

a tale of bravery

Demo Questbook

*This is the demo version of the Questbook for the game
A Tale of Bravery. The game is for 1 to 4 players.*

*In this book, you will find four Quests that your Player Characters
may take part in. The Quests in this demo should allow you to
play A Tale of Bravery for 3 to 5 hours.*

*During the game, you will be able to improve your Player Characters
and, most importantly, enjoy an evening of adventures
together with your friends.*

*Please note that this is a modified version of the game. Some options
available to players in the actual game has been removed in
this demo version for practical reasons.*



1h/game



1-4



14+

KICKSTARTER

www.barsarkentertainment.com



What this book is

We hope that you will enjoy this demo version of the Questbook for A Tale of Bravery. If you do, please support us on Kickstarter.

Before playing you should have downloaded, printed and cut out the components in the Demo Questbook Components book. Also, at least one of the players should have read through the Rulebook. If you don't already have a copy of the Rulebook you can download and print it from our homepage (www.barsarkentertainment.com). You will also be able to find informative videos on how to set up and play the game on YouTube and our homepage.

The Demo Questbook

This Questbook works almost like any regular book. It's just that when you play the A Tale of Bravery Game, each of the four players plays a hero in a party of four, and gets to make their own decisions on what to do next in the story. Pick one player to read the introduction "These are troubled times" and then continue reading section numbered 001. At the end of each section the reader will either be instructed to continue reading another section with a different number or be given a choice of several alternatives depending on what the players want to do. If you can't agree on what alternative to pick, we suggest you vote. If the vote is tied the Player playing Maol will decide. It's one of the perks of being gentry. If, and when, your choices cause armed conflict, Battles, the game will instruct you on how and when it is time to build a Tactical map using the tiles that you have cut out from the Demo Questbook Components book.

During playtesting, we found that it was nice to pass around the role of reader among the players. Please remember that not everyone is comfortable reading aloud to a group. Please don't force anyone to read who doesn't want to. That's just mean.

Please note that this is a work in progress. As such, the Kickstarter product may differ from this demo version.

These are troubled times

These are dark days for the people of Britain. King Arthur Pendragon passed away some twenty years ago. The union of the knights of the round table has been dissolved and the fabled castle of Camelot lies in ruins. Petty kingdoms now bicker and fight over land where peace once reigned.

Each one of you is a traveller for your own reasons, but you enjoy each other's company and prefer to travel together. Over the course of the last year, you have gotten to know Maol the Knight. He has been unjustly dishonoured in his homeland Gododdin in the north. Out of friendship, you have all sworn to help him regain his honour. For now, you are not sure exactly how to go about this, but you are sure that together you will find a way. You have experienced many adventures together and are making a name for yourselves as an able group of adventurers. At the moment your travels have taken you to the western tip of Dumnonia. There you seek lodging in the small fishing village of Zennor.

This is the beginning of your tale of bravery.

turn to **001**

001

The Mermaid of Zennor

Your adventures begin in the small coastal village of Zennor. You intend to rest a few days before continuing your travels.

Start the quest. turn to **111**

002

You swiftly dispatch the conjurer. He's an old man and no match for you. The deed is done.

“Let's finish the job by burning the tower!” turn to **085**

“OK, job well done. Let's return to Colunwy.” turn to **015**

003

You've brought this on yourselves! The farmers attack you. They attempt to give you a thorough beating.



You will be facing:

- 8 peasant rabble



a Brawl begins! turn to **9905**

Concede defeat turn to **089**

004

Albert will offer you Pennies if the Skill check for Haggle is a success.

If the skill check is a failure, Albert has nothing to offer.



One Player must perform a Skill Check for her Player Characters Haggle skill.



DL: Average

“All right, we have a deal. We'll find them.” turn to **122**

“It isn't worth our time to find some lovesick elopers. Go bother someone else!” (End the adventure) turn to **142**



005

Holding the contract high, you rip it into pieces and throw them into the wind. Mayor Bryn has a lot of explaining to do. If you had agreed on a reward, you are paid.



You earn 1 XP.



If agreed upon a reward, add it to the Partys Wealth.



Continue **turn to 052**

006

The Red executioner

Its late evening and you are travelling through the Cambrian mountains in the north of Dyfed. You are soaking wet and cold to the bone in a torrential downpour. You can't find a good place to make camp. No place offers sufficient shelter. As the night settles you see a nearby castle on a hill and decide to ask if you can be allowed to sleep in the stable or something. Anything to get out of the rain.

We shouldn't tell them who we are. They might not like us. (Deceive) **turn to 086**

If we tell them who we are, they'll be more inclined to shelter us. (Eloquence) **turn to 130**

007

"He's some rich ponce from up north. His name's Brych. I think he's here on account of the impending wedding between our Princess Ffion and King Mynyddog of Gododdin. I think he recognized the old crone from back home. He said she needed to die and paid us well," Brennan smiles, "He said she's a witch... And gold never lies."

Maol: "Brych! I know him! He used to be an advisor to my father." **turn to 118**

"Is King Mynyddog of Gododdin coming here to marry Princess Ffion?" **turn to 090**

008

You pick up the pouch and count the coin in it. Brennan speaks the truth. You pocket the money and turn towards the old crone. The old crone looks back at you in terror. "They are going to murder me!" You nod gravely, "Yes, and you deserve it." You then push the old crone towards Brennan and his men. They grab her and retreat back into the forest. Brennan looks at you and gives a brief nod before leaving. "Good call, travellers. Fare thee well." With that, he follows his men.

Continue. **turn to 078**

009

Albert accompanies you to the inn and pays for your ale. As villagers go, he's obviously fairly well-off. Apparently, Albert is also the favourite gossip subject of the patrons at the inn. They whisper behind his back, point fingers and snicker quietly. After a while, it becomes too much. You tell a group of fishermen sharply to quit their gossiping. They take affront and decide to settle matters with their fists. A brawl breaks out between you and the fishermen.



You will be facing:



- 8 peasant rabble



A Brawl begins! **turn to 9901**

Concede defeat. **turn to 059**

010

"Richert is a magician, a conjurer who came to Colunwy about ten years ago. He settled in a tower outside the village. He kept to himself, so people accepted him", Bryn explains in a grave tone. "Lately, the relationship has soured. Richert is sending evil creatures to harass us. The villagers are not warriors. We need help to defeat the conjurer and his minions."

"A noble cause! We shall defeat the conjurer!" **turn to 146**

"We could take care of him if we were properly motivated..." (Haggle) **turn to 050**

011

You flee in panic to the highest point you can find on the island, which is not very high above sea level. You are still within sight of the mermen, but they do not pursue you. They seem reluctant to leave the shore. You are certain there are more of them hiding beneath the waves. it seems you are stuck on this island.

Continue. **turn to 093**

012

"There's a small islet that barely rises above the surface at high tide, out past Pendour Cove." He points towards a part of the coast further west. "That's where she lives in a cave, I've heard her singing as I was sailing past many times. She has the most beautiful singing voice I've ever heard," the fisherman confides.

"Sounds like it might be her. Can you take us there with your boat tomorrow?" **turn to 148**

013

Richert is too swept up in his own monologuing to notice Odine sneaking up behind him with her knife drawn. She mercilessly cuts his throat with a swift stroke. Richert collapses in a pool of his blood and dies.

“I guess Richert the conjurer got the short end of that deal. Serves him right!” **turn to 144**

014

You flee Castle Rhuddgoch as fast as your legs can carry you. You are sure that Lord Rhuddgoch will be placing a price on your heads. You hear later that a trial was held where Sir Glyn stood accused of the murder of Lady Afanen of Rhuddgoch and of using black magic. Sir Glyn was sentenced to death. You hear tell that on the day of the execution, Lord Rhuddgoch carried it out himself, donning the red masque of an executioner and swinging the axe. People travelled from afar to see the affair. Afterwards, he held the severed head up for all to see. It seems that the Red Executioner is back in Castle Rhuddgoch.

You earn 1 XP
Remove the Man at Arms Companion card
(the Shire Reeve) if he is in your Party.

Continue. **turn to 021**

015

With the conjurer dead, you return to the village of Colunwy. They are delighted at the news. You are celebrated as heroes and a spontaneous feast is held in your honour. If you have agreed on a reward, the mayor pays you the agreed sum. If you wish, you may perform a free Recuperate action as described in the rules but at no Upkeep cost. Afterwards, you travel on.

You earn 1 XP.
If agreed upon, add the reward to the Party's Wealth.

Continue **turn to 052**

Perform a free Recuperate Action **See the rulebook**

016

You draw your weapons and command the hobgoblins to step aside with an authoritative voice.

One Player must perform a Skill Check for her
Player Characters Leadership skill.

DL: Hard

The Skill Check succeeds **turn to 074**

The Skill Check fails (a Battle begins) **turn to 9908**

017

The Hanging Crone

You turn south through the lush landscape of Ergyng, with its green forests and iron-rich, rolling hills. As you come around a bend in the road you see half a dozen armed men about to string up an old woman in a roadside oak tree. She has a multitude of small tattoos on her arms and face, some of them clearly of pagan origin. The woman is dressed in rags and has been badly beaten, presumably by the group of men preparing her hanging. Her hands are tied and a noose has been placed around her neck.

“Caught a witch, did you? Who did she turn into a toad?” **turn to 147**

“What is the meaning of this? Let her go at once!” **turn to 049**

018

Weapons at the ready, you bang on the door shouting “Open up!” After a brief moment, the door is opened by an old man with a huge white beard. “Who are you?” he asks.

You will be facing:
- 1 warlock
- 5 hobgoblins

“Are you Richert the Conjurer?” **turn to 087**

“Vile Conjurer! Kill the bastard!”
(A Battle begins!) **turn to 9907**

019

Thus ends the tale of The Mermaid of Zennor

Continue. **turn to 156**

020

“What on earth is going on? Stop fighting at once!” A young woman carrying a basket with bread and a bottle of wine has come up from the village. “Can't you see that these are just travellers?” she scolds the farmers. “Here's your lunch!” she hands over the basket to the farmers and then turns to you. “I'm sorry for all this,” she apologises, “I'm Nest. Are you by any chance travelling adventurers?” A little perplexed at the question, you acknowledge that you are that. “That's wonderful news! Please come with me. You must meet my father, the mayor of Colunwy!”

“Sure, why not?” **turn to 045**

021

Thus ends the tale of The Red Executioner

Continue. **turn to 101**

022

You knock on the wooden gate of the castle. A small hatch opens and a guard eyes you suspiciously. “Who goes there?” he asks. You explain that you are seeking overnight shelter from the rain. “I’ll see if I can let you in. I’ll be right back”. After a few minutes, the gate opens. The guard is standing inside and waves for you to come in. “I’m Alfred the guard. Welcome to Castle Rhuddgoch. Lord Rhuddgoch said to let you in on account of the weather. You can get warm and dry in the kitchen and you can sleep in the stables.” The guard shows you to the servant’s entrance into the kitchen.

Continue. **turn to 056**

023

The villagers are outraged to hear that Nest was promised to the conjurer in return for the village to prosper. Nest doesn’t believe a word you’re saying until you show her the contract signed by her father. After reading it, she breaks down crying.

“The mayor had no right to promise his daughter to the conjurer. The Contract is invalid!” **turn to 005**

024

Maol has just pocketed the painted pebbles when Brennan and his men step out of the foliage to face you. Brennan speaks, “Now, now, stay your blades. There’s been enough bloodshed for one day, wouldn’t you agree? All we want is the old crone. You’ve obviously already got whatever information you wanted out of her. Give her to us and we can all go our separate ways in peace.”

“You can have the old crone, she’s a traitor”
(Hand her over) **turn to 095**

“You want the old crone? Come and take her if you can.” **turn to 096**

025

Oh, yes of course. He motions to a servant. “Please see if you can’t find some dry clothes that these heroes can lend. And arrange some guest rooms for them.” You are all escorted to luxurious guest rooms and given dry clothes. When you have redressed you are led back into the dining hall where the Lord and Lady Rhuddgoch and their two other guests await you.

