

Inquisition Setting  
Compatible

# Dying Light



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INQUISITION ADVENTURE MODULE

GENESYS  
FOUNDRY

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# Introduction

Located at the border of Green Shire County, the barony of Darkwood Cove borders the shores of the Hungry Sea. Near the coast stands a village that houses about 1,200 souls. This settlement has a crucial importance for the county as its port is one of Green Shire's main trade routes, with merchants' ships going in and out daily. The people of Darkwood Cove mostly support themselves through this trade as the village, being surrounded by forest, has close to no farmlands.

This adventure may be used as an introduction to Inquisition as it will introduce the characters to the setting's key themes: witches and supernatural beings. This module was designed for two to four player characters with about 30 XP past character creation.

In the first half of this document, you will find the following information, which will help you prepare for the adventure:

- **Adventure Overview:** This is a brief description of the adventure.
- **Adventure Background:** This part explains what happened in Darkwood Cove prior to the PCs' arrival

- **Timeline:** This section gives the dates of the major events related to the adventure.
- **Important Characters:** This section lists the important characters that the PCs will either interact with, or will hear of.
- **Adventure Summary:** This part quickly goes over each scene to give you an idea of what the players are expected to accomplish over the course of this adventure.
- **Game Preparation:** This section gives guidance on which rules from Genesys and Inquisition you have to be used to in order to run the adventure smoothly.
- **Engaging the Player Characters:** This section offers advice on how to incorporate the PCs into the adventure, whether they use provided pregenerated characters or their own.
- **Darkwood Cove Overview:** This section gives a detailed description of the settlement.

## Adventure Overview

The player characters find themselves in the village of Darkwood Cove. The lighthouse suddenly went dark, which is troublesome for the economy of the settlement as trade ships cannot come in and out of the bay

anymore. The Player Characters are going to investigate the situation, traveling to the island lighthouse and facing its mysteries.

## Adventure Background

The lighthouse stands on a remote island and guides ships into the bay. Without its light, ships are doomed to wreck on the high reefs. The evening before the start of the adventure, the beacon did not become lit. Without this beacon, the town is ruined, as naval trade is its main source of income.

The current situation is the consequence of events that took place a few years ago. Back then, the Brown family were farmers, one of the few families in Darkwood Cove who had a suitable parcel of land to cultivate. At some point, Darkwood Cove suffered from a thunderstorm and a lightning bolt struck a tree close to the farm and started a fire. Wind helped to spread

the flames and all the Browns' crops burned down, as well as their home. The land burned and could not be cultivated for some time, leaving the Browns hopeless.

Few days prior to this event, the current lighthouse keeper passed away. The baron decided to relocate the Browns — Remillard, his wife Livia, and their daughter Emma — to the little island to maintain the lighthouse. During the day, the family either fished, ran errands in town, or slept. At night, Remillard stayed up to maintain the beacon.

Unfortunately for them, their misfortunes did not end. One day, Remillard and his wife went fishing while Emma was playing with her friends in town.. A storm came out of nowhere and Remillard and Livia's fishing boat flipped upside down. The couple struggled to swim back to the island but in the process, Livia drowned. Remillard barely made it back to the shore, carrying the unconscious body of his wife. He tried to resuscitate her once they reached the shore but failed. That evening, when Remillard returned to the mainland to get Emma back, he was carrying Livia's body. A hasty ceremony took place and the village priest offered blessings to the deceased. The day after, she was buried behind the Browns' house on the island.

Emma always blamed her father for failing to save her beloved mother. From that point, the relationship between the two took deteriorated. Something more sinister came out of this though. The emotional distress caused by her mother's death woke something inside the little girl: Lilithia's essence. Her mother was raised in an orphanage and never suspected that she had the potential for witchcraft, and thus never told her daughter of her dark heritage.

When Emma manifested this innate ability, she was frightened at first. However, she slowly became accustomed to it, learning how to cast some basic spells. Before long, she had a goal: inventing a spell that could bring her mother back from the dead. But one day, her father caught her experimenting with her magic. An argument took place, during which Remillard explained that witchcraft is evil and that Emma should stop using it immediately. Should anyone else has discovered her ability, it would mean the pyre for Emma and probably even execution for Remillard. Even when she explained her plan, he insisted that magic was far too dangerous. This led to Emma accusing her father of not loving his wife enough to want her back. In the end, Emma promised to never use magic again. Of course, she had no intention to keep her word. She simply became more cautious when practicing her witchcraft, and slowly became a more powerful spellcaster.

Just a few days before the start of the adventure, Emma felt ready for the necromantic ritual. She needed some empathic link with her mother so she dug her up and snatched a finger bone. Unfortunately for her, Remillard, who assumed she was asleep, surprised her. Remillard was angry with Emma for desecrating his wife's grave and breaking her promise to never use magic again. He was so furious that he grabbed Emma by the arm, dragged her back to the lighthouse, and locked her up in the basement so he could regain his composure and bury his wife's body.

Emma got even angrier with her father and brought back accusations of not loving Livia enough to want her back. While locked, she did not wait peacefully for her father to come back. Using some supplies that were already in the basement, she managed to create a magic circle and start her ritual. Since witchcraft is empathic by nature, her current emotional state corrupted the spell. Instead of bringing her mother as she appeared in life, she summoned a dark and twisted creature called a banshee. This entity is not actually Livia, but its existence is fueled by Emma's emotions and desires and thus it sees itself as the girl's mother. Despite her undead appearance, Emma feels a connection to her mother and her delusions make her overlook this grim fact. To her, the ritual was a success.

Animated with Emma's emotions and anger, the banshee quickly turned against Emma's father, killing him where he stood. With the keeper dead, there was no one to light the beacon that evening, and Emma could not care less for it anyway.

This event did not go unnoticed. Rowan, the town's baron, sent a few of his men to investigate the lighthouse. There, they discovered Remillard's body and the teenage girl. They asked her what happened, and were frightened when she said that her mother killed him. They asked the girl to come back to town with them, but she declined. When they tried to force her, the banshee appeared and slaughtered them. To protect her daughter further from outsiders, the banshee created a thick magical fog that surrounded the island and even expanded to fill most of the bay.

The morning after, the baron grew worried about his men not returning. Furthermore, a ship entering the bay overnight could not navigate properly in the thick fog and without the beacon. The baron's men's ship was wrecked and everyone aboard drowned, except for a single survivor who managed to reach the shore.

Early that morning, as the adventure begins, the local priest will meet with the baron and come to the conclusion that the phenomena is due to witchcraft and needs

to summon the Inquisitorium. He will send them a raven asking for their support.

The baron knew he could not simply wait for templars as the situation was threatening the economy of

the village. Therefore, he had the town crier informing the population of a reward for anyone that would light back the beacon and investigate the fate of his men as well as the Browns.

## Timeline

1527

**May 14th 641** The lighthouse keeper dies.

**May 22th 644** The Browns' farm burns down during a thunderstorm.

**May 24th 644** Baron Lewis relocates the Browns to the lighthouse duty.

familien Brun  
1530

**July 3rd 647** Livia drowns in the bay. This event awakens Lilithia's magic into Emma.

**Dec 11th 647** Remillard discovers Emma's magic abilities. He tells her to stop using it.

**Oct 10th 649** Remillard catches Emma as she digs out Livia in the middle of the night. He locks her up in the lighthouse's basement.

