

· CITY ·

About to set out into the wilderness beyond the city walls, your attention is caught by the whispered beckoning of a nervous looking guard standing on patrol.

"Citizens...I hear you lot are a particularly... effective... gang of do-gooders. Well... I have a proposition. My captain tasked me to check out reports of a disturbance at an old noble family crypt.

"Residents reported some strange goings-on late at night. On approaching it during my shift I heard the screams of something... unnatural, and it chilled me right to me bones. By the Oak, I don't think I can go back there..."

Option A: Ask for further details from the guard.

Option B: Ignore the rambling fool and carry on.

A. Seeker of Xorn Personal Quest:
*This story feels... familiar. Like the memory of
a tale you heard as a child.*

Read outcome B.

OTHERWISE: *The guard begins to repeat
himself, imitating the horror of the scream
and muttering how he'll never go back there.
In all honesty, these sound like the ravings of
a madman. You suggest the guard conquer his
fears for the sake of the city.*

No Effect.



B. *As you pass the anxious guard, you can't help but
feel unhinged by his story. Upon approaching
the boundaries of the Corpsewood, intrusive
thoughts start to plague your mind - like a
whisper of paranoia from the voice of a mute.
You sigh and begrudgingly convince your
party to double back to the East Barracks. The
intensity of his teary-eyed excitement to see you
again is thankfully outweighed by his promise
of some coin for the job.*

Unlock "Nobles' Crypt" (C-19).



· CITY ·

You spend a while scouting around the city for the guard that sent you to that old mausoleum. However, it's only when you give up and seek refuge at a run-down tavern in the Sinking Market that you find him.

"My friends! You returned! Praise the Oak, you survived. Please, sit!" The stench of ale on his breath is vile, but you take a seat anyway. The guard hands you a small sack of coin without hesitation. "I'm so happy to see you again. Tybalt's the name. We make a good team you lot and I!" The guard belches heartily and a large grin paints his face. "Speaking of which, I have two new chores for you! A voyage out to sea or a rummage around some clockwork caves. Which tickles ya fancy?"

Gain 20 collective gold.

Option A: Ask about the marine adventure.

Option B: Ask about the trip into ancient ruins.

A. *"Some 'igher ups at the Coin District put out a bounty for an expedition into the waters off the east coast of the Lingering Swamp. Fishermen reported some strange debris rising to the surface, and these rich folk figure there to be some fancy ancient relics down there. Appears to pay a pretty penny too. You in?"*

Unlock "Flooded Crypt" (L-14).



B. *"Some mountain folk sent in reports of the sound of massive machinery deep within the Watcher Mountains. They sent their own militia to an old crypt entrance, but none returned. Local superstition says that those that enter are eaten by their own shadows. Nonsense really. There's bound to be some loot, so whatever you might find inside is up for grabs."*

Unlock "Crypt of the Ancients"
(O-2).



· CITY ·

Passing by the Ward of Scales, you hear a voice ring out from the nearby military training yard.

"You came back alive fellows! Good to see ya again."

Hustling towards you is the panting figure of Tybalt, the guard who almost sent you to the grave last time.

"I've been looking for you. Could have sworn you were avoiding me!?" A moment of meaningful silence passes by. "...Anyways, that other task I told you about still ain't been taken. And... well, since crypts appear to be our specialty, I thought we could take on one more job. What do you say, ey?"

Option A: Agree to hear him out about the other job.

Option B: Politely decline and tell him that you have had enough.

A. *"On the off chance you returned from your last crypt with all yer limbs, I advertised our little crypt raiding venture to the relevant parties, and I'm pretty sure they'd have us! Oh, and before I forget, the last contract gave us a nice little bonus for your hard work. Here's your share!"*

Gain 20 collective gold.

Unlock "Crypt of the Ancients"

(O-2) and "Flooded Crypt" (L-14).

Add City Event SoX4 to the deck.



B. *Seeker of Xorn Personal Quest: As you're about to speak out to decline, the muted whispers return to your mind and urge you to continue. Maybe answers lie ahead.*

Read outcome A.

OTHERWISE: "That's disappointing to hear! I hope you change your mind soon. Here is some incentive to do it quickly."

Gain 4 collective gold.



·CITY·

Returning from your latest adventure, you think of all the coin you have earned thanks to Tybalt's help and the assignments he sent you out to do.

As belligerent as he is, he's greased your palm with a good few trinkets and coins. Maybe he has more work for you. You search all the old places - the tavern in the Sinking Market, the exercise grounds of the Ward of Scales, to no avail. This feels ... strange. You decide what to do next.

Option A: Go to the Guard station to look for him further.

Option B: Agree you'll find him another day, and celebrate your latest victory at the Sleeping Lion.

A. *You visit the nearest guard office to have a look around. Not finding any trace of Tybalt, you ask the guard on the desk if they know where his shift is today. "I'm sorry, I don't believe there is anyone working in the city guard by that name or description." You look at the guard confused and insist he checks his documents again, but to no avail. Apologizing for the confusion you leave the station perplexed. Just who was this man? As you venture back to the sleeping lion, you cannot shake the feeling that you are being watched.*

No effect.



B. *You decide today you just want to rest. You return to the sleeping lion, drink some ale and enjoy the festivities. You're sure you'll see Tybalt again at some point.*

No effect.