Put all the Armour Equipment cards your characters are carrying or wearing in a separate pile in the Gaming Area for now. The armour is drying up overnight. It will be available in the morning again.

“Delighted to make your acquaintance, Lord and Lady Rhuddgoch. Who are your other two guests?” **turn to 121**

“Castle Rhuddgoch is very secluded. I take it you don’t get many visitors?” **turn to 068**

026

“Oh please, I don’t mind,” Lord Rhuddgoch says. “They frighten children with stories of my ancestor around these parts, but it would be pointless to take offence.” Sir Glyn nods and continues, “Lord Leolin of Rhuddgoch had this castle built over a hundred years ago. They say it is riddled with secret passageways. He set up his private dungeon of torture deep below the castle where he took great delight in the cruel and slow death of his victims.”

Continue. **turn to 135**

027

An obvious conclusion is that the murder of Lady Afanen of Rhuddgoch happened somewhere else. There’s too little blood in the kitchen. Also, why are only Lord Andreas of Rhuddgoch and Sir Glyn of Merceham missing? Lord Rhuddgoch might be understood, but why Sir Glyn? Did he witness something he shouldn’t have? You ask the Shire Reeve if he has any idea. He tells you that he’s extremely worried. “This last year Sir Glyn became obsessed with the stories about the Red Executioner. Sir Glyn used to visit the castle all the time to read the books on him in Lord Rhuddgoch’s library,” he explains.

“Let’s see what the books can tell us about the Red Executioner” **turn to 058**

“There might be tracks to find in the kitchen”
(Hunting and Tracking) **turn to 154**

028

After receiving your free Recuperate Action, you set off to take down the conjurer.

Continue **turn to 102**

029

Sure enough, there are tracks in the blood splatter. Some of them are from the servants that found the body. Some others lead in from, and back into a pantry. As the larder has no other exits, that is very odd. You spot a smudge of blood on a small stone in the masonry. When you touch it, a section of the wall opens. You see an ominous dark passage leading down a stone stairway.

“It’s heroics time! Shire Reeve, you stay here and keep everyone safe.” **turn to 060**

“A little help wouldn’t hurt. Shire Reeve, you’re coming with us.” **turn to 129**

030

Sir Glyn and his gargoyles have the better of you. He is just about to decapitate you with a mighty swing of his executioner's axe when a fire iron hits him on the back of his head. It is Lord Rhuddgoch, who has managed to escape his bonds and come to your help. Fleeing the deadly gargoyles, you drag the unconscious Sir Glyn out of the torture chamber and block the door. "Let him be tried and sentenced in a court of law for his misdeeds." Lord Rhuddgoch pleads with you. "He is certain to face a death sentence." You nod in accord and flee the catacombs.

Continue. **turn to 138**

031

"I can't!" Sir Glyn exclaims desperately, "I am being controlled by the Red Executioner!" He raises the axe to show that he will kill Lord Rhuddgoch if you try to approach. "For god's sake, what are you waiting for?" Lord Rhuddgoch shouts at you, "He murdered my wife. I care not whether I live or die as long as he pays!" Sir Glyn exclaims "I didn't! Honest to God I didn't! I loved her! He butchered her!" Sir Glyn raises his axe. You have to make a choice - and fast!



You will be facing:



- 1 Saxon noble
- 2 gargoyles



Attack Sir Glyn to save Lord Rhuddgoch
(A Battle begins!) **turn to 9902**

Attack Lord Rhuddgoch to save Sir Glyn
(A Battle begins!) **turn to 9910**

032

You drive Brennan and his men off. Brennan, beaten and bloody, curses you as he retreats, "You'll be sorry! I'll show you! I'll see the Pict witch dead!" The old crone is brittle and badly beaten, but she's not been seriously harmed. Well aware that Brennan and his men might return for a rematch, you move on and make camp in a more defensible place near a cliff wall on a hill.

Maol: "Who are you? What do you know about my family being disgraced?" **turn to 133**

"Are you really a witch? If so, can you heal us? We're pretty beat up." **turn to 039**

033

The hobgoblins turn out to be more alert than you thought. They spot you trying to sneak past and come running. "You again? You shall not pass!"

"Stand aside or suffer the consequences!"

(Leadership) **turn to 016**

"Vile Creatures! Prepare to die!"

(a Battle begins!) **turn to 9908**

034

You manage to slay the gargoyles and are just about to lend the final blow to Lord Rhuddgoch when Sir Glyn pleads, "Don't kill him, please! Let him be tried and sentenced in a court of law for his misdeeds. We need to bring back order from this insanity!" Sir Glyn has managed to escape the magical bonds controlling his movements. Agreeing with him, you drag your prisoner out of the catacombs. Lord Rhuddgoch is certain to face a death sentence.

Continue. **turn to 107**

035

The battle is won. Oleander and his best warriors lie dead on the shrinking shore. You can see shapes swimming away under the waves, the Bucca are admitting defeat and staying true to the terms of the challenge. The mermaid jumps into the water with a joyful shout, as it touches her feet, her legs turn into the tail of a fish. She swims away and returns with the drifting boat that you arrived on.

"So, Mathew, will you come with us to your father?" you ask **turn to 038**

036

Thus ends the tale of The Hanging Crone

Continue. **turn to 064**

037

"Brych, now works for Sir Rhowan an Dorcha. Brych is in the capital of Ergyng, Ariconium. By chance, he laid eyes on me in the crowd and then paid Brennan to hunt me down. He's here on account of the impending wedding between Princess Ffion of Ergyng and King Mynyddog of Gododdin. I think you can expect Sir Rhowan to show up as well." She looks intently at Maol, "This could be a chance to settle the score. I know Brych keeps documents and letters that could exonerate your father."

"That may be so, but you are still complicit in the treason" **turn to 071**

038

"I can not go back. The townspeople would never let me return to my mermaid wife", Mathew answers. "But please tell my father that I am well and very happy. He need not worry over me. You

have seen to that.” The mermaid adds, “Tell him that if he sits on top of Pendour Cove in the evening, we shall sing for him, and when he hears it, he will know that all is well.”

“We shall tell him. Take care now”, you sail the boat back to the mainland. **turn to 081**

039

The old crone helps you prepare a healing ointment. Your Party takes a free Recuperate action, at no Upkeep cost. You get a +2 skill bonus to the Medicine Skill Check.

Maol: “Who are you? What do you know about my family being disgraced?” **turn to 133**

Perform a free Recuperate action **See the rulebook**

040

You fight bravely to defend the old crone but Brennan and his men defeat you. With his sword at your throat his men drag the old crone away, “I am a man of my word. I told you I’d see the Pict witch dead!” He then disengages and walks after his men resting his sword on his shoulder. “Don’t even think about following us. We’ll cut her down the moment we spot you.” Brennan and his men leave. By the time you have licked your wounds, collected your belongings and made it to the main road, you find the old crone hanging from the same old oak tree where you first came across her and Brennan.

Continue. **turn to 078**

041

“My wife and I are both prisoners here”, Mathew explains. “She is a mermaid. But our love is true, and we belong to each other. Those monsters on the shore, are called ‘Bucca’ and are a kind of mermen. Their leader Oleander thinks our love is blasphemy, a stain on their race. They want to kill us. We are safe in this cave, but if we try to reach the mainland, they will rip us to shreds. We have been trapped here for months.”

“Is there anything you can think of that would break the siege?” **turn to 092**

042

You try to climb up to the open window.

One Player must perform a Skill Check for her Player Characters Athletics skill.

DL: Average

The Skill Check succeeds **turn to 062**

The Skill Check fails **turn to 126**

043

“I assure you, the current Lord of Castle Rhuddgoch is a much nicer person,” Lord Rhuddgoch says with a smile and a sip of wine. “To be honest, some of the stories they tell must be quite exaggerated. But he was guilty of heinous crimes. There’s no denying that. He’s mentioned in a few books that I have collected. We are of the same bloodline after all.”

“What became of him? Did he answer for his crimes?” **turn to 106**

“As a Lord, he had every right to do as he pleased, don’t you think?” **turn to 079**

044

The battle with Brennan and his band of mercenaries turns against you. Brennan is a ferocious and dangerous opponent. Just as all seems lost, Brennan is hit in the back of his head by a thrown rock. He turns around to see that the old crone has managed to free herself and is helping you in any way she can. Realising that this is your chance to escape, you punch Brennan in the face. He topples over flat on his back. “Quickly! We need to run!” you shout to your friends. Grabbing the old crone by the arm, you make your escape into the woods. You hear Brennan curse you as you retreat, “You’ll be sorry! I’ll show you! I’ll see the Pict witch dead!” Well aware that Brennan and his men will be looking for you, you make camp in a defensible place near a cliff wall on a hill.

Maol: “Who are you? What do you know about my family being disgraced?” **turn to 133**

“Are you really a witch? if so, can you heal us? We’re pretty beat up.” **turn to 039**

045

You accompany Nest to the mayor’s house. Colunwy is doing well for itself. The streets are clean, the houses are in good shape. You can’t help but wonder; with the village so prosperous, why the hostile reception? Nest pours you a glass of wine each and then introduces you to her father, Bryn, the mayor of Colunwy. “They are adventurers, Father,” she explains to him, “perhaps they can help protect us against Richert the Conjuror.”

“Who’s Richert the Conjuror?” **turn to 010**

046

“I’m looking for my son. His name is Mathew. He looks a lot like me I’m told, only 20 years younger of course,” he smiles a sad smile at the thought. “He went missing a few months back. A beautiful young woman had been coming to the church sermons every week. My son sings at the sermons. He has a wonderful singing voice and she could sing like an angel. That’s how they met. Some villagers saw them walk away hand in hand afterwards. That was the last time anyone ever saw them. I’m not angry at him for eloping with

047-053

her. I just want to know that my son is alive and well. Could you find it in your hearts to help a worried father find his son?"

"We'll find them for you. Can't be very hard. They probably settled down in some nearby village." **turn to 122**

"Finding elopers is our speciality! Only, we don't work for free. What's the reward?" **turn to 004**

047

The young man and woman lead you inside a small cave that is remarkably comfortably furnished. You are invited to take a seat and are given a cup of wine to sip while the woman anoints your wounds with a healing balm. The entire party may perform a free Recuperate Action as described in the rules. They do not have to pay upkeep. This is not at all what you expected when you were heading out.

"You must be Mathew Trewella. Your father asked us to find you." **turn to 098**

"What is going on here? Why were we attacked by those creatures?" **turn to 041**

Perform a free Recuperate Action **See the rulebook**

048

You stumble out of your beds and fumble to get your armour and weapons ready. You make your way to the kitchen, where a horrible sight awaits you. Someone has stuck a carving fork in the middle of the table in the room, and upon it, has impaled the severed head of Lady Afanen of Rhuddgoch! Pieces of her dismembered body are strewn about the kitchen. You see what must be her hands and feet stuck in the cooking pot. The Shire Reeve arrives at the same moment as you do. His face pales and he has to steady himself against the doorframe at the sight.

If you have put your armour aside, return it to your Player Character.

"Shire Reeve! Where's Lord Rhuddgoch and your brother? Are they all right?" **turn to 134**

"Round up all the servants! Someone must have seen something!" **turn to 054**

049

One of the men turns towards you, raising his hand in peace, "Take it easy travellers. Don't waste your pity on that old Pict. She's a pagan witch." The man smiles at you amicably, "I'm Brennan by the way and these are my men, Brennan's dogs. We're prize hunters." He points at the old crone, "She's not even from

around here. Some nobleman from Gododdin is paying us nicely to hunt her down."

"Prize hunters? Mercenary murderers you mean?" **turn to 097**

"Gododdin? Maol here is from Gododdin. Who's your employer?" **turn to 007**

050

The mayor offers 3 Pennies in reward if you defeat Richert. The mayor increases the offered reward with one Penny for every Success rolled in the Skill Check. Make a note of the agreed amount that you will get paid if you succeed with the Quest.