**Oct 11th 649** Emma performs her ritual, creating the banshee. The creature kills her father as well as the baron's men coming to investigate. The *Carlisle* wrecks overnight.

1532

**Oct 12th 649** Livia raises the fog. Father Daniel summons the Inquisitorium as Baron Lewis calls to arms potential adventurers.

## Important Characters

- **Remillard Brown:** Former farmer, Remillard is the new lighthouse keeper. He is already dead at the start of the adventure, his body still lying in his house.
- **Livia Brown:** Remillard's wife. She drowned two years ago; her body is buried behind the Browns' house. Emma recently brought her back as banshee, fueled by the girl's emotions. Livia is the biggest threat the players will face during this adventure.
- **Emma Brown:** Teenage daughter of the Browns, she realized two years ago that she was a witch. Driven by her wish to get her mother back, she performed a necromantic ritual that revived her as a banshee. This event is the origin of the current situation and therefore, makes her the main antagonist.
- **Michael:** Sailor aboard the *Carlisle*, Michael is the only survivor who made it alive to the shore once the ship wrecked. Michael plays only a minor role in the adventure as he is not linked to the events. Still, his tale of the wreck can give the Player Characters a hint about the presence of a supernatural being on the island.
- **Baron Rowan Lewis:** Rowan Lewis is the baron of Darkwood Cove and has been for the last 9 years. He has become greedier over the years to a point where he closes his eyes at some smuggling activities, as long as he can get some profit out of it. The baron is a fair ruler but is strict on law-enforcement, smuggling aside. He really cares for his town and hopes someone will solve that incident soon.
- **Father Daniel:** Daniel is the local priest. Soon after the adventure begins, he sends a messenger raven to summon the Inquisitorium. Daniel can fill a support role to the PCs depending on their attitude towards him. At first, Daniel is against having someone from outside the Church investigate the lighthouse, but should he be convinced that the situation is dire to the point where Darkwood Cove cannot afford to wait, Daniel can provide some gear to help the party solve the mystery.

# Adventure Summary

This section describes the main plot of the adventure, and how the story is expected to unfold.

## **Investigating the Mist**

As the adventure begins, the PCs become aware of the eerie fog that fills the bay and the consequences it has on the village through the town crier and the townsfolk. They have a chance to find their first clue about the presence of the banshee if they investigate the beach.

## **Preparing for the adventure**

Before travelling to the island, the PCs have a chance to gather information about the Browns' history and Emma's motivations. They can also gain the support of Father Daniel who can provide them with resources that can help them to face the challenges on the island.

## **Reaching the Island**

The characters are now ready to travel to the island and they must find a mean of transportation.

## **Navigating the Bay**

While normally calm, navigating the bay will prove dangerous as Livia will make the tides violent and will distract the PCs. They will have to stay focused and show skills to avoid being thrown off their boat.

## **Stepping on the Island**

In this part the PCs get their first taste of the mystery. Since the Lighthouse is locked, they are going to investigate the rest of the island. They will find the bodies of the baron's men, as well as Remillard's body. They will find the lighthouse's key, as well as the keeper's jour-

nal and they will discover the recently dug up Livia's burial site. That should immerse the PCs in the adventure's gloomy atmosphere. This part is where the GM can start building up the dramatic feel of the situation, hinting at the supernatural forces watching the PCs.

## **Investigating the Lighthouse**

After getting the key to the lighthouse, the PCs can investigate it. There, they will discover the underground secret room where Emma was locked and where she performed her necromantic ritual.

## **Fighting the Dead**

As they leave the lighthouse, the PCs will have their first interaction with the supernatural as they will have to fight the reanimated corpses of Remillard and the baron's men, raised by Emma to force the PCs out of the island.

## **Meeting Emma**

The player characters will meet Emma at this point. They will have a chance to solve the situation peacefully or weaken Livia to make the fight less difficult.

## **Final showdown**

If diplomacy fails or if the PCs engage in hostilities, the banshee shows up and they will have to fight both Emma and Livia.

## **Aftermath**

Once they have solved the situation, the PCs will collect their reward and, if Emma is still alive, decide what is to happen with the teenage witch.

# Game Preparation

Before running this adventure, the GM should read this document in its entirety, to make sure the game can run as smooth as possible. This adventure is designed to mix the use of social interaction, investigation as well as a few combat encounters, and therefore

is an excellent way to initiate new players to both the system and the setting.

This adventure makes use of the Fear rules (page 242 of the *Genesys Core Rulebook*), and the Social Encounter rules (page 118 of the *Genesys Core Rulebook*).

You should also be familiar with the Silver item quality (page 68 of *Inquisition*) as all adversaries from this adventure have the silver anathema ability.

# Engaging the Characters

Engaging the characters in this adventure should be easy as the repercussions of the situation are affecting many people. The pre-generated characters available with this adventure already have their motivations to participate in this adventure on their character sheets. If the players are using their own characters, here are some ideas on how to engage them:

## Local patrons

A player character could be calling Darkwood Cove their home. Whatever their social rank is, having the naval trade route shut down is likely to cause problems for them. Maybe their trade depends on that naval route and like the baron, the character cannot let this situation go on that much longer.

## Clergy Member

A situation such as this one normally ends up with a small group of templars being dispatched. It is actually what Father Daniel hopes by summoning the Inquisitorium. A character from the clergy might want to investigate the case prior to the templars' arrival, hoping for some renown within the organization, or simply thinks that the situation needs a resolution as soon as possible.

## Monster Hunting

The eerie fog and the disappearance of the baron's men on a tiny island screams "supernatural". That is enough to motivate any monster hunter who is passing by to investigate the situation, whether they are motivated by doing good deeds or by the reward.

## Traveler

In Darkwood Cove, people come and go. Maybe the character was about to embark on a boat to pursue their journey elsewhere, and this situation has brought unexpected delays they cannot afford.

## Naval Crew

For anyone working on a ship, being unable to sail is a major setback. Maybe the character was aboard a ship that made a stop in Darkwood Cove and was about to take to the sea again when the event occurred. Their ship or its cargo might be needed elsewhere and investigating the situation would allow the character to cut delays.

# Östhammar

## Darkwood Cove Village

**Affiliation:** Green Shire County, Siven Kingdom

**Population:** 1,200

**Ruler:** Baron Rowan

**Exports:** Darkwood, Fish

**Rarity Modifier:** +0

**Notable NPCs:** Baron Rowan Lewis, Father Daniel

**Points of Interest:** Darkwood Bay, Darkwood Cove Trading Company, Lewis Mansion, Lighthouse, Shipyard, Dancing Crab Inn.

Darkwood Cove is a village established on the shores of the Hungry Sea, within the Kingdom of Siven. It plays a major role for the Green Shire County, as it opens

the possibilities of transporting goods by ship, which is faster and safer than travelling on the main land.

