods brought you to the shores of the Homelands, King Arthur's former domain now doomed to the Red Death. There, you witnessed the fall and folly of mankind. Faced with this sinister sight, you made a solemn oath before the celestial powers to protect your clan from desolation and lead it to safer shores on the day of the great departure.

Never could you have imagined that your days of carefreeness would come to such an abrupt end with

Health Condition

Good	○○○○○
Okay -1	○○○○○
Bad -2	○○○○
Critical -3	○○○○
Agony	○

the arrival of Logres fleet, hell-bent on claiming your epidemic-free island. For weeks, clan warriors fought a bitter struggle to repel the invaders. The war is now over. Your ships have been shattered or set sail blindly, hoping to reach Avalon or to escape the slaughter. As for you, your navigational skills and your ship's speed led you away from your pursuers; you managed to rejoin with the new thane, Jarna, who had stayed behind to ensure the departure of the survivors aboard Hessal's ships. Thanks to you, the voyage to Avalon is over and, with it, the uncertain fate that loomed over the survivors and your brother. Despite your trust in Hessal, you can't shake off a strange feeling you've had ever since you left Legacy Island. As the outline of Avalon takes shape in the horizon, you feel your guts are trying to tell you something.

EQUIPMENT

When you left the Homelands, you took some items with you:

- ◆ **A clan blade.** Short Sword, damage 2.
- ◆ **A travel kit.** This leather bag contains everything you need to explore Avalon: a few days' rations, a waterskin, padded travel clothes and all the tools for making camp (mess kit, bedroll, flint and tinderbox).

VELNORT

- ◆ **Concept.** Chronicler, 28 years old.
- ◆ **Ways.** Awareness: 3. Combativeness: 2. Conviction: 4. Creativity: 1. Reason: 5.
- ◆ **Traits.** Thorough, Cautious.
- ◆ **Skills.** Craft (Creativity): 1, Close Combat (Combativeness): 3, Communication (Awareness): 2, Stealth (Awareness): 1, Erudition (Reason): 5, Perception (Awareness): 2, Healing (Reason): 4, Travel (Awareness): 1.
- ◆ **Combat.** Attack: 5 (contact; clan blade: dam. 2). Defense: 13. Protection: 0. Speed: 5.

Sanity

Mental Resistance : 9

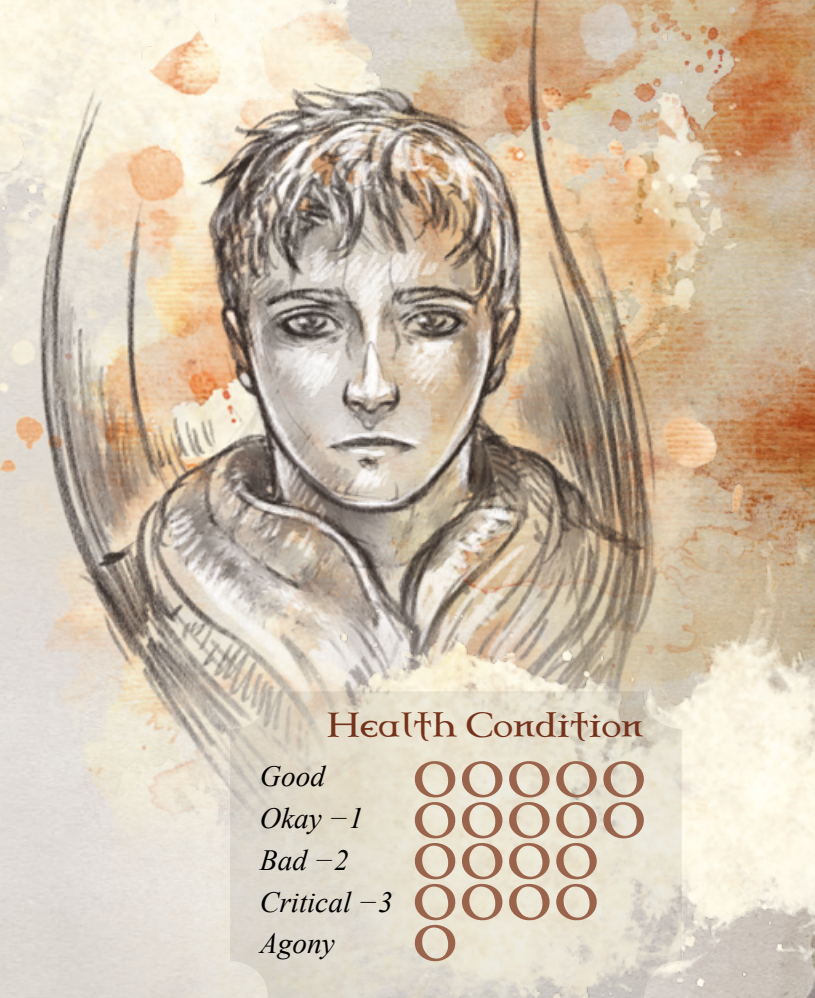
Afflicted ○ (-1 to all rolls)

BACKGROUND

You have but faint memories of your parents. As renowned navigators, they dedicated their lives to exploring the azure stretches of the Old Sea. Aboard their proud vessel, they set out to uncharted territories across the legendary Gulf of Tears, an oceanic ridge then considered the end of the known world. Their ship never returned and you were entrusted to the thane of your clan.