One Player must perform a Skill Check for her Player Characters Haggles skill.

DL: Zero

"OK, we have a deal!" **turn to 065**

051

You manage to retreat out of the kitchen. The Shire Reeve is not as fleet-footed as the rest of you, one of the gargoyles gut him with their claws. With the Shire Reeve's dead body in their maws, they withdraw into the larder where they emerged. When the steps of the gargoyles have dissipated, you investigate the larder where they emerged from. A hidden door stands ajar, revealing an ominous dark passage leading down a decrepit stone stairway.

Remove the Man at Arms Companion Card (the Shire Reeve) from your Party, if it is in it.

"We have to follow them down there! The blood trail will show the way." **turn to 060**

052

Thus ends the tale of The Conjurers Bargain

Continue **turn to 101**

053

Recognising that you are in over your heads, you wisely leave the village of Colunwy to their fate and move on. You will not get paid for your troubles.

You do not earn any XP. The Party does not get paid.

Continue **turn to 052**

054

You round up all the servants and guards. You make sure no one is missing. You are just about to start interrogating them for information when the Shire Reeve brings alarming news. “My brother Sir Glyn and Lord Rhuddgoch, they’re both gone! It’s as if they vanished! Could they be at the mercy of whoever did this to Lady Afanen?”

“Let’s conclude from the evidence we have.”
(World Knowledge) **turn to 149**

“There might be tracks to find in the blood.”
(Hunting and Tracking) **turn to 154**

055

Once again, he looks you up and down as if you’ve said something stupid. “What do you mean? A deal is a deal! I did my part. She will be my wife!”

“Give us the contract and we’ll force the mayor to live up to his promise” **turn to 063**

“We have a deal to deliver on as well”
(Backstab Richert to death) **turn to 013**

056

The guard introduces you to Feord, the cook, a short and stubby man. You are directed to take a seat near the open fire to get warm. “Castle Rhuddgoch is a small place. There aren’t many of us here, but Lord Rhuddgoch is a good master, and there’s rarely any trouble.” Alfred the guard excuses himself and leaves. You’ve just begun to warm up when he returns. “Lord Rhuddgoch has asked to see you. Come with me.”

Continue. **turn to 114**

057

As the kind old fisherman dies, you see a group of mermen walk out of the water onto the beach with spears at the ready. They do not have fishtails like mermaids, but instead webbed feet and hands. One of them retrieves the spear he threw at the slain fisherman. “You should not have come here, humans!” The mermen attack you.



You will be facing:

- 3 bucca

A Battle begins! **turn to 9906**

Concede defeat. **turn to 011**



058

You find a book on the Red Executioner in Lord Rhuddgoch’s library. You notice one unexpected detail you didn’t already know. The Red Executioner wasn’t always an insane murderer. His mind snapped when he found out that his young wife had an affair with a friend of his. His first victim was his wife. He dismembered her and had her lover executed for the crime. An execution he handled himself.

“There might be tracks to find in the kitchen.”
(Hunting and Tracking) **turn to 154**

059

You defuse the situation by pointing out that you don’t want any trouble. You buy the fishermen each a round of ale and they turn out to be all right. They tell you about Albert’s son. “People are saying that the woman that took your son was a mermaid.”

“Mermaid eh? We should take a stroll along the shore and see what we can find.” **turn to 120**

060

As you descend into the dark stairwell, you wonder what dark fate has befallen the rest of the missing. You enter a maze of damp tunnels. The thin trail of blood left on the ground helps you find your way. After a while, you come to a wooden door with heavy iron reinforcements. You can hear faint sounds beyond. Gathering all your courage, you burst in through the door.

✦ If the Man at Arms Companion card (the Shire Reeve) is already in the Party, remove it.



Continue. **turn to 124**

061

The villagers are outraged to hear that Nest was promised to the conjurer in return for the village to prosper. Nest doesn’t believe a word you’re saying until you show her the contract signed by her father. After reading it, she breaks down crying.

“You should live up to your end of the deal, to guarantee continued prosperity” **turn to 123**

“We will not hand over Nest, nor will we do your dirty work! Sort it out yourselves!” **turn to 075**

“The mayor had no right to promise his daughter to the conjurer. The Contract is invalid!” **turn to 117**

062-071

062

You nimbly scale the wall of the tower up to the open window. Once inside, you let down a rope for the rest of the party to climb. Just as the last of your party makes her way into the tower, you become aware of an old man with a large white beard standing in the staircase behind you. “Who are you and what’s your business here?” he asks sourly.



You will be facing:



- 1 warlock
- 5 hobgoblins



“Are you Richert the Conjurer?” **turn to 087**

“Vile Conjurer! Kill the bastard!”
(A Battle begins!) **turn to 9907**

063

Richert the conjurer hands you the contract. “Tell them the truth,” he says. You leave the tower and return to the village of Colunwy. Upon your return, the villagers gather in the village square to hear how things have gone.

“Mayor Bryn made a deal with the conjurer. All of these last troubles are because he won’t do his part!” **turn to 061**

064

This is the end of the demo Questbook. If you liked the game, try playing it again and make different choices.

Please support A Tale of Bravery on Kickstarter.

065

Mayor Bryn shows you a map and gives you directions to Richert’s tower. He then parades you around the village to introduce you to everyone. You’re treated like heroes. Before you set out on your quest, you may perform a free Recuperate action, with the help of the grateful villagers of Colunwy.

Continue **turn to 028**

Perform a free Recuperate Action **See the rulebook**

066

The fishermen are tough, but nothing that you can’t handle. When the dust settles you are standing up and they are on the floor with nosebleeds. One of the sailors apologises to Albert and says they meant no harm. “It’s just that people are saying that the woman that took your son was a mermaid,” the sailor explains. “Now, let us poor sailors buy you, gentlemen, an ale each and put this little misunderstanding behind us,” the sailor concludes.

“Mermaid eh? We should take a stroll along the shore and see what we can find.” **turn to 120**

067

You slay the hobgoblins without greater difficulty. After wiping your weapons clean of their blood, you continue towards Richert’s tower.

Continue **turn to 141**

068

“Indeed it is very secluded,” Lord Rhuddgoch smiles, “I like to think that although remote, we are well off. And although seldom visited, we treat the few visitors we get all the better.” While you take your seats at the table he introduces the two remaining guests. “Let me introduce the Shire Reeve of these parts, Sir Steffan of Merceham. And next to my wife is his brother, the honourable Sir Glyn of Merceham.” They both rise and give you a short bow.

“Shire Reeve eh? I hope we’re not wanted for any crimes around here?” **turn to 145**

“So, Lord Ruddgoch, have your family ruled these lands for many generations?” **turn to 073**

069

The lock on the door won’t budge. You’ll have to try something else.

“Let’s just knock on the door” **turn to 018**

“Let’s climb in through the window” (Athletics) **turn to 042**

070

“Oh, he didn’t tell you about that, did he?” Richart mocks, “I and Mayor Bryn made a deal 10 years ago that I would make the fields yield a good harvest. 10 years of hard work! He doesn’t want to fulfil his part of the bargain.” He points at you with a bony finger. “You can bet that he doesn’t intend to pay you either.”

“How much does he owe you?” **turn to 109**

071

“Yes I am,” she admits. The old crone picks a handful of small, round pebbles out of her pouch. They have tiny symbols painted on them. She pours the painted pebbles into Maol’s hand. “These pebbles will protect you from evil. Keep them in your pocket and you and your friends will be safe from black magic. With that, I have paid my debt. I beg your forgiveness for my crime.”



Add the Painted Pebbles Quest Equipment card to Maol.



Continue. **turn to 024**

072

After slaying the gargoyles you investigate the larder where they emerged from. A hidden door stands ajar, revealing an ominous dark passage leading down a decrepit stone stairway.

“It’s heroics time! Shire Reeve, you stay here and keep everyone safe.” **turn to 060**

“A little help wouldn’t hurt. Shire Reeve, you’re coming with us.” **turn to 129**

073

“They frighten children with stories of my ancestor around these parts,” Lord Rhuddgoch explains to you, “But it would be pointless to take offence.” Sir Glyn nods and continues, “Lord Leolin of Rhuddgoch had this castle built over a hundred years ago. They say it is riddled with secret passageways. He set up his private dungeon of torture deep below the castle where he took great delight in the cruel and slow death of his victims.”

Continue. **turn to 135**

074

The hobgoblins scatter in fear before you. You continue towards Richerts’s tower unopposed.

Continue **turn to 141**

075

You wash your hands of the situation and leave the village to work out what to do for themselves.



You earn 1 XP.
The Party does not get paid.



Continue **turn to 052**

076

“That is unfortunate,” Brennan says and raises his sword. “You won’t sell your honour, but you’ll give away your lives for nothing? I had hoped you would be smarter than that.” He motions to his men to attack, “At them, dogs!”



You will be facing

- 1 Saxon noble
- 2 soldiers
- 2 Saxon archers



A Battle Begins! **turn to 9911**

Concede defeat. **turn to 158**

077

You notice that the old crone is freeing herself while Brennan and his men are focused on you. Eventually, you simply punch Brennan in the face, toppling him over flat on his back. “Quickly! We need to run!” you shout to your friends. Grabbing the old crone by the arm, you make your escape into the woods. You hear Brennan curse you as you retreat, “You’ll be sorry! I’ll show you! I’ll see the Pict witch dead!” Well aware that Brennan and his men will be looking for you, you make camp in a defensible place near a cliff wall on a hill.

Maol: “Who are you? What do you know about my family being disgraced?” **turn to 133**

“Are you really a witch? if so, can you heal us? We’re pretty beat up.” **turn to 039**

078

You travel on, pondering what the old crone has told you. The traitorous Brych is apparently in the capital of Eryng, not far from here. Brych may have evidence that exonerates Maol’s father. King Mynyddog of Gododdin is travelling to the capital to marry Princess Ffion of Eryng. If you could get your hands on the evidence, this might be a golden opportunity to present it to the king. But Sir Rhowan is likely to attend the wedding, so you will have to be very careful.

Continue. **turn to 036**

079

Sir Glyn continues, “I don’t approve of the man and neither did the king. The red executioner was put on trial and buried alive as punishment. Walled-up in a cell in his own dungeon left to starve to death. But that’s not the end of it. Some say that he is still alive as an undead corpse, still walled up in his dungeon, somewhere in this very castle.” Sir Glyn smiles, “It is said that if he ever breaks out he’ll take terrible revenge on us all.”

Continue. **turn to 127**

080

You knock on the wooden gate of the castle. A small hatch opens and a guard eyes you suspiciously. You barely have time to start asking for shelter before the guard exclaims “By god, it’s you! I have heard of you and your adventures!” The gate swings open. He motions for you to come inside. “Welcome to Castle Rhuddgoch. The Lord and Lady Rhuddgoch will be most pleased to meet you. I can’t wait to tell them you’re here! Let’s get you warm and dry in the kitchen.” The guard shows you to the servant’s entrance into the kitchen.

Continue. **turn to 056**

081

You return to Zennor and tell Albert what has transpired. He is sad that he can't see his son but overjoyed to hear that Mathew is alive and well. You leave Zennor that same day and continue on your travels. Just before sunset, Albert walks out to Pendour Cove and sits on top of it. Faintly, in the distance he can hear the most beautiful singing of Matthew Trehwella and his beloved mermaid wife. And when he hears it, Albert knows that they are happy.

You earn 1 XP.
If you have made a deal with Albert for payment.
He gives you the reward he has promised.

Continue. **turn to 019**

082

"Yes, and not only that. Sir Rhowan an Dorcha is the one who betrayed King Mynyddogs plans to Deira." The old crone takes a deep breath, stoking her courage, "but he had help. I helped him deliver messages, and Maol's Father's adviser, Brych, helped him by planting the fabricated evidence. Brych is the one who paid those men to have me hanged."