Built along the coast, the settlement houses about 1200 souls. It is surrounded by forest-covered hills and only has a few acres of farmable lands. The region is known for its dark-barked colored trees, which gave the village its name. Because the wood is of such high quality, it is the village's primary source of income, along with trading and fishing.

Soon after people settled in, the construction of the shipyard began. Once it was operational, the village experienced a rapid demographic growth. The town

spread as warehouses were built along the coast. Becoming richer by the day with the naval trade route, the ruler back then ordered the construction of a new mansion, standing on some promontory, offering the noble a view on the entire bay and town.

## Church

People gather at the church to listen to Father Daniel's sermons. Aside from him, the stone building is maintained by two Brothers. The church stands by the main road, so everyone coming to Darkwood Cove, whether it is by the bay or by land will inevitably walk by. Beside the building stand the gallows, as well as a pyre. While no witches have been executed in the last year, the structures remind the population that the inquisition is still going.

The church is a keypoint to the adventure as this is where the player characters can secure Daniel's help to gain resources for fighting the supernatural that awaits them on the island.

## Dancing Crab Inn

This great stone and wood building is the only inn of Darkwood Cove. Its rooms are always rented by the numerous merchants and sailors that go through town. Now that the naval route is closed, the inn should be full of impatient merchants eager to take to the sea.

## Darkwood Bay

The village is built along the bay's coast. The bay is normally busy. Many habitants are anglers and spend their day on the waters of the bay. Trade ships are also coming daily from Theavan, Fegary and the Republic of Vanas. All activities are currently suspended due to the fog and everyone is affected by this.

## Darkwood Trading Company

The old mansion has been converted into the office of the Darkwood Cove Trading Company. There, the DCTC manages the village's imports and exports, the whole docks section and docking fees. It owns the warehouses near the docs and is tasked to collect taxes



for the baron on the trade goods going in and out of town. The company has a few ships of their own, carrying mostly the precious darkwood material to other kingdoms.

## High Town

The high town is the district where the most prosperous people live, which in this case are rich merchants. It is built on the slope leading to the promontory where the baron's mansion stands. The streets are paved with cobblestones and there are always a few of the baron's men patrolling the area.

## Lighthouse

The central point of the adventure, the lighthouse off the shore is where the player character will have to head to accomplish the mission by defeating Emma and the banshee.

## Market Place

The market place is a busy place all day due to the neverending flow of merchants and travelers inside the town. Many stands are placed in a circle where the artisans and merchants display their wares. This could be a good place for the player characters to find supplies

for their quest. If they lack silver weaponry, a character with good negotiation skill might get lucky here.

## Mill

The mill is the place where the farmers bring their grain to make flour. It was one of the first buildings of Darkwood Cove. It serves no purpose for this adventure.

## Shipyard

Darkwood Cove is constructing sailing ships to add to the kingdom's merchant fleet. As the fog sets in, the shipyard is closed and therefore, this location has no importance for this adventure. Still, you could have players investigating the shipyard find Michael on the beach close to it. *Kanske*

## Lewis Mansion

The mansion houses Baron Rowan Lewis and his family. The exquisite building is surrounded by a stone fence, with a gate to access the estate. A guard stands by to restrict entrance. They will only let the characters pass if they mention they are investigating the event. Baron Lewis might be of a good source of information to recount the events since the lighthouse went dark.

# Dying Light

## Introduction

The adventure should begin the morning after the baron sent his men to investigate. Livia created the mist overnight and the townsfolk become aware of it as they wake up. PCs are likely to witness the fog themselves or hear about it. As soon as they step outside and look at the bay, paraphrase the following:

Solen har stigit ur sin slummer och lyser uppbyn denna mulna dag. När du ser ut över viken möts ni av ett märkligt väderfenomen. Hela viken är fylld av en tjock dimma. Vissa av båtarna som ligger förtöjda syns inte ens från platsen där ni står. Det mest gåtfulla är att dimman inte tycks sprida sig in över land.

## Herr Ragnvald Lewinsson Investigating the mist

You should let the PCs get the feel of the town's reaction to the fog and investigate the mist by themselves. The local population fears the mist as it seems unnaturally thick and eerie. Should the PCs try to get to the church, Daniel the local priest is currently unavailable as he is meeting with Baron Lewis. The brothers maintaining the church can relay this fact to the PCs. Should the PCs try to reach out for the baron, the guard at the entrance tells that he is busy and will not receive visitors right now.

### Karlsörn The Carlisle's Survivor

Overnight, the ~~Carlisle~~ has wrecked due to the fog and the absence of beacon. As the PCs witness the mist for the first time, Michael the sole survivor of the wreck is lying unconscious on the beach.

Chances are that the PCs will be wandering around the bay at some point early in this adventure. They should come across Michael's unconscious body. When they do, paraphrase the following:

När ni går längs viken och studerar dimman ser du en märklig form på marken längre fram. När du kommer närmare ser du att det är en kropp. Ni skyndar fram och får syn på en man som ligger på rygg. Hans ögon är slutna och han är genomblöt.

The sailor is alive but simply unconscious. An **Average (♦♦) Medicine check** will wake him up. Should the PCs fail, they can bring him back in town where the apothecary will successfully make the check. If the PCs do not investigate the beach, the townsfolk will find him and bring him back to the old town where the apothecary will revive him anyway.

After reviving Michael, the PCs can question him regarding the events from the last evening. If they either revive him themselves or bring him to the apothecary, Michael will share all the information he has.

If the characters do not revive Michael, they can learn information from him after being revived by the apothecary. While investigating, you can have a PC roll an **Average (♦♦) Vigilance check**. If they succeed on the check, they hear villagers talking about a man who was found near the docks and was brought to the apothecary. From there, the PCs can pay Michael a visit at the apothecary where he is resting. He is reluctant to

discuss what he went through with the PCs since he perceives them as curious people not minding their own business.

If the PCs manage to get Michael to talk, the sailor tells them about the night before. To recount the event, you can paraphrase the following:

Mikael stirrar mot horisonten medan han återkallar händelserna.

"Vi hade arbetat hela dagen. Vi borde ha gjort natt, men kaptenen ville nå Östhammar redan den kvällen. Vi spanade mot horisonten efter fyrljuset, men det visade sig aldrig. Först trodde vi att kaptenen hade räknat fel på kursen..."

Michael sväljer hårt och fortsätter:

"Men så kom dimman över oss. Vi kunde knappt se mer än någon meter framför oss, och jag hörde ett... ljud. Det var som en klagosång. Den kom från alla håll och kröp sig in i mitt huvud. Jag blev förvirrad och försökte ta mig till relingen för att se land. Men jag kunde förstås inte se så långt. Det fanns en skugga där, dock. Den svävade i dimman och sedan... mörker. Jag vaknade först när jag blev räddad."

The description of the event is vague but is still enough for the PCs to attempt a **Hard (♦♦♦) Knowledge (Forbidden) check**. Due to a lack of details, add ■ to the check.

★: The details of the story fit a tale the PC has heard of, or read about. The character is pretty sure the creature would be a banshee. It is an undead creature with a deadly voice. If the characters take precautions to resist the banshee's voice, such as stoppering their ears with beeswax, they get a □ on their Discipline check to resist the creature's wailing ability.

