

*“Skovs weren’t always the scoundrels you see today. When I was young, Skovland was still cold, still dark. But we had the **MULDERS** who lived in the Fjord castles and shaped great, magical sculptures from stone. The last Mulder fought during the war.”*

Old Magnus chews haltingly through each syllable of Akorosian. Even after years of living in Duskwall, you can tell the language is still alien to him.

*“It took three days and many Imperial war machines to take her down. When the smoke cleared, only her raven pendant was left. The invaders paraded it back to Akoros before a noble bought it at auction. The pendant changed hands a few times, a gift between the rich. Now, it gathers dust in the **GOVERNOR’S STRONGHOLD** in Whitecrown... a prized trophy of the Imperial Governor. To raise a Mulder’s pendant would be to unite the Skovs in Duskwall under one banner, to lead the Skov gangs out of their endless turf-wars.”*

APPROACH & OBSTACLES

THE LORD GOVERNOR’S STRONGHOLD: Across Crown bridge, the spires of the Governor’s fortress stretch up into the clouds. Imperial Striders stalk the perimeter of the sprawling grounds on tall, mechanical legs. The yearly festival of Wine is being held there, and security is tight.

ESTATE GROUNDS: Immaculate landscaping frames wide, marble pathways.

- ❖ Strider patrols
- ❖ A disused pumphouse
- ❖ Nobles out for a stroll

THE FORTRESS: Behind high walls, the governor breaks bread with the city’s elite.

- ❖ Dumbwaiter from the kitchens to the living quarters
- ❖ A feast in the great hall

GOVERNOR’S QUARTERS: Chandeliers dangle over a lavish study from a vaulted ceiling.

- ❖ An escort of Skov descent
- ❖ Bluecoats guard the door
- ❖ Cases of artifacts on a desk

AREAS: Crown Bridge (heavily guarded) — secluded inlet — festival grounds — surveillance hub — propaganda archives — Imperial barracks — guest rooms — great hall — disposal chutes

SCENES & COMPLICATIONS

The line to enter Whitecrown during the Wine Festival is long. The checkpoint guard sounds bored. “Papers, please.” He reaches out a hand.

- ❖ A hound growls, recognizing your scent
- ❖ “If you want entry to the festival without papers, you’ll need to apply a **MARK**”

*The Mulder pendant is smooth and cool to the touch, etched with a symbol of a raven. As you pick it up, the **GHOST FIELD** lights up with an imprint of the Mulder’s last stand.*

- ❖ The windows begin to seal shut (☹ 4)*
- ❖ An explosion in the Ghost Field feels real
- ❖ The Spirit Wardens are summoned (☹ 6)

Uniformed servants bustle down corridors of the estate’s lower levels with platters of roasted eel and steamed mushroom.

- ❖ A servant bumps into you, spilling her platter
- ❖ An Imperial soldier spots you. “Hey, are you new here? Stop dawdling and get to work!”

*A very drunk **LORD BREVIK** (cheerful, young) sidles up to you. “Quite a festival! Didn’t expect to see you attend this year.” He spills wine on you.*

- ❖ Lord Brevik demands you drink with him
- ❖ He pulls you into a group of chattering nobles and presents you by the name he knows you as
- ❖ Did you eat the food? You shouldn’t have

* Start a progress clock ☹ with four segments. For more information on clocks, check p. 15 of the Core Rulebook

Old Magnus raises an eyebrow as you approach. When you hold out the pendant, his eyes light up.

“So there is hope. I can’t thank you enough: you will always find friends among the Skovs.