"You? You helped Sir Rhowan betray
King Mynyddog?" **turn to 094**

"Brych? That backstabbing bastard!
Where is he now?" **turn to 037**

083

You strike the mermen down. Unfortunately, the mooring to the boat you arrived on was cut by the mermen. It has drifted out to sea. You are certain more mermen are hiding beneath the waves, lacking the courage to face you. They would surely attack if you tried to retrieve the boat. "Is the mermaid some kind of siren that draws men to her, only to have them murdered?" you ask yourselves between gritted teeth.

Continue. **turn to 093**

084

Albert turns around and leaves. You recuperate and relax in Zennor for a few days before continuing on your travels.

Congratulations! You have just skipped your first Quest! However, this won't get you any rewards. In this demo you are free to go back to the previous paragraph and pick the other alternative, continuing the quest. Or you can select to indeed skip this quest.

You do not earn any XP.
You do not get any reward.

Go back to the previous paragraph. **turn to 111**

Skip the Quest. **turn to 019**

085

You scavenge the tower for something flammable. While you're searching, you come across a contract. It was drawn up about a decade ago. In it, Mayor Bryn promises his daughter's hand in marriage to Richert the conjurer, once she comes of age. In exchange, Richert will use his powers to guarantee that Colunwy prospers with good harvests from the fields.

"Mayor Bryn sold his daughter to the Conjurer?
What a bastard!" (keep the contract) **turn to 105**

"I guess Richert the conjurer got the short end
of that deal." (tear up the contract) **turn to 144**

086

You decide to pretend that you are merely travellers seeking shelter and not famous heroes.

One Player must perform a Skill Check for
her Player Characters Deceive skill.

DL: Average

The Skill Check succeeds. **turn to 022**

The Skill Check fails. **turn to 110**

087

The old man looks you up and down as if you've asked a stupid question. "Yes, I am he. What? Were you worried that you'd found the wrong tower?"

You will be facing:
- 1 warlock
- 5 hobgoblins

"You're a lot less intimidating than we thought.
What's your beef with Colunwy?" **turn to 140**

"Vile Conjurer! Kill the bastard!"
(A Battle begins!) **turn to 9907**

089

What on earth is going on? Stop fighting at once! A young woman carrying a basket with bread and a bottle of wine has come up from the village. "Can't you see that these are just travellers?" she scolds the farmers. "Here's your lunch!" she hands over the basket to the farmers and then turns to you. "I'm sorry for all this," she apologises, "I'm Nest. Are you by any chance travelling adventurers?" A little perplexed at the question, you acknowledge that you are that. "That's wonderful news! Please

come with me. You must meet my father, the mayor of Col-unwy!”

“Sure, why not?” **turn to 045**

090

“Yes, there’s a big wedding being planned in the capital, Ariconium. I don’t know why the King of Gododdin is coming here for the wedding. It seems Princess Ffion should be going up north for the wedding, but then what do I know about politics?” You are interrupted by the frail voice of the old crone. “I recognize you my lord, young Maol mac Graid.” She looks directly at Maol, “Brych is the man who betrayed your father. Help me! Set me free and I shall tell you all I know!” Brennan shouts at his men, “Shut her up! Idiots!” he then turns to you, “Move along, right now!”

“You’d better let the old crone go. She has information we need.” **turn to 132**

091

Oblivious to your movements, the hobgoblins guard the trail. You sneak past them with ease. Hobgoblins are not very bright creatures.

Continue **turn to 141**

092

Suddenly, the mermaid speaks, with the most lovely voice you’ve ever heard, “You are warriors, trained in combat, yes? You could challenge the leader of the Buccas to a fight to a duel over our freedom. If you win, they would have to leave us alone.” Mathew looks at his wife and asks, “Why haven’t you told me this before?” The mermaid answers, “My darling, you do not have anyone’s blood on your hands, and I love you for it. The Bucca leader would kill you. But these adventurers here might just be able to win that confrontation.”

“She’s right Mathew. It’s best to leave the loving to lovers, and the slaying to slayers. We’ll gut that Bucca like a herring!” **turn to 155**

093

As you are contemplating your options, you see a young couple approaching. The woman is breathtakingly beautiful and the young man bears a clear resemblance to Albert. It must be his missing son! “We saw what happened, are you all right?”, the young man asks you. “Come with us, my wife has some healing ointments at home.” He motions to you to follow.

Continue. **turn to 047**

094

The old crone lowers her eyes in shame, “I did. I lived out in the woods on Maol’s father’s land. Brych used to come to me with messages from Sir Rhowan an Dorcha, that I passed on by pigeon to the enemy. After Maol’s father was executed, armed men came looking for me. Brych and Sir Rhowan tried to murder me. I knew too much. So I fled from the old north and ended up here.”

“But they’ve caught up with you. Brennan and his mercenaries were sent to kill you.” **turn to 037**

095

The old crone looks at you in terror. “They are going to murder me!” You nod gravely, “Yes, and you deserve it.” You then push the old crone towards Brennan and his men, who grab her and retreat back into the forest. Brennan looks at you and gives a brief nod before leaving. “Good call, travellers. Fare thee well.” With that, he follows his men.

Continue. **turn to 078**

096

Brennan scratches his unshaven chin. “Listen, I get it. We got off on the wrong foot and you don’t know if you can trust me. How about I give you a share of the bounty on her head?” he throws a pouch of coins at your feet. “There are 8 Pennies in there,” he points at the pouch, “It’s yours. All you have to do is hand over the old crone.”

“8 Pennies? She tried to pay us in painted pebbles. You can have her!” (Hand her over) **turn to 008**

“Our honour is not for sale. You can’t have her!” **turn to 076**

097

Brennan puts his hand on the handle of his sword and his men turn towards you with mean looks on their faces. “Yes, you could say that,” Brennan says with a threatening undertone in his voice, “Now move along or there will be more than one hanging here today.” You are interrupted by the frail voice of the old crone. “I recognize you my lord, young Maol mac Graid.” She looks directly at Maol, “Their employer is the man who betrayed your father. Help me! Set me free and I shall tell you all I know!” Brennan shouts at his men, “Shut her up! Idiots!”, he then turns to you, “Move along, right now!”

“Let the old crone go, or else” **turn to 132**

098

“You are right, I am Mathew Trewella. I had guessed that my father would be beside himself with worry by now. I’m deeply sorry for that,” he looks to the floor in shame. “I suppose your ‘wife’ is the mermaid that lives in this cave?” you ask him and he confirms your suspicion with a nod of his head. With frightened eyes, the mermaid takes half a step behind Mathew, seeking cover, when you put your hands on the handles of your weapons.

“Are you the mermaid’s prisoner? Under a spell keeping you here? Tell the truth!” **turn to 131**

“What is going on here? Why were we attacked by those creatures?” **turn to 041**

099

With a satisfying click the lock of the door opens and you sneak into the tower. The ground floor is more or less empty, with a stone stair leading up to the floor above. As you sneak up the stairs, you surprise an old man with a large white beard. “Who are you and what’s your business here?” he asks sourly.

You will be facing:

- 1 warlock
- 5 hobgoblins

“Are you Richert the Conjuror?” **turn to 087**

“Vile Conjuror! Kill the bastard!”
(A Battle begins!) **turn to 9907**

100

Taking advantage of the terrain, you try to sneak past the hobgoblin guards unnoticed.

One Player must perform a Skill Check for her Player Characters Hunting and Tracking skill.

DL: Average

The Skill Check succeeds **turn to 091**

The Skill Check fails **turn to 033**

101

You may continue your adventures by picking the following Quest. At this point, you may perform a free Upkeep Action before starting the new Quest.

The Hanging Crane:

You interrupt the hanging of an old woman and a dark conspiracy is brought to light.

turn to 017

Perform a Free Recuperate Action **See the rulebook**

102

It’s only about a day’s travel to the tower, after a few hours the path narrows as you come close to a hill near a lake. A group of hobgoblins ambush you and surround you. “Halt, travellers from Colunwy! You shall not pass!”

You will be facing:

- 4 hobgoblins

“Stand aside or suffer the consequences!”

(Leadership) **turn to 016**

“Vile Creatures! Prepare to die!” (a Battle begins!) **turn to 9908**

103

You manage to slay the gargoyles and are just about to lend the final blow to Sir Glyn when Lord Rhuddgoch pleads, “Don’t kill him, please! Let him be tried and sentenced in a court of law for his deeds. We need to bring back order from this insanity!” You agree that his words make sense. Releasing Lord Rhuddgoch from the rack you drag your prisoner out of the catacombs. Sir Glyn is certain to face a death sentence.

Continue. **turn to 138**

104

The Conjurors Bargain

You travel north and reach the vicinity of Colunwy, a village in northern Ergyng. As you approach the village, a small group of farmers with raised pitchforks block the road. “Don’t come any closer! Go back to your master and tell him to get stuffed!”

“Pitchforks? really? Go back to your farms before you get hurt!” **turn to 003**

“We’re travelling adventurers. We don’t have a master.” **turn to 125**

105

Bringing the contract as evidence, You leave the tower and return to the village of Colunwy. Upon your return, the villagers gather in the village square to hear how things have gone.

“Mayor Bryn made a deal with the conjurer. All of these last troubles are because he won’t do his part!” **turn to 023**

106

Sir Glyn continues, “The king got word of his misdeeds and had him put on trial. The red executioner was buried alive as punishment. Walled up in a cell in his dungeon and left to starve to death. But that’s not the end of it. Some say that he is still alive as an undead corpse, still walled up in his dungeon, somewhere in this

very castle.” Sir Glyn smiles. “It is said that if he ever breaks out he’ll take terrible revenge on us all.”

Continue. **turn to 127**

107

Shortly thereafter a trial is held. Lord Andreas of Rhuddgoch stands accused of the horrifying murder of his wife and of using black magic. He is sentenced to death. You are welcome to stay and heal your wounds. You may perform a free Recuperate Action. People travel from afar to see the execution. In front of the crowd, with his head on the executioner’s block, Lord Rhuddgoch shouts, “I am the Red Executioner reborn! This is not the end. I shall return to claim my revenge! I am the Red Executioner!” His proclamation is cut short by the chop of the axe. Afterwards, his severed head is held up for all to see. Knowing that you have put a stop to a maniacal murderer, you travel on.

You earn 1 XP

The Party performs a Free Recuperate Action. Remove the Man at Arms Companion card (the Shire Reeve) if he is in the Party.

Continue. **turn to 021**

Perform a Free Recuperate Action **See the rulebook**

108

Recognising that you are facing certain defeat you make the wise decision to run away from the fight. Mathew and his mermaid are forced to honour the terms of the challenge and turn themselves over. They are both instantly and brutally murdered by the Bucca. You have failed the Quest.

You do not earn any XP.
You do not get any reward.

Continue. **turn to 019**

109

“In return he promised that, when she comes of age, his daughter’s hand would be mine in marriage. Instead, he sent you to kill me! A deal is a deal!” Infuriated by his own monologue he holds up a parchment signed by Mayor Bryn, “I have the proof too! We signed a contract. I have it right here!”

“Don’t you think Nest should have a say?” **turn to 055**

“You’re probably right. He won’t be paying us either.” **turn to 152**

110

You knock on the wooden gate of the castle. A small hatch opens and a guard eyes you suspiciously. You barely have time to start asking for shelter before the guard exclaims “By god, it’s you! I have heard of you and your adventures!” The gate swings open. He motions for you to come inside. “Welcome to Castle Rhuddgoch. The Lord and Lady Rhuddgoch will be most pleased to meet you. I can’t wait to tell them you’re here! Let’s get you warm and dry in the kitchen.” The guard shows you to the servant’s entrance into the kitchen.

Continue. **turn to 056**

111

While you are leading your horses to the stable, after reserving rooms at the local inn, a middle-aged villager approaches you. “Excuse me travellers, my name is Albert Trewella, I’m the churchwarden of Zennor.” He greets you with a brief nod and then looks at you with a worried frown. “Have you possibly seen a young man travelling in the company of a very beautiful woman these last few days?”