▲: The character gets the feel of the supernatural origin of the phenomena and has time to mentally prepare for this encounter. The characters will benefit from a □ on their Discipline check to resist the Banshee's fear effect.

▲: The story unnerves the PC, inflicting a strain per ▲. In addition, when facing the banshee, the PC will suffer a ■ to resist its fear effect.

●: If successful, the characters can tell that the banshee's is a creature fueled by emotions. The angrier it is, the more powerful it becomes. Such result will also tell the PCs that banshee is likely summoned through witchcraft and bound to the person that called them. If the check failed, treat it as if it was a successful one.

●: The story frightens the character. Instead of rolling initiative against the banshee later in the adventure, this character will be considered to have rolled the worst initiative roll.

PCs can ask Michael other questions but he does not know anything else regarding that night.

## Official meeting

Soon after the PCs start investigating, the meeting between the priest and the baron ends and they are now both available to talk. The baron decided he would offer the population the opportunity to help with investigating the mist in exchange of a reward. Daniel on the other hand will send a raven to deliver a message to call in the Inquisitorium.

### Call to Arms

*Gregor Kobbe*

*Herr Langnwald*  
Greg Cobham, the town crier, is leaving the mansion after a brief meeting with the *Baron* where he was assigned the duty of informing the population of the situation. PCs should hear the crier as they walk through town. When that happens, paraphrase the following:

När ni går nedför huvudgatan hör du en mans röst, så högljudd att alla på gatan kan höra honom.

"Östhammars folk! Fyrens ljus slökade i natt, och vi har inte fått några nyheter från fyrvaktaren. Vår herre baron Rowan Lewis erbjuder en belöning på 1 000 silverkronor till den som tänder fyren och tar reda på vad som hänt familjen Brown. En begäran har skickats om att kalla in Inkvisitionen om situationen drar ut på tiden. Under tiden, på order av vår herre baron Rowan Lewis, är allt fiske inställt."

# Preparing for Adventure

By that time, PCs' motivations should have kicked in and the given information should be enough to draw them to investigate.

It is pretty obvious from the start that to resolve the situation, the player characters have to investigate the lighthouse. While they might be tempted to head there directly, they would benefit from investigating the town further as the information they will learn could help them to understand the mystery and defeat Emma and Livia. Furthermore, Father Daniel can provide them with items to overcome the challenges they will face on the island.

## **Investigating the Browns**

The town holds information about the Brown family. From these information, the character can learn Emma's Motivations (see *Genesys Core Rulebook* page 46). These elements will prove useful during the final scene as soothing her decreases the banshee's powers. Livia and Remillard's motivations are useless as they serve no purpose in solving the situation. Beside a brief overview of her parents, the following information is focused on Emma's story and personality.

### **The family's background**

The Browns' tragic past is a story everyone knows in Darkwood Cove Village. If any PC is native to this settlement, you can tell them the story of the farm, the fact that it burned down and that the baron moved them to the lighthouse.

Should they do not have that knowledge, questioning the villagers will tell them as much. In any case, no one actually knows about the witch blood running in the family.

### **Remillard Ragnvald Brun**

Remillard is native of Darkwood Cove. He inherited the farm from his father when he passed away. His mother died while giving birth to Hector, Remillard's younger brother. Hector left the town to become a sailor. He now comes back to Darkwood once in a while when trading but beside that, both brothers are independent from each other.

Remillard was a demanding and strict father, expecting Emma to work hard to maintain the house and

land. Since he lost his farm, Remillard was known for drinking a lot and would spend afternoons at the Dancing Crab Inn when not performing his duties.

Remillard was a social fellow until the death of his wife. Afterwards, he stayed at the lighthouse unless he had to buy goods and food. People that went to visit him mostly found him half-drunk and filthy, obviously neglecting his hygiene.

### **Livia**

Livia was raised in an orphanage outside Darkwood Cove. When she was a teen, she ran away as she hated the Sister who was responsible for her. She snuck her way into a carriage heading for Darkwood Cove. There, she lived on the streets until she met Remillard. They fell in love and the girl moved in with the Brown family after they got married.

Livia was a caring and loving mother to Emma. It was a known fact that she sometimes fought with Remillard when he pushed the little girl too hard, demanding that she would contribute to the household as much as an adult.

Despite being a witchborn, a fact she ignored herself, Livia was a religious person going to church every Sunday to hear the sermon and spent time praying multiple times per day.

### **Emma's Desire (Love)**

Emma is the only child of the Brown family. Her father put her to work sooner than the average child and thus she had less time to play with her friends from the village. She is a girl who requires attention and being out in the fields with her father most of the day, she was lacking some. Fortunately, her mother was gentle with her and made sure she was spending quality time with her.

After they moved to the island and she became a teen, Emma tried to find company among the villagers but was rejected. When Livia died, Emma felt alone. Even though her father loved her, he was not good at showing it and was dealing with grief himself. Emma wants her mother back so she can get the parental love she is lacking right now.

This information can be obtained by talking with other teenagers. They can tell the time she flirted with a boy named Eliot but he had no interest in her.

## Emma's Fear (Isolation)

Emma's birth has been a difficult one and Livia nearly died in the process. Therefore, the Browns decided to not have other children. When they moved on the island, Emma felt even lonelier. She was unable to see the other children as often as she would have wanted to since she could not navigate the bay alone back then. Even her parents did not have much time for her as they had to maintain the beacon, even at night. The feeling grew more intense when Livia passed away and her father started drinking. She was now stranded with him on this tiny island. Emma had a hard time dealing with the reclusiveness.

This information can be acquired by questioning the villagers about how the family handled the move after the farm burned. Asking teenagers about Emma would get the answer that she always wanted to be part of the gang and would go out of her way to be accepted. Kids used to either bully her or be rude but she would not hold lasting grudges as she was really seeking the approval from others.

## Emma's Flaw (Anger)

It does not take much for Emma to jump at people. A mean remark or a crooked look was enough to make her mad or make her cry. Sadly for her, the village's kids were making fun of her and pushed her specifically to witness her getting angry. It is that anger that fuels the banshee's and made it kill her father.

This information can be obtained by talking to the village teenagers as they can recall some of the times when they bullied her.

## Emma's Strength (Curious)

Emma has always been curious about everything. When not working in the fields, she was in town listening to stories from the sailors, merchants and the occasional adventurer, monster hunter or templar stopping by. She was also curious about everything witch-

related. When she discovered that she was witchborn, she immediately experimented with that power.

This curiosity is known by the adults of the town. Emma was often seen at the Dancing Crab Inn, the marketplace and by the docks, asking questions about everything. Talking to people at the Inn will reveal this information as she spent quite some time there, asking questions of people coming in and out of town.

## Darkwood Cove's Church *Kyrkan*

Priest Daniel is responsible for the village's church. After he came back from his meeting with the Baron, the first thing he did was send a raven carrying a message to the Inquisitorium.

Daniel is really concerned by the events and is against the baron's decision to send common folk to investigate. To him, these poor souls are being sent to slaughter. Even though Daniel is the person in town that can help the PCs the most, he is unlikely to provide help as he wants to avoid the death of innocents.