Under Lidoine's rule, you were taught to read and write, before moving on to navigation and astronomy. Despite your training, you never sailed the raging sea – that hungriest monster that takes so much and gives back so little. The sudden disappearance of your parents haunts you still. Beyond the pain of absence, you live in fear of forgetfulness. In fear that, one day, you will have felt and experienced so much that your mind will erase the memory of them. And so, you've become the chronicler of the Legacy clan. Dressed as a scholar, armed with quill and ink, you roam your kindred's lands to collect and record the memories of the humble, so that none of them will ever be forgotten.

Your mission has become of great import. Recently, war flooded over your island, soaking it with the blood of your brethren. Sensing defeat and the end of her clan, Lidoine has entrusted you with the task of preserving



Health Condition

Good	○○○○○○
Okay -1	○○○○○○
Bad -2	○○○○
Critical -3	○○○○
Agony	○

the culture and knowledge of Legacy through word and writing. Over the past few nights, while the braves prepare for battle, you've wandered from tent to tent and gathered the last words of your own.

Whether you like it or not, you are now the living memory of the Legacy clan. Made part of Jarna's retinue, the new thane who succeeded Lidoine after her death, you sail on the last ship towards a land you hope to be welcoming and free from desolation. The ancients call it "Avalon," the sanctuary beyond the seas. Perhaps, there, your clan can be reborn as the oracles predicted.

EQUIPMENT

When you left the Homelands, you took some items with you:

- ◆ **A clan blade.** Short Sword, damage 2.
- ◆ **A travel kit.** This leather bag contains everything you need to explore Avalon: a few days' rations, a waterskin, padded travel clothes and all the tools for making camp (mess kit, bedroll, flint and tinderbox).
- ◆ **A basic remedy.** This simple remedy grants 3 Health points in addition to those naturally granted during recovery. To avoid overdosing, a basic remedy can only be used once every day.

FIRST SONG

Tainted Grail offers short scenarios written around a unified theme and narrative called a “Song.” Songs are all based on a similar structure that makes them easy to run for the leader. They are made up of Stanzas, which act as subgroups with a common place, time or action.

Each Song comes with a set of information in the introduction, providing a clear picture of the story and broad lines for the leader to better grasp the tone of the game. These elements can be quickly looked over and provide useful information before or during the session.

- ◆ **Synopsis of the Song.** A short text about the main parts and goal of the Song.
 - *Stanzas.* A description of each Stanza and its implications.
- ◆ **Technical information.** A list of key information to outline the setting and elements of the Song.
 - *Locations.* Sites and points of interest visited during the Song.
 - *Allies.* Allies the Characters are likely to encounter.
 - *Antagonists.* Threats to the Characters. Can be reinforced or adapted to suit the expectations and configuration of the party.

- *Duration.* The time required, in hours, to complete the Song. This serves merely as an indication and varies according to the party’s wants and pace.
- *Structure.* The narrative structure used by the Song. It can be of three types: linear, semi-linear or open.
- *Themes.* The main concepts and themes addressed during the Song.
- ◆ **Challenges.** Visual indicators ranging from 0 to 4 to assess the tone of the Song. There are three different types of Challenges:
 - 👁️ Exploration focuses on travel and discovery, as well as the many mysteries that the island of Avalon is riddled with.
 - 👤 Intrigue focuses on power plays and the subtle art of diplomacy, essential to the reunification of humanity in Avalon.
 - ⚔️ Confrontation focuses on the armed and magical clashes that punctuate the Characters’ travels.
- ◆ **Overture.** An introductory paragraph to set the context and main stakes of the scenario.

SANGUINE SALT

Synopsis of the Song:

- ◆ **Stanza 1.** After an arduous crossing, the Characters reach the Avalonian shores where they find the wreck of a familiar ship. While exploring it, the party must flee when the Wyrdrness rolls in.
- ◆ **Stanza 2.** Saved by Gotmar, a mysterious lantern-bearer, the travelers are invited to stay at his camp while they wait for Hessel. Apparently, the ship captain and clan envoy reached Avalon shortly before the Characters.
- ◆ **Stanza 3.** The Characters must confront their lying host and prepare for the arrival of the Hure and her men – slavers in league with Gotmar.

Locations: Avalon's shores, Gotmar's camp

Allies: Captain Hessel, two clan sailors

Antagonists: Gotmar and his children, The Hure and 5 slavers

Duration: 3 hours

Structure: linear

Themes: first contact, haven, betrayal, moral dilemmas

Challenges





OVERTURE

Driven from their homeland by a rival power, the Characters set sail several weeks ago with the survivors of their clan. They are headed for Avalon under the guidance of Captain Hessel, an experienced navigator who heard of this mythical island beyond the known seas. Unfortunately, the Characters' ship is caught in a storm and cut off from the rest of the fleet, delaying it by several days.

The Song begins several days after the incident: after a harrowing crossing—most of the crew perished in the storm or gave in to despair and the ocean—the Characters reach Avalon's shore. In the middle of the afternoon, the last two sailors on board signal a nearby beach that could be used to dock. The adventure starts when the ship reaches the shore.

PROTAGONISTS

Hessel: captain of the Legacy clan fleet, a friend of the Characters. She left the Continent several weeks ago and reached the coast of Avalon with two other ships carrying the clan's survivors. Having fallen into Gotmar's clutches, the captain and most of the survivors were taken captive, sold or killed by The Hure.

Gotmar: a lantern-bearer and a smuggler based near the Avalonian shore. He claims to have escorted the travelers to safety, but he really is paid by The Hure and her band of slavers to provide them with captives.