No. Go bother someone else.
(Abandon the Quest) **turn to 084**

“No I can’t say that we have. I’m sorry, why are you asking?” **turn to 046**

112

“I said so, and I do. Sir Rhowan an Dorcha craved the lands of Graid mac Cináed and his position in the court of King Mynyddog. With carefully placed words he directed the king’s suspicions towards Maol’s father. Eventually, an incriminating letter was found in Maol’s father’s study. King Mynyddog had him executed for treason and his title taken from him. Young Maol here had to flee for his life.”

“So it was Sir Rhowan that was behind it!” **turn to 082**

113

The hobgoblins send you running for your lives. Later that evening when you’ve reassembled and are making camp, you may perform a free Recuperate action. The next morning, you must decide if you dare to carry on.

In your hurry to escape, you must pick one Equipment card carried by the Party that is not Quest Equipment. Return it to its pile. You must return one Equipment card unless you have none left. If you can't agree on a card, pick one randomly from a pile of every eligible card in the party.

"This is too hard. We should abandon this quest."
(Abandon the Quest) **turn to 053**

"Let's try to sneak past the hobgoblin guards" **turn to 100**

114

Alfred the guard leads you into the dining hall of the castle. Three men and a woman are having a lavish dinner. When you arrive, the man at the short end of the table rises to greet you. "By Jove it is you! I told you, my dear," he says to the beautiful young woman. He then turns to you to explain, "I saw you crossing the courtyard through the window. I recognised you immediately! I am Lord Andreas of Rhuddgoch. I and my dear wife, Lady Afanen here," he indicates towards the young woman, "are keen to hear tales of your adventures! Will you do us the honour of sharing our table for the evening?"

"We'd be happy to. Just let us dry up first." **turn to 025**

"Delighted to make your acquaintance, Lord and Lady Rhuddgoch. Who are your other two guests?" **turn to 121**

115

Lord Rhuddgoch and his gargoyles have the better of you. Lord Rhuddgoch proclaims "I am the Red Executioner reborn! Sir Glyn carried on with my wife! The penalty for infidelity is death!" He is just about to decapitate you with a mighty swing of his executioner's axe when a fire iron hits him on the back of his head. It is Sir Glyn, who has managed to escape his magical bonds and come to your help. "Run for your lives!" he shouts, "Save yourselves!" Realising you have no other choice than to flee, you run back out of the catacombs the way you came.

Continue. **turn to 014**

116

You win the day. As Brennan's men flee from the fight, one of them snatches up the coin filled purse. "Come back, you cowardly curs!" Brennan reproaches them just before you cut him down. With Brennan dead and his men scattered, the immediate threat to the old woman's life is over. She thanks you for saving her life. The next morning the old crone takes her leave, bowing deeply in gratitude to Maol mac Graid and the rest of you.

You earn 1 XP.

Continue. **turn to 078**

117

Holding the contract high, you rip it into pieces and throw them into the wind. Slowly understanding that she will not be forced to marry, Nest is very grateful. Her father, Mayor Bryn has a lot of explaining to do. The discontented villagers force the Mayor to agree to meet with Richart the conjurer to agree on some other form of payment. If you had agreed on a reward, you are paid despite Richart the conjurer still being alive.

You earn 1 XP.
If agreed upon a reward, you receive it.

Continue **turn to 052**

118

The old crone speaks with a frail voice. "I recognize you my lord, young Maol mac Graid." She looks directly at Maol, "Brych is the man who betrayed your father. Help me! Set me free and I shall tell you all I know!" Brennan shouts at his men, "Shut her up! Idiots!", he then looks at you, "Don't listen to the witch. Move along, right now!"

"You'd better let the old crone go. She has information we need." **turn to 132**

119

The mermen are monstrous adversaries and you don't stand a chance against them. Bleeding and panicked, you flee to the highest point you can find on the island, which is not very high above sea level. You are still within sight of them, but they do not pursue. They seem reluctant to leave the shore. You are certain there are more of them hiding beneath the waves. It seems you are stuck on this island.

Continue. **turn to 093**

120

You take a long stroll westwards along the shore. Just when you're about to turn back towards the village, you come across a lonely hut where an old fisherman is mending his net. He gives you a friendly nod of the head. "Have you ever seen a beautiful young woman walk past here?" you ask him. "Beautiful young woman? Oh, you mean the mermaid of Zennor? I haven't seen her for a long time, but I know where she lives," the old fisherman replies.

"Mermaid? No, the one we're looking for has legs to stand on and no fishtail." **turn to 151**

"So there is an actual mermaid here that you've seen? Where does she live?" **turn to 012**

121

“Yes, how rude of me, I apologise,” Lord Rhuddgoch gives a brief embarrassed smile. “Here on my right is the Shire Reeve of these parts, Sir Steffan of Merceham. And next to my wife is his brother, the honourable Sir Glyn of Merceham.” They both rise and give you a short bow. The table has been set to accommodate you all and you sit down.

“Castle Rhuddgoch is very secluded. I take it you don’t get many visitors?” **turn to 068**

“Shire Reeve eh? I hope we’re not wanted for any crimes around here?” **turn to 145**

122

“Do you know where the young woman was from?” you ask, “Maybe they eloped home to her village.” Albert shakes his head, “Nobody had seen her before. She was so beautiful, somebody would have heard of her if she was from around here. Someone I talked to mentioned that they’d seen her coming from the west walking along the shore into the village.”

“We shall backtrack along the shore then, and see what we can find.” **turn to 120**

“Before we investigate further, we’re going to have an ale at the Inn to help us think.” **turn to 009**

123

At first, there is a great silence, but then the villagers are won over to the solution. A deal is a deal! With Nest married to the conjurer, the village of Colunwy will continue to prosper. Nest is beside herself with sorrow, but Mayor Bryn eventually goes along with the solution. The next day you travel on towards new adventures.

You earn 1 XP.

If agreed upon a reward, you get paid.

Continue. **turn to 052**

124

You enter a large chamber filled with old torture equipment. There are iron-barred prison cells along the walls. One of them was once walled up with bricks. It has been torn down, revealing a mummified corpse inside. It must be the remains of the Red Executioner. Sir Glyn stands in the centre of the room with a raised executioner’s axe above Lord Rhuddgoch, who has been chained to a torture rack. Sir Glyn’s face is twisted in anger and tears are streaming down his face. Behind him in the darkness, you can see the dark shadows of two gargoyles. You have the element of surprise. How do you intend to use it?

You will be facing:

- 1 Saxon noble (Sir Glyn)

- 2 gargoyles

Attack while you have the upper hand
(A Battle begins!) **turn to 9902**

“Stop! Put the axe down!” **turn to 031**

125

“Liars! You are mercenaries sent by Rhicert to harass us!” they shout and are just about to attack when a young woman from the village interrupts them. “Can’t you see that these are just travelers?” she scolds the farmers. Looking a bit sheepish, they see her point. “Here’s your lunch!” she hands over a basket to the farmers and then turns to you. “I’m sorry for all this,” she apologises, “I’m Nest. Are you by any chance travelling adventurers?” A little perplexed at the question, you acknowledge that you are that. “That’s wonderful news! Please come with me. You must meet my father, the mayor of Colunwy!”

“Sure, why not?” **turn to 045**

126

The character that failed her Athletics skill roll falls and takes 1 Hit Point in damage. You can’t help but make a loud exclamation as you hit the ground. As your friends rush over to see if you’re all right, the wooden door to the tower opens and an old man with a large white beard looks out. “Who are you and what’s your business here?” he asks sourly.

You will be facing:

- 1 warlock

- 5 hobgoblins

“Are you Richert the Conjurer?” **turn to 087**

“Vile Conjurer! Kill the bastard!”

(A Battle begins!) **turn to 9907**

127

After a short uncomfortable silence, Sir Steffan the Shire Reeve, holds up his cup. “You have to forgive my brother, sometimes I think he’s obsessed with ‘the Red Executioner’. I propose a toast to our host, Lord Andreas of Rhuddgoch, he is a clear improvement in hospitality over his infamous ancestor!” By the time you make your way to bed, you are more than a little inebriated. You wake up with a heavy hangover, to the sound of panicked screams. You hear a servant running down the corridor. “Murder! Lady Rhuddgoch has been murdered in the kitchen! It’s the Red Executioner, he has returned!”

Continue. **turn to 048**

129

As you descend into the dark stairwell, you wonder what dark fate has befallen the rest of the missing. You enter a maze of damp tunnels. The thin trail of blood left on the ground helps you find your way. After a while, you come to a wooden door with heavy iron reinforcements. You can hear faint sounds beyond. Gathering all your courage, you burst in through the door.

If the Man at Arms Companion card (the Shire Reeve) isn't already in the Party, add it as a Companion to a Player Character.

Continue. **turn to 124**

130

You decide to make it clear to the guards at the gate that you are famous heroes, and not merely travellers seeking shelter from the weather.

One Player must perform a Skill Check for her Player Characters Eloquence skill.

DL: Average

The Skill Check succeeds. **turn to 110**

The Skill Check fails. **turn to 022**

131

“My wife and I are both prisoners here”, Mathew explains. “She is a mermaid. But our love is true, and we belong to each other. Those monsters on the shore, are called ‘Bucca’ and are a kind of mermen. Their leader Oleander thinks our love is blasphemy, a stain on their race. They want to kill us. We are safe in this cave, but if we try to reach the mainland, they will rip us to shreds. We have been trapped here for months.”

“Is there anything you can think of that would break the siege?” **turn to 092**

132

Brennan draws his sword. “Very well! Prepare to meet your maker at the hands of Brennan and his dogs!” he shouts, grinning with bloodlust. “At them, my dogs!” Brennan’s men attack you.

You will be facing
 - 1 Saxon noble
 - 4 soldiers

A Battle Begins! **turn to 9903**

Concede defeat. **turn to 077**

133

“My name is Finella. Like you, young Maol mac Graid, I come from Gododdin.” She looks with sadness at her old wrinkled and tattooed hands. “I fear I shall never see my homeland again. As you know, young Maol mac Graid, your father was declared a traitor for betraying King Mynyddog in his disastrous war on Deira.” She explains to the rest of those present, “King Mynyddog attacked the stronghold of Cattræth in Deira. The defenders knew he was coming and the battle was lost. It became apparent to the king that there was a traitor in his court.” She makes a dramatic pause, “That traitor turned out to be Maol’s father, Graid mac Cináed.”

“You said you had information on who set him up?” **turn to 112**

134

The Shire Reeve, reeling from the shock, nods and runs off to check on his brother and Lord Rhuddgoch. He soon returns.

“They’re both gone! It’s as if they vanished! Could they be at the mercy of whoever did this to Lady Afanen?”

“Let’s conclude from the evidence we have.”

(World Knowledge) **turn to 149**

“There might be tracks to find in the blood.”

(Hunting and Tracking) **turn to 154**

135

“A horrible man indeed,” Lady Rhuddgoch exclaims and rises from the table, “I would like to thank you all for the company and retire to my chambers for the evening.” She leaves the room as Sir Glyn continues the tale. “He earned the nickname ‘the Red Executioner’ for his habit of handling all executions himself. They say he loved the sight of blood. He kidnapped innocent peasants and tortured them to death. Everyone was afraid of him.”

“What became of him? Did he answer for his crimes?” **turn to 106**

“Is this a true story? This guy existed?” **turn to 043**

136

When the dust settles you are lying bruised and battered in a pool of mud in the street. However, the fishermen turn out to be pretty decent about it. They buy you a mug of ale each to help you recover and they even apologise to Albert. They meant no harm. “It’s just that people are saying that the woman that took your son was a mermaid,” the sailors explain.