Still, if the PCs can convince him they are worthy, he can be a great help. Convincing Daniel requires either an opposed Leadership or Charm check. Daniel has a favorable attitude toward anyone showing affiliation to the Church. If the party includes such a character, such as a templar or a priest, downgrade the difficulty of the social check by 1. Even though he is not a fan of monster hunters himself, Daniel knows that they are people capable of investigating the incident. If the party has a monster hunter or someone posing as one, (wielding a silver weapon, for example), add  to the check to convince him. If the party has both elements, they benefit from these two bonuses. The GM could decide that the check is not necessary and that Daniel is automatically convinced if the party composition is an obvious fit for the job, such as a party mixing exclusively templars, priests and monster hunters.

If Daniel is convinced, he will give the characters two liquid silver vials, two health elixirs and a bottled courage potion.

# Reaching the Island

Player characters have limited ways of reaching the island. They can either convince someone to bring them there, or they take a boat for themselves.

## Hiring someone

Normally, the people of the village would gladly take the PCs as passengers to reach the lighthouse. However, with the thick fog, villagers do not want to take

the risk of not coming back. Because the villagers are poor, money is always a good incentive. For 100 silver coins, an angler will take the risk to bring them there. The money has to be paid in advance so should something happen, their family would have the bonus income. The price can be halved with an **Average (♦♦) Negotiation check**.

## Rent a boat

Renting a ship is less expensive as it does not endanger anyone else beside the player characters. A ship can be rented for the trip for as low as 20 silver coins. While this solution is less expensive, this brings an additional risk to the characters as they are unfamiliar with the bay. A successful **Average (♦♦) Negotiation check** halves the price.

## Steal a boat

Should the PCs be low on funds or decide to not invest in transport, they can sneak by the docks and steal a small rowboat. The docks are clear of people since they do not risk approaching the bay. Still, while they are gone, the owner could notice that their boat was stolen and accuse the PCs once they return. The baron will compensate the owner and understand that the end-justified the means but this might come back at them should the PCs deal with the townsfolk beyond the scope of this adventure, as the people do not appreciate their belongings being stolen.

# Navigating the Bay

Once they have a ship, PCs can travel to the remote island that holds the lighthouse. The trip is dangerous though as fog is impairing visibility.

At some point before reaching the island, Livia will try to interfere with the PCs' efforts. She will make the waves become more treacherous, trying to overturn the boat. She will also start moaning. Her voice is strong enough to be heard over the waves and the PCs talking. You can paraphrase the following to describe the situation.

Ni kliver ombord på den lilla båten och lossar repet. Ni börjar ro och det tar bara några få årtag innan bryggorna försvinner in i dimman. Ni är nu vilse i den tätta gråheten och kan inte höra något annat än årornas plask mot den lugna viken.

Ni tar er fram i några minuter och känner hur vattnet blir mer oroligt, som om vinden plötsligt tagit fart. Båten kastar sig och ni måste hålla er fast för att inte slungas överbord. Vinden bär med sig ett kusligt ljud, som en sorgsen kvinnas klagan. Ni försöker avgöra varifrån det kommer, men ljudet tycks komma från alla håll.

För ett ögonblick tycker ni er se en människolik skugga sväva över vattnet – men i nästa stund är den borta. Ni fokuserar tillbaka på navigationen och försöker nå ön.

To fight against the current and reach the shore, PCs need to work together to maneuver the ship. This will take the form of a single **Average (♦♦) Athletics check**. The check suffers a ■ from the fog and another ■ from the banshee's distracting moaning, unless the PCs have a means of protecting themselves from the sound. Have a single PC make the check, assisted by another PC, representing the two that are rowing.

If they hired an angler, they can be the one making the check or assisting. Treat the angler as having 2 Agility and 2 ranks in Athletics. In addition, their expertise grants a □ on this check to maneuver the boat.

If the check succeeds, they reach the island safely. Each Threat during this check inflicts a strain to every PC.

Should the check fails, the boat is flipped upside down. PCs now have to swim through the final stretch of water separating them from the shore. Each PC must make a **Hard (♦♦♦) Athletics check**. Even if the check fails, the PCs will reach the shore. But each PC suffers one wound on a failed check plus one wound per ✕ generated as their body is slammed against rocks, and one strain per ♀ generated from the exhaustion. The angler is lost during this scene as the waves brought him farther away.

# Stepping on the Island

Whether they managed to keep their boat or not, the PCs step on the island. The fog is thinner on the island itself, allowing characters to see well up to short range. When interacting with anything beyond short range, they add a ■ to their checks due to poor visibility.

When they arrive at the island, paraphrase the following:

Ni kliver i land på en liten jordfläck vid öns kant. Två andra båtar ligger redan förtöjda, bundna vid en gammal trädåle. Ni märker att viken plötsligt har återfått sin vanliga stillhet, och det kusliga ljudet är borta. Från platsen där ni står kan ni inte se mycket av ön, förutom en brant jordslänt med gamla träplankor som bildar en stig upp till huvudområdet, ungefär tolv fot ovanför havsytan.

The island is small. Two characters standing at opposite sides of it are at Long range of each other. From the docks, characters can take a few steps to walk up a slope to reach the main area.

As they reach the place, paraphrase the following:

Ni går uppför jordslänten och når öns mitt, ungefär tolv fot över havsytan. I vanliga fall skulle ni ha en fin utsikt över viken, men dimman hindrar er från att se ens vattnet – även om ni fortfarande hör vågorna slå mot stranden där nere. Ni står nu på en liten gräsbevuxen yta. Nära er ligger ett gammalt trähus. Dörren är stängd, och det är fönstren också. Bredvid står fyren: en storlrogen, rund stenbyggnad med en kraftig trädörr. På grund av dimman kan ni inte se dess topp. Mellan de två byggnaderna går en smal stig som leder bakom huset.

From there, the PCs can investigate the home, the lighthouse and the backyard. Since the PCs lack the key to the lighthouse, this should be the last location they explore.

## The Browns' Home

The entrance door to the house is unlocked. When the PCs enter, paraphrase the following:

Ni kliver in i Browns enkla hem. Rummet ni kommer in i är bostadens huvudrum och fungerar både som vardagsrum och kök. Allt är i ordning, som om ingen har tagit hand om platsen på dagar – om inte veckor. I rummet står ett bord med tre stolar. Alla ligger nu omkullvälda på sidan, utspridda över golvet.

Det ligger också kroppar här inne. Stanken från dem är fruktansvärd och ni känner hur illamåendet växer. En av de döda bär enkla kläder, medan de andra är klädda i Östhammars ordningsmakterns utrustning. På köksbänken ligger en skärbräda med frukt och grönsaker som uppenbart inte längre är färsk. En kniv ligger kvar på brädan. I ett hörn av rummet står ett skrivbord med böcker och skrivmaterial. En dörr leder in till ett annat rum i huset. Med tanke på storleken kan det knappast finnas mer än två rum i den här bostaden.