Ulda, Gerold and Amlin: Gotmar's children, who aid him with his human trafficking business.

The Hure: the leader of a band of slavers. She has captured and sold most of the Legacy survivors who reached the island of Avalon.

STANZA 1: AN EVENTFUL ARRIVAL

After a short maneuver, the Characters' ship docks on the shore, allowing the travelers to set foot on land. It's early afternoon and the skies are clear.

NEW LANDS

The shore is littered with debris, a telltale sign of the countless shipwrecks that frequently occur on Avalon's treacherous coasts. In the middle of the beach stands the broken silhouette of a ship whose flag the Characters immediately recognize.

The beached vessel is far more massive than the Characters' and belonged to the fleet that fled the Continent. The figurehead lies on the sand near the wreck and depicts a sea serpent. There's no more doubt about it: this Captain Hessel's ship.

The Characters can enter the wreck in search of survivors or clues. The two sailors accompanying them, armed with gaffs, quickly offer to stand guard during the investigation. If the Characters don't take the initiative, the sailors rush to the wreck and start exploring. They quickly call out to the Characters and ask them to participate in the search, before returning to patrol outside.

Examination of the wreck yields the following information:

- ◆ A successful **Easy (8) Craft** roll inside the damaged hold or along the broken hull lets a Character determine the cause of the wreck. The ship struck the coastal reefs, as evidenced by the large gashes in the hull. Still, it managed to reach the shore before the water reached the lower deck.
- ◆ A successful **Easy (8) Close Combat** or **Perception** roll lets a Character study the long gashes running across the front of the ship, the lower deck and the interior of the wreck. The wide, irregular incisions sometimes stretch for several feet and managed to shatter the hull. Those heavy grooves were inflicted after the wreck: they ruined the ship and caused most of the damage. A successful **Easy (8) Monsters** roll is all it takes to determine the animal

origin of these attacks: several clawed creatures attacked the ship and its crew. No animal on the Continent could have or would have attacked an entire crew: Avalonian beasts seem far more dangerous than expected.

- ◆ A dozen bodies litter the debris: sailors and stokers, some of whom are known to the Characters. With an **Easy (8) Healing** roll, they can inspect the remains and study their wounds. A success indicates that the violent assault and the shape of the wounds favor the theory of a beast attack. The bodies of some sailors were eaten, their bones gnawed. Judging by their state of decay, they died less than a week ago.
- ◆ A successful **Easy (8) Travel**, **Natural Environment** or **Perception** roll reveals a trail of footsteps starting from the ship's hull and heading inland: the footprints confirm the presence of several survivors who headed towards the woods overlooking the shore; then the tracks disappear altogether, wiped by the tide and wind.
- ◆ A thorough examination of the hold with a successful **Standard (11) Perception** roll reveals an iron strongbox hidden inside the captain's quarters. The box was preserved from water: it contains 3 basic remedies and several clan brooches, dented and stained with dried blood.

BASIC REMEDY

This simple remedy grants 3 Health points in addition to those naturally granted during recovery. To avoid overdosing, a basic remedy can only be used once every day.

THE MISTS OF THE WYRDNESS

After exploring the wreck, the Characters are alerted by the patrolling sailors. The wind picks up, bringing in a swarm of dark clouds: a storm looms. One of the sailors is worried about the fog already rolling in over the beach. Several tendrils of mist fast approaching the Characters' ship. Upon seeing them, the sailors suggest returning to the ship.

- ◆ The incoming storm causes a sudden rise in the water level. The tide overwhelms the beach, reaching past the survivors' ankles. A successful **Easy (8) Erudition** or **Travel** roll reveals the strangeness of the phenomenon. The surrounding waves swirl, releasing an iridescent foam. When it touches the sand, it turns it black, like volcanic rock. Soon after, dozens of fishes suddenly rush onto the shore, swimming against the current to run aground and die at the Characters' feet.
- ◆ The wind picks up still as the storm approaches. However, an **Easy (8) Perception** or **Natural Environment** roll reveals that the fog has been thickening ever since it appeared and is moving against the wind, getting closer and closer to the Characters and their moored ship.

The phenomena are rapidly gaining in intensity and are cause for alarm. Being seasoned navigators anxious to preserve the ship, the sailors rush towards the vessel to lower the sails, which are sure to be torn by the storm debris. With warnings, a call to order and a **Standard (11) Leadership** or **Feats** roll, the Characters can force them to stop before they reach the ship.

- ◆ **If the Characters don't intervene, or run after them to shelter or protect the ship**, they can climb aboard, but are unable to catch up with their companions. The sailors are already climbing up the mast, several feet above the deck, when the fog swallows them: without clear visibility, they must return to the deck. Moments later, the two are seized with spasms. All efforts to rescue them remain in vain: the Wyrdrness has taken hold of their bodies and spirits, gradually turning them into mindless puppets. After a minute, the poor sods rise to their feet, their skin streaked with

black veins, their eyes bloodshot. Screaming, they hurl themselves at the Characters, who must defeat their former companions in fewer than 6 Rounds. If they fail to do so, the Wyrdrness catches up with them and triggers the "Restless Mind" effect (see **Rules Overview, The Wyrdrness**); as for the two sailors, they are turned into a bloody heap, thus ending the fight.