“Mermaid eh? We should take a stroll along the shore and see what we can find.” **turn to 120**

137

The kitchen is a mess. There's blood everywhere and traces from too many panicked servants. Suddenly you hear a hissing sound behind you. The Shire Reeve gives up a frightened yelp and draws his weapon. He points to something behind you. You turn to see a small group of gargoyles come out of the larder door in the kitchen. "Yessss. Kill the filthy humans!" they hiss. "The master demands blood!" The gargoyles attack you.

 Add the Man at Arms Companion card (the Shire Reeve) to one of the Player Characters. 



You will be facing:



- 3 gargoyles



A Battle begins! **turn to 9912**

Concede defeat. **turn to 051**

138

Shortly thereafter Sir Glyn stands trial for the murder of Lady Afanen of Rhuddgoch, the attempted murder of Lord Andreas of Rhuddgoch and of using black magic. He is sentenced to death. On the day of the execution, Lord Rhuddgoch carries it out himself, donning the red masque of an executioner and swinging the axe. People travel from afar to see the affair. You are welcome to stay and heal your wounds at the expense of Lord Rhuddgoch. As you leave Castle Rhuddgoch to seek new adventures, Lord Rhuddgoch bids you farewell. "I recently found out something interesting. My ancestor, the Red Executioner, was a decent chap until he found out that his wife was having an affair with a friend of his. He murdered her and had the friend executed for the crime," he grins and looks at you, "Safe travels."



You earn 1 XP.



The Party performs a Free Recuperate Action. Remove the Man at Arms Companion card (the Shire Reeve) if he is in the Party.



Continue. **turn to 021**

Perform a Free Recuperate Action **See the rulebook**

139

One obvious conclusion is that the murder and dismemberment of Lady Afanen of Rhuddgoch happened somewhere else. There's too little blood in the kitchen. Also, why are only Lord Andreas of Rhuddgoch and Sir Glyn of Merceham missing? Lord Rhuddgoch might be understood, but why Sir Glyn? Did he witness something he shouldn't have?

"There might be tracks to find in the kitchen ." (Hunting and Tracking) **turn to 154**

"Perhaps the books on the Red Executioner in Lord Rhuddgoch's library can tell us something?" **turn to 058**

140

"You come from there, eh?" The old man takes a step back. "Mayor Bryn managed to convince everyone that I was dangerous, so I had to enlist these hobgoblins to protect me." He makes a sweeping gesture, "In fact, I have been helping the village for many years, but now the mayor won't give me what we agreed."

"You have a deal with Mayor Bryn? What deal?" **turn to 070**

141

The tower is a tall square base building. There are no guards that you can see, so you approach it. There are no other points of entry than a sturdy wooden door on the ground floor, but you can see an open window on the floor above.

"Let's just knock on the door." **turn to 018**

"Let's climb in through the window." (Athletics) **turn to 042**

"Let's pick the lock on the door." (Deft Fingers) **turn to 157**

142

Albert turns around and leaves. You recuperate and relax in Zennor for a few days before continuing on your travels.

Congratulations! You have just skipped your first Quest! However, this won't get you any rewards. In this demo you are free to go back to the previous paragraph and pick the other alternative, continuing the quest. Or you can select to indeed skip this quest.



You do not earn any XP.
You do not get any reward.



Go back to the previous paragraph. **turn to 004**

Skip the Quest. **turn to 019**

143

The conjurer, though old and seemingly weak has knowledge of arcane and supernatural arts that you can't defend against. As his minions prepare to deal you the killing blow, Richert scolds you "I should have known the mayor would send assassins! Anything to cheat me out of our deal! Prepare to die, assassins!"

"Wait! You have a deal with mayor Bryn? What deal?" **turn to 070**

144

You tear up the contract. Your work is done.

"OK, let's return to Colunwy" **turn to 015**

145

The Shire Reeve, Sir Steffan, an athletic man with the first signs of grey in his hair, replies with a wry smile, “Wanted or not, from what I hear about you, you’re all right by my account.” At that Sir Glyn leans in with a mischievous face, “Have you heard the tales they tell of the first lord of Castle Rhuddgoch? The red executioner?”

“Not yet, but I’m sure we will.” **turn to 073**

“Hrm, I’m not sure it’s prudent to discuss such matters...” **turn to 026**

146

Mayor Bryn and his daughter Nest are overjoyed at your decision to help. Nest proposes a toast to your luck. Nest rushes out to let the villagers know that you’re the heroes that are going to stop Richert the Conjurer.

Continue **turn to 065**

147

One of the men turn towards you, “Good afternoon travellers”, he greets you. “She’s a witch all right. Some nobleman from Gododdin is paying us nicely to hunt her down,” the man smiles at you as if the ongoing hanging is just business as usual. “I’m Brennan by the way and these are my men, Brennan’s dogs. We’re prize hunters.”

“Prize hunters? Mercenary murderers you mean?” **turn to 097**

“Gododdin? Maol here is from Gododdin. Who’s your employer?” **turn to 007**

148

The old fisherman agrees to transport you to the mermaid’s islet, and so, the next day when the tide is at its lowest point, you sail off in his boat. He lets you off on the tiny beach that forms every low tide around the islet and accompanies you ashore. “The cave is not far, it’s a very tiny islet,” he says and points the way when suddenly, his chest is pierced from behind by a spear!

Continue. **turn to 057**

149

You take some time to consider the evidence present.

One Player must perform a Skill Check for her Player Characters World Knowledge skill.

DL: Average

The Skill Check succeeds. **turn to 027**

The Skill Check fails. **turn to 139**

150

The gargoyles are too strong, they force you to retreat out of the kitchen. The Shire Reeve is not as lucky as the rest of you, the gargoyles gut him with their claws. With the Shire Reeve’s dead body in their maws, they withdraw into the larder where they emerged. When the steps of the gargoyles have dissipated, you investigate the larder where they emerged from. A hidden door stands ajar, revealing an ominous dark passage leading down a decrepit stone stairway.

Remove the Man at Arms Companion Card (the Shire Reeve) from the Party, if he is in it.

“We have to follow them down there! The blood trail will show the way.” **turn to 060**

151

“Oh, mermaids can have legs, as long as they don’t get their feet wet, then the legs turn back into a fishtail,” the old fisherman says wisely. “Not many people pass by here. If you’re looking for a beautiful young woman seen in these parts, it has to be the mermaid,” the fisherman assures you.

“And you say you know where she lives?” **turn to 012**

152

“That bastard! He tricked us into doing his dirty work!” Richert nods as you come to the realisation.

“Give us the contract and we’ll force the mayor to live up to his promise.” **turn to 063**

“We have a deal to deliver on as well.”
(Backstab Richert to death) **turn to 013**

153

Oleander is triumphant. You are beaten in fair combat. Mathew and his mermaid are forced, honouring the terms of the challenge, to turn themselves over. They are both instantly and brutally murdered by the Bucca. You have failed the Quest.

You do not earn any XP.
You do not get any reward.

Continue. **turn to 019**

154

You look for leads or tracks left at the scene of the crime.

One Player must perform a Skill Check for her Player Characters Hunting and Tracking skill.

DL: Average

The Skill Check succeeds. **turn to 029**

The Skill Check fails. **turn to 137**

155

You walk down to the shore. The mermaid shouts across the waves, “Oleander! If you can beat these heroes in fair combat, I and my husband will give ourselves over! If you are beaten, you will leave this shore, never to return! This is my challenge to you!” The mermaid continues, “If you do not accept my challenge, then may all the creatures, big and small, in all the seas hear of your cowardice!” At that, a group of four Buccas stride out of the water. Their proud leader wears a crown carved out of corals. They hiss with malice as they face you. The challenge has been accepted.

You will be facing:

- 1 bucca leader
- 3 bucca

A Battle begins! **turn to 9909**

Concede defeat. (Abandon the Quest) **turn to 108**

156

You may continue your adventures by picking one of the following Quests. At this point, you may perform a free Recuperate Action before starting the new Quest.

The Conjurers Bargain:

The village of Colunwy suffers under the constant threat of an evil magician. You are engaged to travel to his tower and “take care” of the situation. **turn to 104**

The Red Executioner:

Spending the night at a remote castle, you hear the bone-chilling tale of its first tenant, the Red Executioner. When a gruesome deed is discovered, it seems he has returned from the dead. **turn to 006**

Perform a Free Recuperate Action **See the rulebook**

157

While the others keep watch, you try to pick the lock to the tower door.

One Player must perform a Skill Check for her Player Characters Deft Fingers skill.

DL: Average

The Skill Check succeeds **turn to 099**

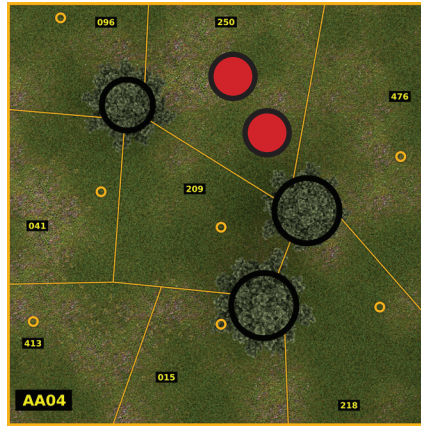
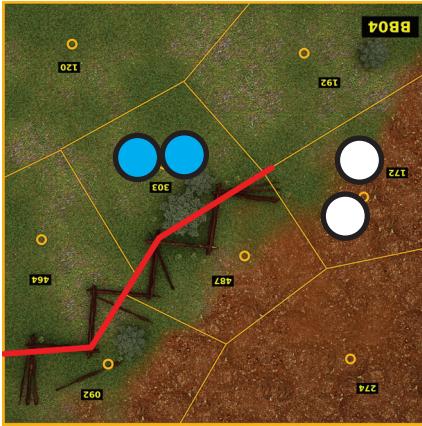
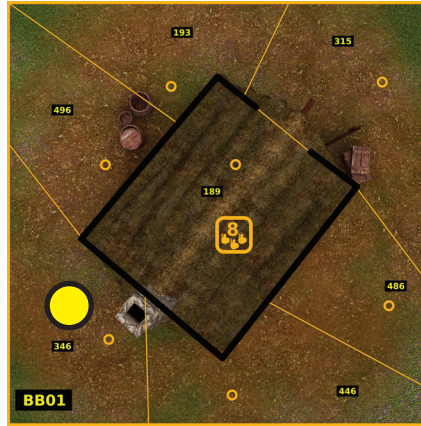
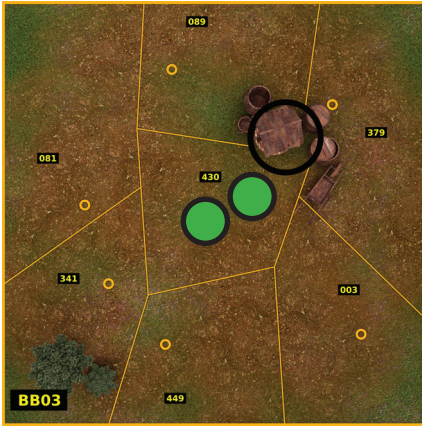
The Skill Check fails **turn to 069**

158

You flee as fast as you can but unfortunately the old crone is not as fleet-footed as you are. Brennan and his men catch her. Brennan scolds you as his men drag the old crone away, “Don’t even think about following us. We’ll cut her down the moment we spot you.” You are in no condition to save the old woman. By the time you have licked your wounds, collected your belongings and made it to the main road, you find the old crone hanging from the same old oak tree where you first came across Brennan and her.

Continue. **turn to 078**

9901 — 9902



9901

This is a Brawl, as described in the rules in the section “Brawls”.

Place tiles, Opponents and Party members as shown and resolve the Brawl.