## Main Room

Here, the PCs learn the fate of the baron's men and Mr. Brown. The banshee killed them the day before. A PC examining the corpses will find strange red marks but that would not have been enough to cause their death. If the PCs want to proceed with a thorough examination, have them roll an **Average (♦♦) Medicine check**. A success will reveal that the marks were done by something flogging the men. There is also evidence of choking. In addition, the faces of these men are contorted with terror.

Note that there is as many of baron's men as there are PCs in the group minus one.

The kitchen part has nothing useful to offer. Remillard has been neglecting it during his last days before he was killed and the kitchen shows this.

## Remillard's Desk

The desk is the place where Remillard Brown kept the logs of the bay's activity. These are just descriptions of inbound and outbound ships and do not carry any relevant information. He also kept a personal journal, in which he addressed his deceased wife. This was the man's way of dealing with his grief.

This journal is interesting to the PCs as it gives them a taste of Remillard's last days. The first pages of the journal are what you would expect of someone dealing with grief. It takes the form of a letter to his wife, in which he reminisces fondly on his best memories of her. Then, the diary takes the form of his flow of thoughts. What stands out is that his daughter Emma held him responsible for the death of Livia, as he was unable to save her. Many pages of the diary are about the fights they had together and how desperate he felt to raise the little girl on his own. Then, there is an entry from December 8th 647 that catches the PCs' attention. Remillard describes how strange Emma has been acting, which represents the time when she started experimenting with witchcraft. Then, many pages have been torn out of the journal. These were burnt when he realized her behavior was due to witchcraft. He did not want to keep any records that would reveal the truth. After these missing pages, the remaining ones narrate a desperate Remillard, dark and grim in his thoughts, wondering what he did to earn this, and even suggest that he might have considered taking his own life. Despite all this, the remaining pages do not mention what happened. The last entry was written two days ago.

In one of the drawers is the key to the lighthouse's main door.

## Bedroom

The door leads to the family's bedroom. When the PCs enter the room, paraphrase the following:

Dörren öppnar sig mot ett litet sovrum. Där inne finns inte mycket mer än två sängar – en för föräldrarna och en för deras dotter. I ett hörn står en stor kista.

This room serves no purpose for this adventure. It is simply the place where the family slept. The chest is full of clothes.

# Investigating the Lighthouse

Once they enter the Lighthouse, whether by unlocking it or breaking down the door, paraphrase the following:

## Backyard

The PCs can reach the backyard by following the trail between the two buildings. When they do so, paraphrase the following:

Ni går längs husets sida tills ni når baksidan. Den lilla gårdsytan ligger precis vid öns kant. Eftersom byggnaderna också står nära stupet är den smala stigen ni tog den enda vägen hit. Mitt på ytan står ett träd. I det finns en inskrift: "Livia Brown 614–647"

Even though the grave is two years old, the earth covering it was disturbed recently. This information can be given to any character investigating the grave or, on a successful **Average(♦♦) Vigilance check** should they not interact with it.

A few days ago, Emma dug up the grave and took one of her mother's finger bones, hoping to use it to bring her back to life through witchcraft. When Remillard caught her, he locked her up in the lighthouse's basement and filled back the grave.

## The Lighthouse

The strong wooden door giving access to the building is locked. Normally, a strong character could manage to break it down. But in this case, the surrounding magic reinforces the door, shielding Emma from outside threats. Still, the door can be kicked open with a **Daunting (♦♦♦) Athletics check**, adding a ■ for the lock.

While the PCs will surely fall back and investigate the other locations first, they can rush in and break into the Lighthouse if they achieve the check. The high difficulty to break in is meant to encourage players to investigate and thus to slowly uncover the mystery.

När ni går in i fyren ser ni en mängd lådor och tunnor, tillsammans med ved- och virkesförråd, prydligt ordnade längs rummet och upptar ungefär halva den öppna ytan. En stentrappa slingrar sig uppåt i en spiral till en balkongliknande avsats högst upp. Därifrån leder en stege till en lucka i taket.

The supplies there are mostly food and fresh water for the family to sustain themselves, with a few tools, oil lamps, and other mundane gear.

## The Beacon

The stairs and the ladder lead to the beacon. When the PCs reach the rooftop, paraphrase the following:

Ni öppnar haspen och ser dimman ligga tung även uppe i luften. Ni klättrar ut och stiger upp på taket. Platsen är en rund yta, mindre än rummet nedanför. I mitten står en enorm eldkorg. Det ligger ved i den, men den är inte tänd. Ni kan inte se mycket omkring er, eftersom dimman är tät.

Lighting the beacon now will not solve the situation as the fog blocks its light.

As the PCs enter the Lighthouse, Emma is hidden in the basement and notices the intruders. While they are up on the roof, she gets out of the basement and heads to the house, where she starts a ritual to raise the corpses back to “life”, hoping they will deal with the intruders.

As she leaves the secret basement, she forgets to close the secret floor hatch in the main room behind her on the main room floor and slams the lighthouse door open. The PCs, even if they are on the rooftop should hear that sound, unless they closed the hatch behind them. This should build tension as the PCs realize someone else is moving around the island.

If the team splits up and a PC stayed at ground level, Emma leaves by a secondary exit, reaching her home unnoticed. In her hurry to leave, she drops a glass bottle as she leaves the room. This contributes to reveal the presence of a secret basement as the PCs who stayed at the ground level would hear the glass shattering. Making a thorough search of the area reveals a hidden hatch on the floor through which the PCs can get into the basement.

## Secret Basement

The previous keeper used that basement for smuggling but it all stopped with his death. Remillard discovered the room a while ago but never actually used it until recently, when he locked his daughter in it, preventing her from approaching Livia's body. He did not know that Emma had time to secure her mother's finger bones before Remillard locked her down there. While Remillard knew about the basement, he never

actually found its other secret exit. It is only in her attempt to escape that Emma discovered it.

When the PCs enter the basement, paraphrase the following:

Luckan öppnar sig mot en smal trädtrappa som leder ned till ett litet rum. Mitt i rummet står ett bord med ett dussin tända ljus. Det ser ut som att det finns ett mönster ritat på bordsskivan.

I ett hörn ligger en hög med halm, prydligt ordnad till en bädd. Här och där står lådor utspridda i rummet. På en av dem står tomma vinflaskor. Intill den lådan finns en öppning i väggen, bred nog för att någon ska kunna klämma sig igenom. Ni kan höra tidvattnet slå mot ön och förstår att den leder ut.

The crates are mostly empty or contain hay. These were used to hide smuggled goods. Some of them contain empty wine bottles. Remillard drank the wine long ago. The table is where Emma performed her dark ritual, summoning the banshee. The pattern on the table is a magic circle, drawn with Emma's own blood. A **Hard (♦♦♦) Knowledge (Forbidden) check** can be made to determine that the drawing is linked to some necromantic witchcraft, as some of the symbols drawn are linked to death.

The opening in the wall is a secret door left ajar so daylight would come inside the room. This secret door, along with a rope and a pulley fixed to the ceiling, was used to haul smuggled goods in and out of the basement to a boat that would stand just beside the island.