- ◆ **If the Characters fail to hold back the sailors, they witness their final moments.** On board, the two men make a dash for the rigging, but are quickly swallowed up by the fog that trapped the ship in its misty coils. Naught but the strangled cries of the sailors reach the Characters: when the fog rolls back, it leaves a bare beach in its wake, devoid of ships and human presence. This inexplicable phenomenon triggers a **Standard (11) Mental Resistance** roll for each Character witnessing the scene.
- ◆ **If the Characters managed to hold them back**, the group can gather and flee before the fog reaches the ship, now quickly vanishing into the Wyrdrness. There are two nearby shelters: the hold of the captain's ship, half-buried in the sand, makes for a fragile reprieve; or the nearby woods, which rise above a natural dike about 150 feet from the wreck. Either way, a **Standard (11) Feats** roll is required to reach the chosen location. On a failure, the Characters suffer the "Restless Mind" effect (see **Rules Overview, The Wyrdrness**).

SPRAY OF MADNESS

The Wyrdrness has corrupted the sailors' minds, robbing them of reason. Driven mad by the fog, they can't be talked to rationally: unfortunately for them, the only way to escape the clutches of madness and fear will be in death at the Characters' hands – whom they believe to be seaborne monsters.

In combat, the sailors use the following characteristics.

DEMENTED SAILORS

- ◆ **Attack: 6 | Damage: 1 (fists and bite) | Defense: 8 | Protection: 0 | Speed: 3**
- ◆ **Health: 20/15/10/5 | Mental resistance: 5**
- ◆ **Perception: 6 | Stealth: 3 | Feats: 5**



A GLIMMER OF HOPE

At the most dramatic moment, just as the Characters are caught up in the fog or about to reach their shelter, a bluish glow appears at the edge of the wood at the edge of the rocky beach. The shiny orb seems to dissipate the surrounding mists and sways with a metallic scraping sound as it progresses rapidly towards the party. After a few seconds, or if the Characters signal their position, a voice rises through the fog.

It is that of a man in his fifties, sporting a recent scar and armed with a lantern that chases away the surrounding Wyrdness. The man, named Gotmar, rushes to the Characters' aid. He claims to be a friend of Captain Hessel and that he spotted the Characters' ship sailing towards the coast. With the beach having disappeared under the blanket of mist, the lantern-bearer offers to lead the Characters to the safety of his nearby camp. If they ask him to prove his claims, the man is quick to pull out one of the clan's brooches – a gift from Hessel, he says.

STANZA 2: AVALONIAN HOSPITALITY

Exhausted, dogged by the Wyrddness and growing darkness, the Characters have few alternatives to Gotmar's proposal.

- ◆ **If they accept**, Gotmar asks them to follow him to his nearby camp in the heart of the woods, less than twenty minutes away. His lantern shrouded in blue will keep the fog at bay for several feet, ensuring everyone's safety to their destination.
- ◆ **If they hesitate or refuse**, one of the following threats suddenly appears, urging them to accept the lantern-bearer's invitation: one of the sailors (if they're still alive) gives in to fear and hurls himself into the fog, screaming, and transform before the Characters' very eyes; a wild-beast howls near their position; the tide shifts into raging waves, crashing dangerously close to the Characters, washing away the debris and bodies littering the beach; etc. A slightly concerned Gotmar can explain that Avalonian fog is corruptive and deadly: without suitable protection—such as the lantern he carries—the Characters are doomed. If they continue to refuse, Gotmar lets them go.

NOT FOLLOWING GOTMAR

If the Characters are adamant about not following Gotmar, they find themselves alone at the edge of the woods as the fog rolls in. They are subject to the Wyrddness and suffer the "Restless Mind" and "Flare" effects (see **Rules Overview, The Wyrddness**). Soon, as they flee the fog-shrouded beach in search of shelter, they feel the shadows rustling: something is stalking them... Two Mist Stalkers now prey on the party. At the leader's discretion, the Characters can fight against the abominations (see **Rules Overview, The Wyrddness** for their characteristics). As they wander through the forest, the Characters are always drawn to a bluish glow: against the Wyrddness, the only nearby shelter seems to be Gotmar's camp. If they head there, Gotmar pretends not to take offense at their suspicion and offers them shelter.

THE HAMLET

The trip to the hamlet is made by lantern light, as night falls over the island. Gotmar's camp is set within a small clearing, accessible from a trail overgrown with lush vegetation that bears no resemblance to the flora of the Continent.

The lantern-bearer's camp is set up in the ruins of a former hunting estate. Only a small outbuilding remains, which was used as a kennel for pack hounds. The structure has been renovated and now houses a fire and a cooking pot, as well as several beds: basic, but appreciable comforts. The house extends to a small storeroom, housing several supply crates.

The boundaries of the camp are marked by rows of stones, each covered with chalk patterns. The heart of the estate, ten feet from the outbuilding, is marked by a post topped by a lantern with a similar bluish glow. When asked about it, Gotmar says: "*This is a Wyrddcandle, a powerful repellent that keeps the Wyrddness at a safe distance.*" The candle is well maintained and frequently replaced by the lantern-bearer's children. According to Gotmar, it must always burn: if it were blown out, it wouldn't protect the hamlet anymore, paving the way for the murderous fog. Beyond this protective perimeter, the Wyrddness has taken over the woods and threatens anyone who ventures out.

A natural barrier of trees and thick groves laden with garnet berries surrounds the camp. A lantern, now extinguished, marks the entrance to the only path through the wood, which runs northwards. Gotmar's camp seems lost in the middle of an endless sea of green.

