

ADDITIONAL RULES

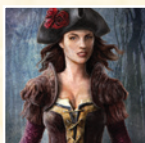
EXPANDED CHARACTERS

Play as your original character from the core game, or use one of the included Dark Tales Characters to play this story Journal with.



The Butcher: Local shop-owner of Kremel whose grown angry at foul creatures oppressing his homeland.

- Starts with the Cleaver.
- Immune to being FRACTURED.



The Courtesan: An alluring débutante, keen, and swift. An influential woman of guile and fashion.

- Starts with Long Knives.
- Immune to being POSSESSED.



The Illusionist: A stage magician obsessed with the occult and supernatural. Uses illusions to fight evil.

- Starts with the Cane Sword.
- May re-roll failed TRICKERY checks once per check.



The Scientist: Researches the supernatural to disprove it using logic.

- Starts with Acid Vials.
- Immune to Corrosion.



The Slayer: She has vowed to hunt down all undead and destroy those who took her loved ones from her.

- Starts with the Cutlass.
- Gains +5 Might vs. Undead foes.



The Woodsman: Survivalist, and trapper whose left the forests to hunt for the creatures upsetting nature.

- Starts with the Woodsman's Axe.
- Gains +1 Damage vs. Nature foes.

NON-STORY ARTIFACTS

Within the Dark Tales expansion, non-story Artifacts are introduced. The following is a short explanation of the two types of Artifacts:

- **Story Artifacts:** These are specific Artifacts that are named in story. Story Artifacts are never drawn randomly and should be kept in the game box until they are needed. A story Artifact is denoted by a book icon in the lower right of the card.
- **Non-Story Artifacts:** These are Artifacts that are randomly drawn during certain stories and events, just like Item cards. They should be thoroughly shuffled and placed in the play area. When a story instructs you to draw an Artifact, draw from the non-story Artifact deck. A non-story Artifact does NOT have the book icon in the lower right of the card.

NEW DECKS

*This deck is new to the 2nd printing of *Folklore: Dark Tales*.

* HEIRLOOMS

Heirlooms are a new deck of cards for starting Characters. When starting off as a new Character, draw 1 Heirloom at random. This Heirloom can never be lost, traded, or stolen, and remains with the character until the campaign is over. It does not take up an item slot. Existing character do not get Heirlooms, however you might find them on a rare occasion within the stories.

RUMOR CARDS

Rumors are mini-adventures that give characters the opportunity to gain additional awards. Characters can learn about them by using the following NEW service at the inn within town:

INN

***Rumor:** Receive one Rumor card, once per story, or any number between stories. A character may only have one Rumor at a time.

- Once the Rumor is completed, it should be returned to the box and not played again during the same campaign.

HOW TO USE RUMORS

Setup: Shuffle the Rumor cards.

- Read ONLY the narrative on the front of the card and follow the instructions.
- Most Rumors can be investigated at the player's convenience, i.e. immediate action is not required.
- Lore and Coin awards are given to the entire group unless otherwise specified.
- Some Rumors are Personal Quests. While the whole group participates with these, only the Rumor holder receives the awards.
- Searching maps may only be done during combat.
- Skill checks must be done by the Rumor holder unless specified otherwise.
- If you die while investigating a Rumor, the Rumor is discarded. Place the group at the closest town and follow the rule for Total Group Death. This should not affect a story's outcome.
- Rumors should be drawn from underneath the cover card on the top of the deck, and used cards placed at the bottom.

FREE PLAY INSTRUCTIONS

An optional rule is to use Rumors in "free play" mode. This means that they may be played independently from *Folklore: The Affliction's* traditional story format. Here is how it works:

- Assuming you are using new characters (although this does not have to be the case), setup the game as normal, but leave the *Story Journal(s)* in the box.
- Place the Group Marker in Yorotrusk.
- Make sure the Rumor deck is shuffled.
- When ready to play, visit the Inn and draw the first Rumor as a group.
- Play the Rumor through completion.
- Head to an inn and draw the next Rumor.

Certain Rumors state that current bonuses and penalties last until the end of a chapter or story. In these cases, they instead last until the start of the next Rumor.

Some Rumors may be too difficult for new characters. If you wish to pass on a Rumor that sounds too challenging, do not discard it, but place it at the bottom of the Rumor deck so it may be dealt with when your characters are stronger.

CUSTOM FOES

BLACK OOZE (Shapeshifter / