

Epitaph

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by Brendan Day / map made with Trailblazer Game Stamps

Your friend Ossia is dead. Her last wish was to be buried atop a mountain in her homeland, but the dead find no peace in this troubled kingdom. Break the curse, or Ossia will rise and seek revenge on her faithless friends.



The players' ship arrives in B1, and Ossia must be buried in N7.

To learn more about a hex, read the entries listed in parentheses.

Events : Ossia stirs | Ossia tries to draw breath | Ossia curses the living | Giant Vultures try to steal Ossia (K6) | Villagers claim Ossia as an offering (J7) | Ossia rises and tries to flee | The dead come for Ossia | Ossia returns to hunt the living.

A4 A circle of stones, where a druid (Brynholf) is praying to the gods of the earth, imploring them to stop vomiting forth the dead. (I6, J5, L1)

B1 A longship beached on the black sand, bearing Ossia's body. (N7)

B5 Skeletal hounds chasing a fox. (C6)

C2 Children at play, pretending to be skeletons chasing "the quick one". One has gone missing, but they're afraid to speak her name, because it's cursed. (I6, K4)

C6 A spectral hunting party. The leader is a dead nobleman (Luja), who once held a keep in the south. (B5, K2)

D3 The village of Peel, whose inhabitants pay protection money to the Dragon Watch. The soldiers do little to protect them from the dead, rarely leaving their tower except to collect their wages. (K2, J7)

D5 King Ban slew the dragon Paravel long ago, but as he struck the final blow, the dragon lashed out and lopped off his hands. The wounds have never fully healed. (K2, L1, N3)

E2 A drunk farmer (Jolen) leaning on his scythe, laughing bitterly and commenting that nothing stays in the ground for long. (I6)

E4 A weaver (Twil), searching for her lost daughter (Piper). She mocks the Dragon Watch as cowards, and hopes that Jutka the troll will devour them all. (K2, K4, J7)

G4 A funeral procession awaiting the body of Gunnar, who will be the next offering to the Troll Jutka. (H3, J7, L5)

H3 A burning farm, and the stubborn widow (Erna) who refused to pay the Dragon Watch. Now she refuses to give the body of her slain husband (Gunnar) to the villagers, breaking their pact with the Troll Jutka. (G4, I2, J7)

I2 The leader of the Dragon Watch (Eidwine), arguing with his men after burning Erna's farm. (H3, K2)

I6 Holes in a hillside, a cemetery that has been emptied of its bodies. (D3, J5)

J5 Rabid skeletons, the remains of villagers from the graveyard. (I6, A4)

J7 An old troll (Jutka) lives in a tomb and devours the corpses brought to him by the villagers, thereby preventing the dead from rising. (G4, K6, L5)

K2 The Dragon Watch, once a chivalric order of monster hunters, now little more than bandits. They occupy a ruined tower in the name of King Ban, who has decreed that none may plunder the treasure of the slain dragon. (D3, I2, N3)

K4 A lost child (Piper), who ran away to study witchcraft with Aud. Will o'wisps haunt the area. Piper believes they are friendly spirits. (E4, C2, L5)

K6 Giant vultures circle the mountains, occasionally tormenting the Troll Jutka, whom they mistake for a giant corpse. (J7, N7)

L1 The tomb of an ancient queen (Inx), formerly a wight, reduced to a mere ghost when Ban stole a sword from her sarcophagus. The runes carved on the lid read "if you can bear it, you shall live forever". (D5, N3)

L5 A witch (Aud), who is rumored to have Troll blood in her veins. She struck a deal with the Troll Jutka, who protects the villagers by devouring their dead. (D3, J7, K4)

N3 The Dragon Paravel is not dead. She was mortally wounded by King Ban, whose severed hands still grip the sword in her heart. Neither may die until the sword is drawn forth, breaking the curse and allowing the dead to find peace. (D5, K2, L1)

N7 The mountaintop where Ossia asked to be buried. (B1, K6, N3)