A SHORT RESPITE

As soon as they reach the camp, the Characters are greeted by Gotmar's children: Ulda, Gerold, and Amlin. All of them are in their twenties. They quickly help the new arrivals, relieving them of their possessions and inviting them to get warm by the crackling fire, in the center of the outbuilding.

Once the party is inside, Gotmar tells Amlin to head north as quickly as possible and warn Captain Hessel's camp of the survivors' arrival. The boy complies and sets off down the trail, lighting the lantern at the far end of the camp before disappearing into the night. In reality, the object serves only as a signal to alert the slavers to the arrival of new captives. Amlin will remain holed up in the nearby woods, awaiting instructions from his father and sister.

Ulda and Gerold do their utmost to make the guests feel at home: the eldest brings them blankets, a jug of water, and several bowls of a nutritious soup; the youngest tends to the wounded using poultices and a sewing thread he pulled from a crate in the storeroom. Any wounded Character regains up to 3 Health points thanks to Gerold's efforts.

Once his guests are comfortably settled in, Gotmar dismisses his children and asks them to fetch firewood. Then, he will happily answer the Characters' questions:

- ◆ He claims to have rescued the surviving and exhausted clan members two weeks earlier, when they reached the Avalonian coast. One of the ships was lost at sea, but Captain Hessel's lead ship made it to shore.
- ◆ After the ship washed ashore, tragedy ensued: with the night came Avalonian monsters who attacked the ship. Several sailors sacrificed themselves to let the most vulnerable clan members escape. Hessel rounded up twenty or so survivors and followed Gotmar back to his camp.
- ◆ After several days of rest, the survivors headed north: the region is landlocked by hills and boasts several civilized strongholds. Hessel and her own managed

to make contact with one such stronghold, who agreed to take them in temporarily. Once settled, the captain dispatched a courier to inform Gotmar of the situation, entrusting him with a clan brooch as a sign of recognition and instructing him to watch the sea for other arrivals.

- ◆ Gotmar claims he and his children have lived here all their life and that his wife succumbed to illness several winters ago. When asked about his motivations, the lantern-bearer says that he endeavors to help the poor, brave souls who regularly land in Avalon and lead to the civilized domains in the north. All he asks in exchange are a few obols, some food, or "*prayers to the goddess*." When asked about his recent injury, Gotmar claims to have suffered a blow during the beach debacle, while trying to pull survivors from the clutches of the beasts.

Although the lantern-bearer gives a plain account of Hessel's journey, the Characters can question him on specific points of his story, challenge his claims or make Skill rolls to find the truth in his words:

- ◆ Gotmar's timeline is suspicious. Violent as it was, the storm couldn't have held back the Characters' ship for two weeks: if questioned further on this subject, the lantern-bearer claims he "*sometimes loses count of the days*" and quickly modifies his story.
- ◆ Questions about certain members of the clan, the fiefdom that agreed to take them in, or the circumstances under which the survivors were welcomed, reveal gray areas and loopholes in Gotmar's story. When the lantern-bearer understands what the Characters are trying to do, realizes the flimsiness of his story, or feels that his guests are asking too many questions, he urges them to rest; he can "*secure the camp*" as an excuse to put an end to the discussion.
- ◆ A **Standard (11) Compassion** roll reveals the man's excessive displays of emotion weaved into his tale. Gotmar constantly glorifies the captain's bravery or suppresses fake sobs at the mention of the brave sailors who sacrificed themselves on the shore.

GOTMAR'S TRAP

The lantern-bearer isn't new to this business. For several seasons now, he has made lucrative deals with The Hure. Using his camp set in a border region at the foot of Camelot's domain, close to the sea, Gotmar leads the pilgrims who venture on his lands into the slavers' snares. When new arrivals show up, Gotmar signals their presence to the slavers with the lantern; then, using tools and tricks, he holds back the travelers until The Hure arrives. Within three years, several dozen travelers—including the shipwreck survivors—fell prey to his misdeeds.

THE WORLD OUTSIDE

The calm evening comes to an abrupt end when a shout echoes outside camp. After a few moments, Ulda bursts into the cottage, clutching her left arm, her smock stained with blood. She yells that the beasts have returned and that one of them caught her by surprise as she went into the forest to gather wood.

Upon hearing this, Gotmar and Gerold rush out of the outbuilding, then setting off for the camp's borders: they take chalk from their sacks and hastily draw symbols on the stones laid out there, before instructing the Characters to hunker down inside. Afterwards, the hosts return to the building, lock the door and draw their weapons, taking in the darkness from a window.

Several beastly cries echo in the night. Ulda cowers in fear and prays the Allmother to protect their home. Moments later, the outline of a gigantic skull appears between two rows of trees... before suddenly vanishing.

Shadows move between the trees every now and then. Here and there, the Characters may catch yellow glimpses, like the eyes of a beast piercing the surrounding darkness. Such visions may impose a **Standard (11) Mental Resistance** roll on the Characters.

Gotmar promptly represses any attempt at leaving or intervening in any way, and even forbids the Characters from venturing outside. He tries to keep his guests inside, claiming that "*beasts cannot be defeated by mere swords*"; he claims that he promised Hessel to protect the Characters at all costs.

After about thirty minutes, all signs of the beasts' presence vanish.