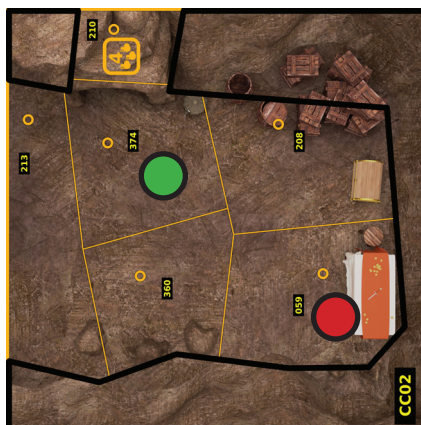
- Party members in Area 346
- 2 peasant rabble in Area 250
- 2 peasant rabble in Area 430
- 2 peasant rabble in Area 303
- 2 peasant rabble in Area 172

Use Game Board Tiles:

BB03, BB01, BB04, AA04

Won the fight **turn to 066**

Lost the fight **turn to 136**



9902

Place tiles, Opponents and Party members as shown and resolve the Battle.

- Party members in Area 482
- 1 Saxon Noble (Sir Glyn) in Area 059
- 1 gargoyle in Area 374
- 1 gargoyle in Area 367

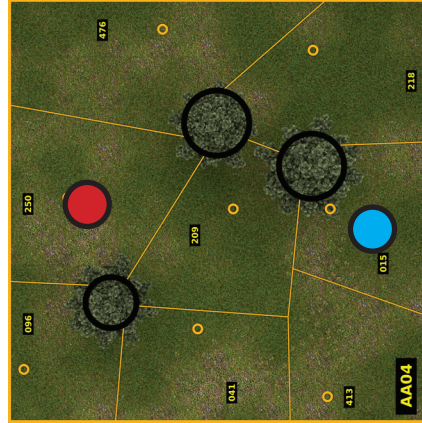
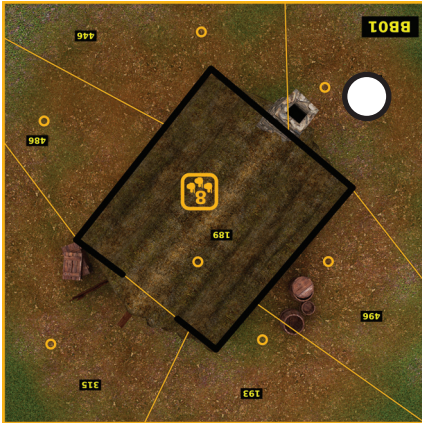
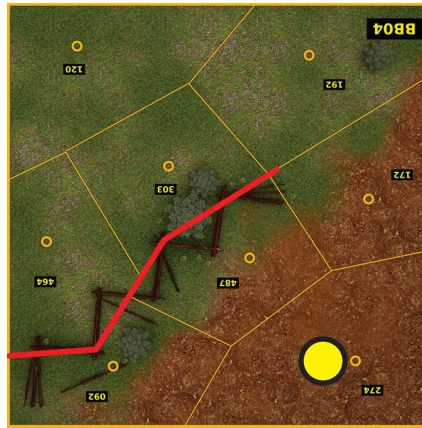
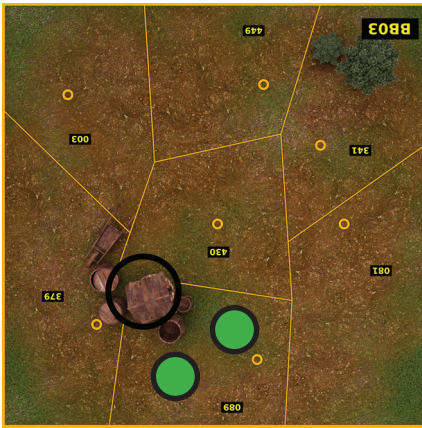
Use Game Board Tiles:

CC01, CC02, EE01

Won the fight **turn to 103**

Lost the fight **turn to 030**

9903 — 9905



9903

Place tiles, Opponents and Party members as shown and resolve the Battle.

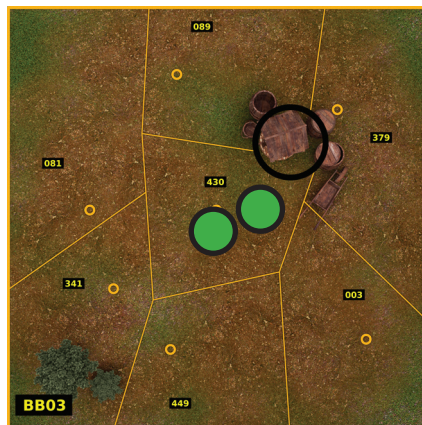
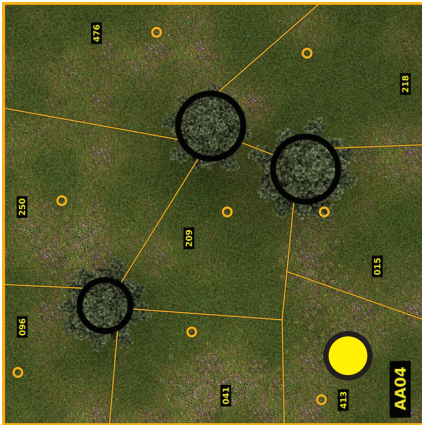
- Party members in Area 274
- 1 Saxon Noble (Brennan) in Area 250
- 2 soldiers in Area 089
- 1 soldier in Area 015
- 1 soldier in Area 346

Use Game Board Tiles:

BB03, BB04, BB01, AA04

Won the fight **turn to 032**

Lost the fight **turn to 044**



9905

This is a Brawl, as described in the rules in the section “Brawls”.

Place tiles, Opponents and Party members as shown and resolve the Brawl.

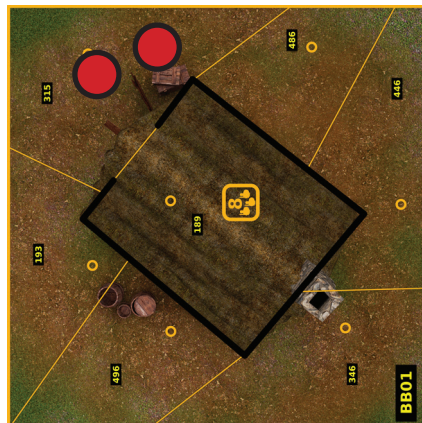
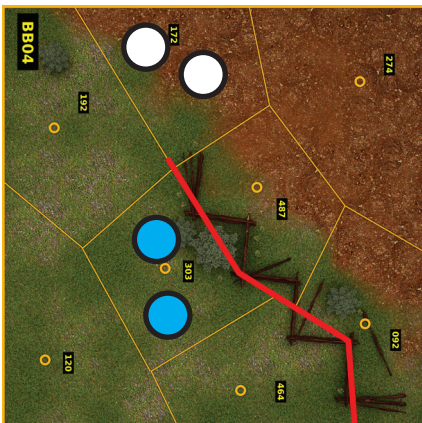
- Party members in Area 413
- 2 peasant rabble in Area 315
- 2 peasant rabble in Area 430
- 2 peasant rabble in Area 303
- 2 peasant rabble in Area 172

Use Game Board Tiles:

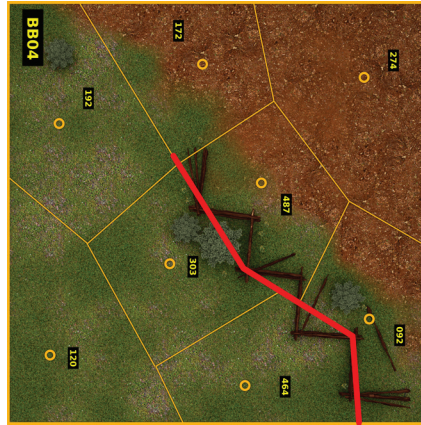
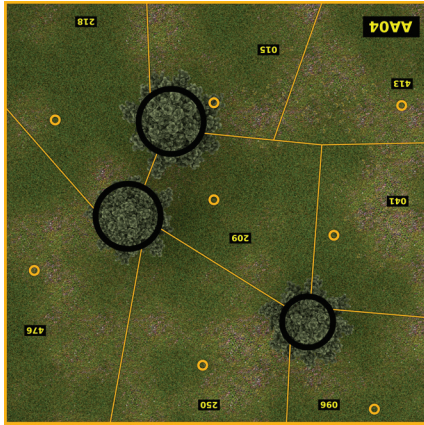
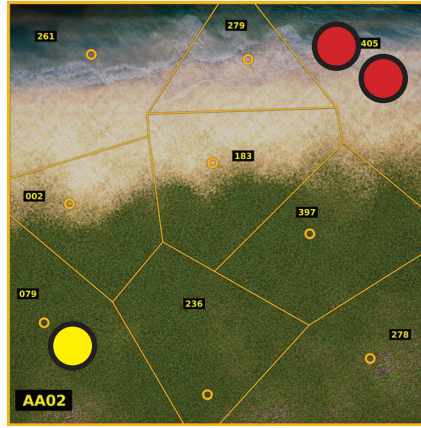
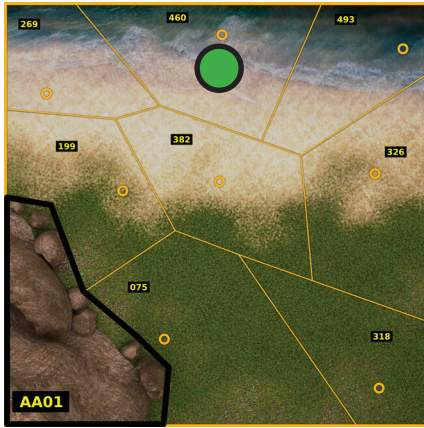
AA04, BB03, BB04, BB01

Won the fight **turn to 020**

Lost the fight **turn to 089**






9906 — 9907



9906

This is a Battle. See the rules for Battles in the section “Battles and Brawls”.

Place tiles, Opponents and Party members as shown and resolve the Battle.

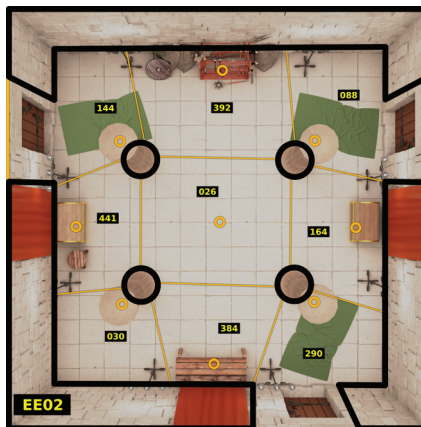
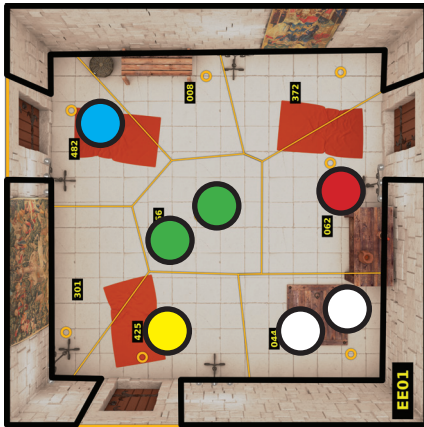
-  Party members in Area 079
-  2 buccas in Area 405
-  1 bucca in Area 460

Use Game Board Tiles:

AA01, AA02, AA04, BB04






Won the fight **turn to 083**

Lost the fight **turn to 119**



9907

Place tiles, opponents and party members as shown and resolve the Battle.