## Putting pieces together

By now, the PCs should have gathered enough information hinting at what is going on: the dug up grave of Livia, the argument between Remillard and his daughter, the banshee's wail heard by Michael, and Remillard wondering what he has done to earn this, referring to having a witch child.

The missing pieces of the puzzle are Emma and the banshee's whereabouts. While the PCs are thinking this over and exploring the basement, Emma has taken a head start and raised the dead guards as well as her father to face the PCs.

It is possible to climb out of the secret door to reach the ground level of the island, but that requires an **Average (♦♦)** Athletics check. If Emma could not leave

the basement through the main entrance, she went out that way.

## Fighting the Dead

Once they are done investigating the basement, the PCs should track down Emma who slipped past them. As they leave the lighthouse, they face the reanimated. When they meet them, paraphrase the following:

När ni tar er ut ur fyren möts ni av en skräckinjagande syn. Baronens män, tillsammans med herr Brown, reser sig och börjar gå mot er. Deras ögon är matt vita; pupiller och iris tycks ha försvunnit. De rör sig långsamt men målmedvetet, hotfulla och vilda, med sänkt hållning som om de förbereder sig för att kasta sig över er.

This unexpected sight and experience with the unliving is something that can shake the characters' will. Upon encountering the undead, characters have to make an **Average (♦♦)** fear check. Use fear rules on page 243 of the *Genesys Core Rulebook* to resolve the check.

Note that there are as many Raised Dead adversaries as there are PCs in the group.

### Raised Dead (Rival)

<b>Brawn</b>	<b>Agility</b>	<b>Intellect</b>	<b>Cunning</b>	<b>Willpower</b>	<b>Presence</b>
<b>3</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>1</b>

  

<b>Soak Value</b>	<b>Wound Threshold</b>	<b>M/R Defense</b>
<b>5</b>	<b>12</b>	<b>1   0</b>

**Skills:** Brawl 1 (Y♦♦), Vigilance 1 (O)

**Talents:** None.

#### Abilities:

- **Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74 of the *Inquisition* document).
- **Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins. Cannot benefit from drinking potions and elixirs.

#### Equipment:

- **Undead Strike:** Brawl; Damage 5; Critical 4; Ranged (Engaged); Knockdown

## Meeting Emma

As soon as the PCs defeat the undead, Emma steps in. When that happens, paraphrase the following:

Ur dimman kliver en tonårsflicka fram. Hon bär en smutsig och trasig brun kåpa och är barfota. Hennes mörkbruna hår är rufsigt, och testar faller delvis ned över ansiktet. Hon stirrar på \*\*er\*\* med en vild blick.

”Förvinn!” befaller hon och pekar mot stigen som leder ned till bryggan.

Emma wants to be left alone with her mother and wishes the PCs would depart immediately. While she does not care about the trouble the situation is causing

to the villagers, she does not inherently want to doom them either.

The PCs are presented with an opportunity to either solve the incident peacefully by convincing Emma to go away, or by weakening her prior to fighting the banshee. It is possible that players want to eliminate the threat outright without any desire to understand what happened to the girl or how the fog came up. Should the PCs draw their weapons and engage quickly or otherwise show hostile intents, have the banshee jump right in and proceed to “Final Showdown” on page 20.

## Social Encounter

Emma would prefer to avoid the fight by sending the PCs away. This means the characters have a chance to interact with her prior to combat. This encounter follows the Social Encounter rules on page 119 of the Genesys Core Rulebook. For this situation, the PCs' goal should be to lift the fog. Depending on their motivations, the PCs might convince her to have the fog lifted and let Emma get away or having her question her latest decisions and doubt her ways.

Emma might grow impatient at the characters trying to talk their way out instead of leaving the island. If a social check targeting Emma generates ♀♀♀ or ♀, she gets angry at the characters and the banshee arrives. In this case, proceed to "Fighting Emma and Livia Together" on page 20.

### Convincing Emma to lift the fog

If the PCs succeed in bringing Emma's Strain beyond her Strain threshold, she will be willing to leave Darkwood Cove on her own and dispel the fog. This might prove an unsatisfactory solution as this leaves a dangerous creature out as well as a witch. Should they decide

to let her go without interfering, Emma leaves the island and dismisses the fog. Proceed to "Aftermath" on page 22.

### Making Emma doubt think her motives

Over the past days, Emma was driven by her anger and delusions. She had the banshee impersonate her mother and it killed a few men already. In her heart, Emma is not evil and does not wish to needlessly harm people. Since it all started, she did not take the time to sit and think about the situation.

By making her second-guess what her motives are, it is possible to soothe her and since her emotions are powering the banshee, it would weaken the creature. If the characters are able to make Emma exceed half her Strain Threshold, the banshee's Soak will be reduced by 1.

If the PCs manage to make her exceed her Strain Threshold, the banshee's rank in the Adversary talent will be reduced by 1. Should that happen, the banshee will still appear but will fight on its own against the PCs as Emma will be struggling with her own feelings. Proceed to "Fighting Livia alone" on page 20.

# Final Showdown

## Fighting Emma and Livia Together

If the player characters are hostile to Emma or fail at the social encounter, Emma yells at them and suddenly, the fog thickens, to the point where interacting with anything beyond engaged range imposes a ■■ on checks and an additional ■ for each range band further to a maximum of ■■■■ at medium range. When that happens, paraphrase the following:

Dimman tätnar plötsligt och Emma tycks nästan försvinna i den. Bara en svag silhuett avslöjar att hon fortfarande är där. Sedan, vid hennes sida, materialiseras en vuxenstor gestalt – och den verkar sväva ungefär en fot ovanför marken. Kroppens konturer ser kvinnliga ut, men huvudet har en märklig, hammarlik form.

Emma and the Banshee start the encounter engaged with each other and should be at short range from the PCs. When the banshee joins Emma, it rejuvenates the girl's conviction and she heals 5 strain.

## Fighting Livia alone

If the PCs were able to shake Emma to the point that she realizes she is doing evil deeds, the banshee will appear and fight alone against the PCs to prevent them from shutting her down by soothing the teenager.

At some point during the encounter, PCs will be engaged with the banshee. At this point, paraphrase the following:

När ni och den svävande varelsen kommer närmare får ni en bättre blick på den. Kreaturet ser ut som en kritvit kvinna, klädd i en enda trasig långkjol som knappt täcker henne och lämnar bröstet bart. Även om ni kan urskilja formen av hennes ben under kjolen syns inga fötter.

Hennes hud verkar delvis vara täckt av bark. Armarna slutar i något som liknar rötter. De böjar och vrider sig ständigt, som om de hade ett eget medvetande. Kvinnans ansikte tycks vara en triangelformad träbit, fäst direkt mot halsen. Mitt i den – där man väntar sig ögon, näsa och mun – gavar ett svart hål.

## Emma (Nemesis)

<b>1</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>2</b>
Brawn	Agility	Intellect	Cunning	Willpower	Presence
<b>1</b>	<b>10</b>	<b>14</b>	<b>0</b>	<b>0</b>	
Soak Value	Wound Threshold	Strain Threshold	M/R Defense		

**Skills:** Coercion 1 (◆◆◆), Deception 1 (◆◆◆), Vigilance 1 (◆◆), Witchcraft 1 (◆◆◆)

**Talents:** None.

### Abilities:

- Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74 of the *Inquisition* document).
- Witch Blood:** Once per encounter, the GM may spend a Story Point as an incidental. If they do so, Emma may voluntarily suffer up to 2 Wounds to heal twice that number in Strain.