"The sacred symbols worked; they repelled the Mist Stalkers," Gotmar says, relieved. *"Believe me, you don't want to see them up close: these abominations are several feet tall and can rip a bear apart with one swipe of their claws! Fortunately, they hate daylight and divine symbols."*

With calm restored, Gerold tends to his sister's wound, while Gotmar urges the Characters to rest and regain their strength. Hopefully, Amlin will return with Hessel's escort the following day.

Nothing else happens tonight, as Gotmar and his family relentlessly patrol the grounds until daybreak. At dawn, the Characters are awakened by the groans of a companion: one of them is in a bad way and their condition requires they keep to bed.

The players can roll a die and let the lowest result determine the ailing Character, or the leader can choose according to the following events:

- ◆ A wounded Character entrusted to Gerold's care suffers from a high fever and simply can't get out bed. Their wounds were rubbed with mossy euphorbia, a poisonous local plant.
- ◆ A Character who ate Ulda's soup vomits blood. Their dish was poisoned with the garnet berries that grow all around the camp.
- ◆ A Character who quenched their thirst is seized by hallucinations. The water was drawn from a nearby pond exposed to the influence of the Wyrddness.

An **Easy (8) Healing** roll determines the gravity of the Character's condition: for now, they can't leave camp and be on their way. Gerold comforts the party by stating that diseases and illnesses are common in Avalon, and that this one ought not last: he advises rest and predicts a prompt recovery in two days or so.

STANZA 3: THE HOUR OF THE WOLVES

The recovery of the ailing Character may very well force the party into inaction for the day. With this ruse, Gotmar and his family hope to hold back the Characters long enough for The Hure to reach their camp. The lantern-bearer does everything he can to keep his guests and coerce them into staying.

- ◆ According to Gotmar, the northern road isn't safe. Mist Stalkers may only hunt at night, but other wild beasts prowl the region. Moreover, he heard of recent bandit attacks. He refuses to let the Characters leave the camp without an escort.
- ◆ Ulda was wounded by one of the creatures and Gerold, who is looking after the sick, are unable to fulfill their tasks to keep the camp running smoothly. Gotmar lists the day's tasks for the Characters' benefit: wood splitting, hunting, gathering ingredients for a meal, and collecting medicinal herbs to nurse the ailing Character back to health.
- ◆ Gerold insists that one of the Characters stay at camp, to help care for their companion.

Though Gotmar and his children do their utmost to stop the Characters from leaving, they're never aggressive or commanding: their guests are free to go and do as they please, even if they "*know nothing of the island's many dangers.*" If the Characters decide to leave the camp despite the warnings, refer to **Time to Choose: Fleeing** below.

When morning breaks and the warnings have been issued, the Characters can spend the day uncovering Gotmar's lies and preparing for the slavers' arrival.





LIFTING THE VEIL

The Characters are advised not to venture further, but Gotmar doesn't forbid them access to the camp and its surroundings. Depending on where they explore, they may pick up the following clues.

AILING, NOT USELESS

The bedridden Character needs not play a passive role during this scene. Despite the disease eating away at their senses, they can still move around and interact with their companions. Inside with Gerold and Ula, they have privileged access to specific clues:

- ◆ From their bed, the Character overhears muffled moans and metallic scrapes under the floor. If they question their hosts, they blame it on fever or delirium, ensuring that the noises are merely a figment of the Character's imagination.
- ◆ Shortly before noon, Ulda leaves to prepare the meal. She rolls up her sleeves and reveals a clean cut on her injured arm, unlike the wounds seen on the sailors' bodies. The sharp cut suggests it was made by a thin blade, similar to the one she wears on her belt.

THE CAMP

A successful **Easy (8) Perception** roll reveals a small, sheltered hideout behind the outbuilding, containing more supplies: the storeroom is overflowing with sacks of grain and mouthwatering venison – precious commodities that contrast with the starkness of the camp. The shelter also contains several crates of fodder for absent horses: in fact, the food is meant for The Hure's mount, as she frequently stops here.

With a successful **Standard (11) Erudition** or **Magic** roll, a Character can study the chalk symbols at the edges of the camp: crude and flawed, they don't reflect any known rite. In some places, several stones are also missing, breaking the symbols supposed to repel wild creatures. It's as if these marks hold no power whatsoever.



THE OUTBUILDING

During the day, the building is constantly occupied. If the Characters manage to escape Gotmar's children (using ruse and a **Standard [11] Stealth** roll), they can briefly explore the premises. The outbuilding is cluttered with crates, concealing a large trapdoor that leads to an underground cell. Inside is a trussed up, injured Captain Hessel. It also houses a casket overflowing with precious stones and coins: the family's treasure, saved over the years, is worth 40 Riches.

CAPTAIN HESSAL

After they were taken to the camp, Hessel and the survivors fell in Gotmar's trap, then were sold to The Hure. Hessel managed to conceal a dagger and to wound Gotmar before she was overpowered, thrashed in front of the others to ensure their obedience, then thrown downstairs for interrogation.

Hessel was tortured for almost a week and currently stands at death's door. When the Characters find her, they must succeed on a **Complicated (14) Healing** roll to save her. On a failure, the good captain dies. Before she draws her final breath (or if the Characters manage to heal her), Hessel shares her shame and failure: the sinking of the ship, the massacre on the beach, Gotmar's arrival and betrayal... The lantern-bearer works with a band of slavers who took away the clan's survivors to nearby hills.

CAMP SURROUNDINGS

An **Easy (8) Natural Environment** or **Medicine** roll points to the toxic plants used in the poultice or vomited by the ailing Character. A thorough

examination reveals that wild animals seem to avoid the groves where such plants grow.