-  Party members in Area 425
-  1 warlock (Richert the Conjurer) in Area 062
-  2 hobgoblins in Area 466
-  1 hobgoblin in Area 482
-  2 hobgoblins in Area 044

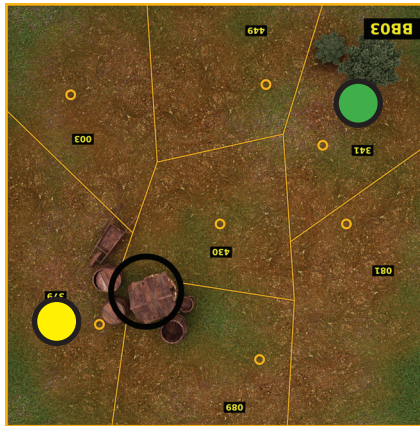
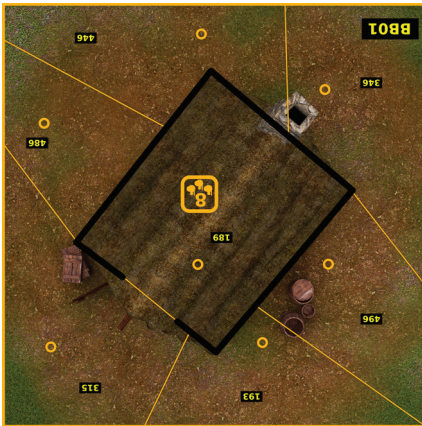
Use Game Board Tiles:

EE01, EE02

Won the fight **turn to 002**

Lost the fight **turn to 143**

9908 — 9909



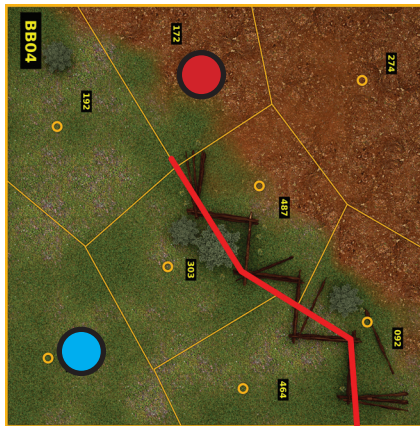
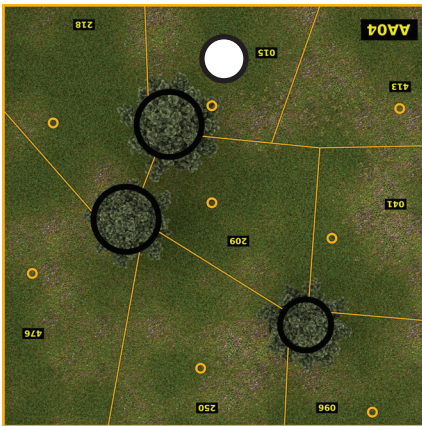
9908

Place tiles, Opponents and Party members as shown and resolve the Battle.

- Party members in Area 379
- 1 hobgoblin in Area 172
- 1 hobgoblin in Area 341
- 1 hobgoblin in Area 120
- 1 hobgoblin in Area 015

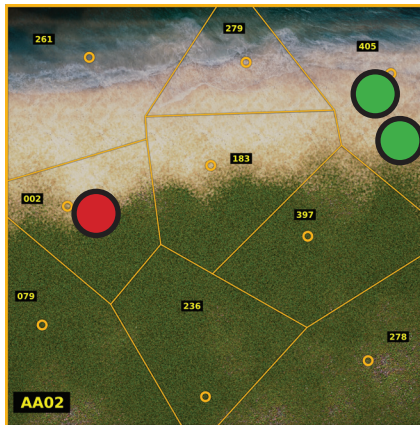
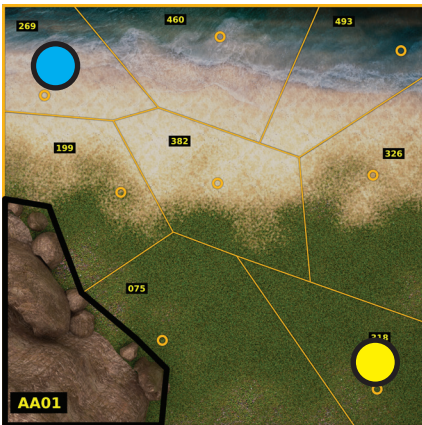
Use Game Board Tiles:

BB01, BB03, AA04, BB04



Won the fight **turn to 067**

Lost the fight **turn to 113**



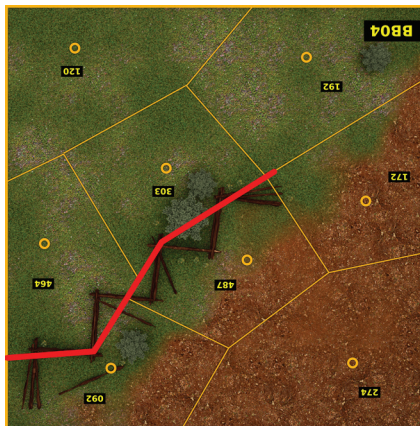
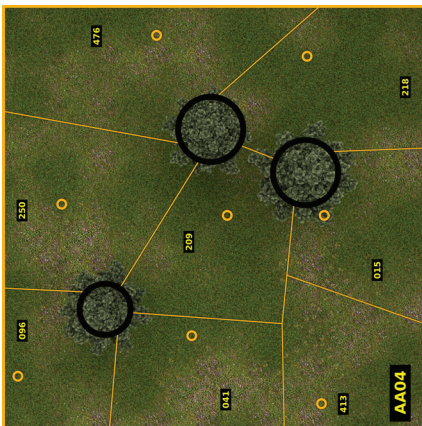
9909

Place tiles, Opponents and Party members as shown and resolve the Battle.

- Party members in Area 318
- 1 bucca leader (Oleander) in Area 002
- 2 buccas in Area 405
- 1 bucca in Area 269

Use Game Board Tiles:

AA01, AA02, AA04, BB04



Won the fight **turn to 035**

Lost the fight **turn to 153**





9910 — 9911

9910

When he realises that his ruse is not working, Lord Ruddgoch rises from the torture rack. It appears that he was never really shackled.

“Yes, I did dismember my unfaithful strumpet of a wife.” He admits, “Now, you will all die”

Place tiles, Opponents and Party members as shown and resolve the Battle.

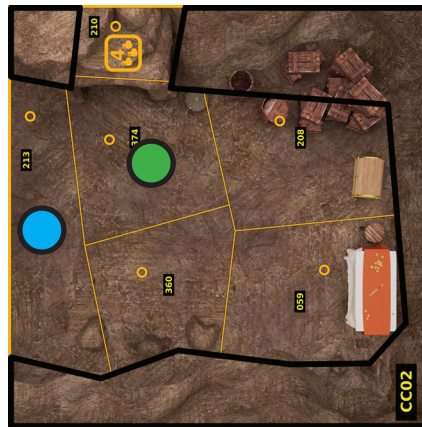
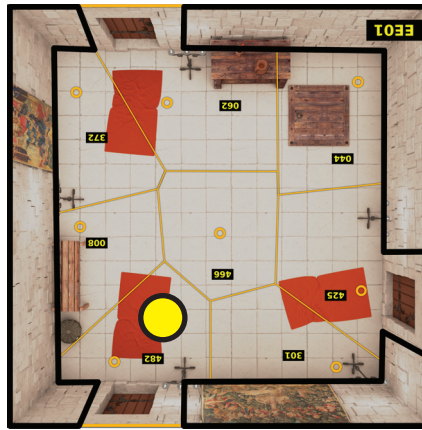
-  Party members in Area 482
-  1 Saxon Noble (Lord Ruddgoch) in Area 053
-  1 gargoyle in Area 374
-  1 gargoyle in Area 213

Use Game Board Tiles:

CC01, CC02, EE01

Won the fight **turn to 034**

Lost the fight **turn to 115**



9911

Place tiles, Opponents and Party members as shown and resolve the Battle.

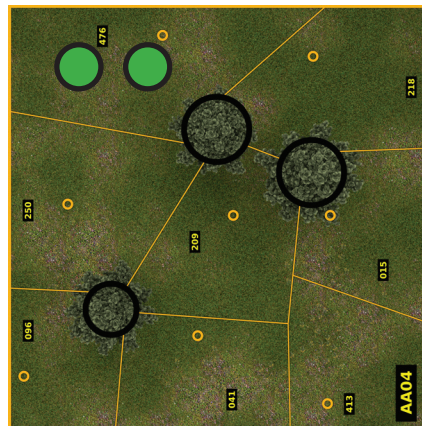
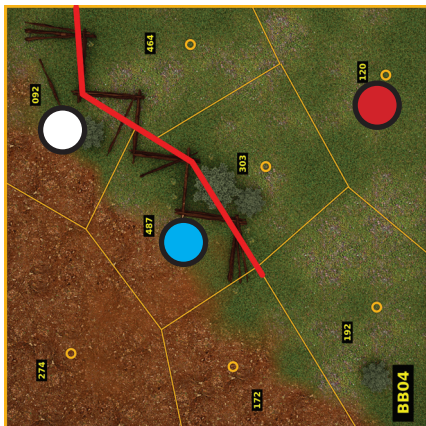
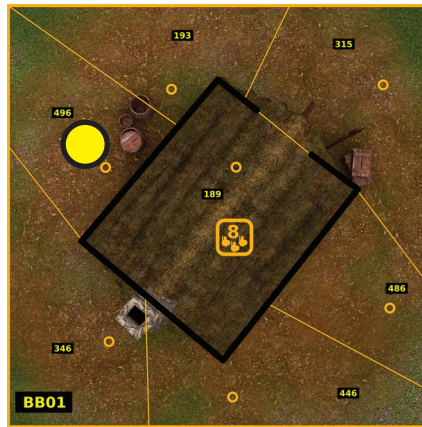
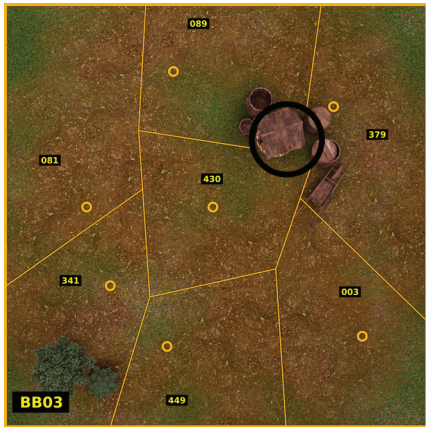
-  Party members in Area 496
-  1 Saxon noble (Brennan) in Area 120
-  2 soldiers in Area 476
-  1 Saxon archer in Area 487
-  1 Saxon archer in Area 092

Use Game Board Tiles:

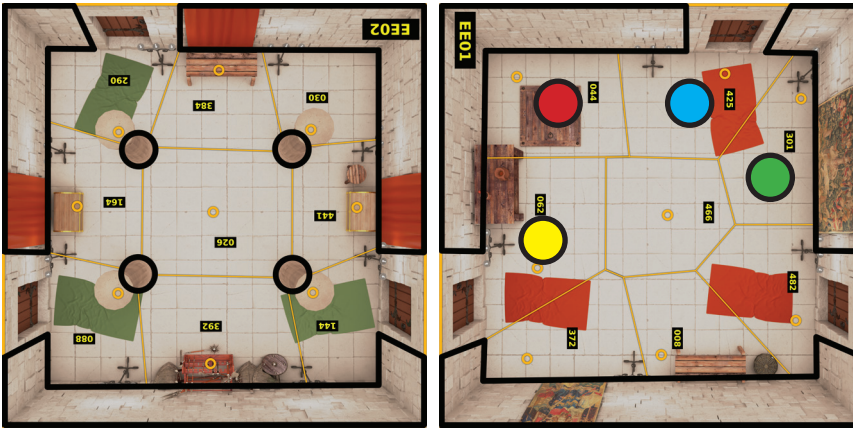
BB03, BB01, BB04, AA04

Won the fight **turn to 116**

Lost the fight **turn to 040**







9912



9912

Place tiles, Opponents and Party members as shown and resolve the Battle.

-  Party members in Area 062
-  1 gargoyle in Area 044
-  1 gargoyle in Area 301
-  1 gargoyle in Area 425

Use Game Board Tiles:

EE02, EE01

Won the fight **turn to 072**

Lost the fight **turn to 150**

Credits

Game Design: Kent-Ove Lindström, Nils-Erik Lindström and Lars-Stellan Persson

Editing: Nils-Erik Lindström

illustrations and game illustrations: Dimitrina Angelska, Velislav Ivanov, Nils-Erik Lindström, Kent-Ove Lindström

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