### Equipment:

- Dagger:** Melee (Light) (◆□); Damage 3; Critical 3; Accurate 1

## Emma's behavior

Emma does not have combat skills and thus relies on magic to fend off the PCs. Since she has no empathic link to any of them, most of her spells will not work and she lacks the Dark Utterance talent to circumvent that disadvantage. She prefers to avoid direct confrontation and focus on warding spells. Since she is not a skilled witch herself, she only uses spells with a maximum of one increase in difficulty.

If targeted by attacks, she will ward herself by casting a simple ward spell on herself. If that does not discour-

age enemies from attacking her, she will attack with her dagger, hoping to wound a PC and gain access to fresh blood. Once she has a PC’s blood, she will cast Plague on them.

If left alone, Emma will cast a ward spell with the Retribution additional effect to ward Livia. Once it is done, she will cast a ward spell on herself in case enemies will shift their attention to her. Once both ward spells are on, she spends her turns concentrating on them.

## Livia (Nemesis)

<b>4</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>2</b>
Brawn	Agility	Intellect	Cunning	Willpower	Presence
<b>6</b>	<b>25</b>	<b>15</b>	<b>1</b>	<b>1</b>	<b>1</b>
Soak Value	Wound Threshold	Strain Threshold	M/R Defense		

**Skills:** Brawl 2 (◆◆◆◆), Vigilance 2 (◆◆◆◆)

### Talents:

- Adversary 1:** Upgrade difficulty of all combat checks against this target once.

### Abilities:

- Dual Initiative:** Livia rolls twice during initiative. She acts twice per round.
- Eyeless Sight:** This adversary does not add □ to checks due to darkness or concealment, and are immune to abilities or Critical Injuries that affect a creature’s sight.
- Flyer:** Can fly; see the Flying sidebar on page 100 of the Genesys Core Rulebook.
- Silver Anathema:** This adversary is vulnerable to alchemical silver (see “Alchemical Silver” on page 74 of the *Inquisition* document).
- Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins. Cannot benefit from drinking potions and elixirs.
- Wail:** Once per round, Livia can emit a supernatural wail. Anyone within Medium range must make a Hard (◆◆◆) Discipline check. On a failed check, they suffer one strain plus one strain per ✕ generated. ♦♦♦ can be used to make the victim loose their free maneuver.

### Equipment:

- Roots:** Brawl; Damage 7; Critical 3; Range (Short); Ensnare, Knockdown

## Livia's behavior

Livia is the main threat here. She gets two activations per round, and on one of them, she will always be using her Wail special ability. For the other activation, she will engage the PC and use her Root attack. This attack can hit adversaries both at engaged and short range. In both cases, the base difficulty is **Average** (♦♦). Livia will always prioritize a PC attacking or somewhat interacting with Emma as her target.

# Aftermath

The destruction of the banshee marks the end of the combat encounter, as Emma will not fight after this.

If Emma is still alive when Livia is killed, she drops on her knees and starts crying and screaming, totally ignoring the PCs.

Over the following minutes, the fog disperses and the bay regains its usual calm. The village can now be seen at the horizon.

## Ending the Adventure

The immediate threat has been dealt with, and the fog is gone. Baron Rowan Lewis will reward the PCs as promised. From now on, life in Darkwood Cove will pursue its course and naval activities will resume.

## Emma's Fate

If Emma was not killed during the final battle, PCs will have to decide what to do with her. Even though the banshee is no more, Emma remains a witch. Depending on the player characters' motivations, they can go different ways on this situation.

## Purging the Evil

The Church wants to put down all witches. Religious characters will likely want Emma dead. They can execute the child on the island, or bring her back to town to execute her publically. In this case, Priest Daniel will burn her on a pyre in front of the villagers.

## Helping the Orphan

Emma has no one to take care of her. Fortunately for her, no one beside the PCs know she is an actual witch. They might want to help the child by either taking her with them or by entrusting her to the care of acquain-

## Livia's Destruction

Once she is defeated, Livia's body explodes as Lilithia's essence is released from her. This takes the form of a dark smoke traveling outward from her location at high speed. PCs as well as Emma are knocked out by this shockwave. As she is being destroyed, Livia lets out a final moan (Wail special ability).

tances or an orphanage. Depending on the degree of help and the PC's attitude toward her, Emma might end up becoming an ally to the party or a vengeful adversary.

## Leave her to her fate

The PCs, having fulfilled their duty might not want a responsibility in the child's fate. They can leave her on the island, mourning the death of her mother, and return to the village. In this case, Emma will escape through a polymorph spell. This will surely lead to her coming back as an adversary, in hopes to avenge Livia's death.

## Adventures beyond Dying Light

Completing the Dying Light Adventure should leave the party with some potential adventure hooks. Here are a few examples of what could await the PCs after the adventure.

## Smugglers

Now that the Browns are out, someone will have to take care of the lighthouse. Some smuggler might find their way into this position, and develop the village's black market activities. This could bring some known criminal patrons and the baron might need the PCs' help to deal with the situation. On the other hand, maybe the PCs, after discovering the Lighthouse has a secret basement perfect for operating such activities, will volunteer to maintain the Lighthouse and run the smuggling operation themselves. This could lead to interactions with shady individuals and other criminal groups.

## Gaining the baron's favors

Now that the PCs are local heroes, the baron cannot simply ignore their heroic deeds. He might want to test

their loyalty further by making them deal with various problems such as banditry, or diplomatic missions. This could at some point earn them to be knighted and take even more missions.

## Joining the Inquisition

If the PCs or Daniel execute Emma, this will come to the attention of the Templars when they arrive. From there, they can offer the PCs to join their ranks and petition to become templars.

## There are other monsters out there

Should the PCs share their story with the townsfolk, the battle with the banshee will become part of the local folklore. The story might draw the attention of a monster hunter, tracking a big game. While seasoned, they do not think they can take down the creature by themselves. Therefore, they suggest the PCs to join them in fighting the dark creature.

# Dying Light



Welcome to Darkwood Cove, one of Siven's coastal communities. Bordering the Hungry Sea, this village is a key location for the county as it acts as one of its main trade hub.

One night, the old lighthouse suddenly went dark, threatening the settlement's economy and endangering the incoming ships. The baron sent his men to investigate but they never came back. Suspecting witch activity, the local priest summons the Inquisitorium but it will take time to get there. The baron cannot wait any longer and calls upon a band of adventurers to investigate.

This first Adventure Module for Inquisition will have the players investigate a dark and secluded offshore lighthouse.

This Adventure Module includes:

- A mystery-themed investigation for four characters.
- New adversaries
- Four pregenerated characters you can use to play this adventure.

Dice App available where apps are sold.

Genesys Core Rulebook and either the Genesys Dice or Dice App are required to use this supplement.