THE NEARBY WOODS

A **Standard (11) Natural Environment** or **Monsters** roll reveals animal tracks across the damp ground, which points to common game instead of a supernatural monster, as Gotmar claimed. A **Standard (11) Perception** roll reveals a

small bundle, tucked between tree branches. It contains two citrines to imitate the eyes of a beast, and a large, bleached skull. The Characters don't recognize the colossal, fang-filled maw of the beast it belonged to.

THE NORTHERN TRAIL

At dawn, examination of the lantern at the start of the trail raises questions about its usefulness: the lantern serves no practical purpose outside the camp. Stranger still, Amlin lit it when he left, but it burned throughout the night. Its faint light can't be seen from the surrounding paths overgrown with a thick greenery.

A successful **Standard (11) Perception** or **Natural Environment** roll reveals Amlin's trail, leading onto the northern path, before it suddenly diverts after about 100 feet. The overconfident boy didn't hide his footprints, which lead to a remote stop where the Characters can find remains of a campsite.

HERE THE CHARADE ENDS

When the Characters have gathered enough clues or trust their deductions, they can confront Gotmar about their suspicions, or keep them to themselves and hatch a plan. Either way, time is running out: The Hure and her men have left the hills and will arrive at the camp by dusk.

- ◆ **If the Characters confront Gotmar and his children** with enough incriminating evidence or with an **Easy (8) Persuasion** roll, the lantern-bearer confesses to his crimes. Then, he pleads for the Character's mercy and promises to talk The Hure out of capturing them. A successful **Standard (11) Compassion** or **Persuasion** roll reveals that the man is lying: when the opportunity comes, Gotmar and his own will betray the Characters. To deal with The Hure on their own terms, the Characters must deal with the treacherous family first: they can knock them out, throw them in the basement or put them to the sword.
- ◆ **If the Characters keep their suspicions to themselves**, they can surprise Gotmar and his children when the time is right. In case of a confrontation, the Characters gain a +3 modifier to their order of action for the first Round.

AMLIN'S RETURN

If the Characters didn't put all the clues together, the leader can use Amlin's return to help them. The boy comes back in the early afternoon, while Gotmar is looking after Ulda or spying on an inquisitive Character. Amlin isn't as good a liar as his father: he claims to have informed "*Captain Basal*" of the travelers' fate and that she "*left the western village at daybreak with her horsemen.*" If the Characters pick up on these gross inconsistencies and manage to threaten the boy (with a successful **Standard [11] Leadership** or **Persuasion** roll), Amlin confesses that he lit the lantern to warn the slavers and that he was the one behind last night's supernatural manifestations; he then bursts into tears and begs the Characters for mercy.

GOTMAR AND HIS CHILDREN

- ◆ **Attack: 6** | **Damage: 1** (*daggers and makeshift weapons*) | **Defense: 7** | **Protection: 0** | **Speed: 3**
- ◆ **Health: 20/15/10/5** | **Mental resistance: 8**
- ◆ **Perception: 6** | **Stealth: 4** | **Feats: 5**





TIME TO CHOOSE

The slavers' imminent arrival forces the Characters' hand. They can act in one of several different ways, but make sure that the players make their own decision, all while supporting and encouraging their ideas.

CONFRONTING THE SLAVERS

A fight against The Hure and her men will prove a challenge, but the Characters can prepare for it. A successful **Standard (11) Close Combat** or **Leadership** roll can yield the following strategies:

- ◆ **Traps.** The slavers will have to take the northern trail, the only practicable route to the camp. Snares or an ambush will give the Characters the upper hand.
- ◆ **The Wyrdness.** The lantern in the center of the estate is the only means of protection against the Wyrdness that slumbers in the nearby woods. When the mercenaries arrive, the slaver equipped with repellent blows out his Wyrdcandle to save up on scarce resources. If the Characters smash the central lantern with a projectile, the deadly fog quickly rolls into camp. The only place spared by the mists is the basement, lit by several Wyrdcandles.

THE HURE AND HER SLAVERS

The bandit leader is recognizable by her tabard featuring a boar's mouth. She comes with five slavers. One of them ensures the group's security against the Wyrdness and always travels with a lantern in his hand.

- ◆ **Attack:** 8 (11 for *The Hure*, who fights on horseback) | **Damage:** 2 (short sword) | **Defense:** 9 | **Protection:** 1 (makeshift armor) | **Speed:** 5
- ◆ **Health:** 20/15/10/3 | **Mental resistance:** 8
- ◆ **Perception:** 6 | **Stealth:** 5 | **Feats:** 7

NEGOTIATING WITH THE SLAVERS

The Hure will negotiate and let the Characters live if they come up with a fair exchange:

- ◆ **Ransom.** The Characters can buy their survival in exchange for a considerable sum: 40 Riches. Only Gotmar's savings can fulfill this demand.
- ◆ **A new "cargo."** If the Characters successfully defeated and captured Gotmar and his family, they can hand them over to The Hure for a brief reprieve. The slaver gives them two days to leave the camp, which now belongs to her gang.

FLEEING

If the Characters manage to escape the lantern-bearer or prefer to avoid confrontation, they can flee the camp and head north, in the hope of reaching one of the hamlets Gotmar mentioned. The truthfulness of Gotmar's claims and the existence of such places, spared by both the Wyrdness and bandits, are left entirely to the leader's discretion.

DEFEATED!

If the Characters are defeated by Gotmar or The Hure and her men, they're taken prisoner and led to the slavers' camp in the nearby hills, less than a day's walk away. Stripped of their equipment and thrown into a cage with other clan survivors, they're held captive until they're sold – unless they manage to escape and free their kin?

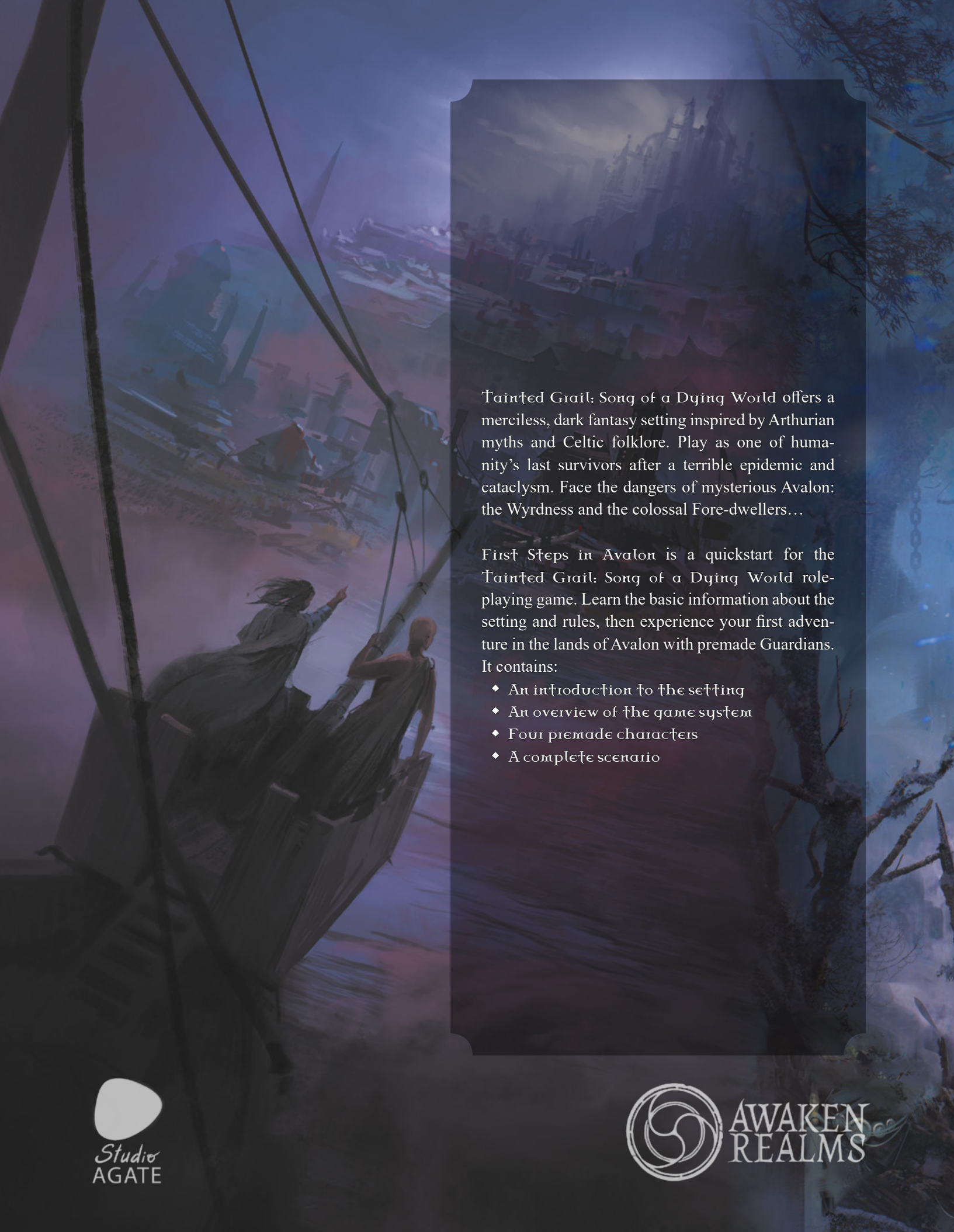


EPILOGUE

Now freed from the threat of Gotmar and the slavers, the Characters can set off again. If the players and the leader wish to continue the adventure, here are several options to pick from:

- ◆ **Settlement.** Though humble, Gotmar's camp offers a possible settlement site. It is untouched by the Wyrdness and well stocked with supplies amassed by its former occupants, making the ideal site for the Characters' new base of operations.
- ◆ **Rescue.** Hessel, Gotmar, or the slavers can reveal the whereabouts of the clan's survivors. Some of them have already been sold and sent to the four corners of the island. The Characters can set out to rescue them.
- ◆ **The last ship.** The clan fleet consisted of four ships when it left the Continent. One was lost at sea, but the other three reached the island. The lone ship, home to several families, was diverted from its course by treacherous currents before it washed ashore on the east coast. The Characters must track it down if they are to rescue their loved ones.
- ◆ **First contact.** The shore on which the Characters have landed borders a settled region under Camelot's control. The Characters are free to venture there, in the hope of striking an accord with its inhabitants and the powers that be.





Tainted Grail: Song of a Dying World offers a merciless, dark fantasy setting inspired by Arthurian myths and Celtic folklore. Play as one of humanity's last survivors after a terrible epidemic and cataclysm. Face the dangers of mysterious Avalon: the Wyrdness and the colossal Fore-dwellers...

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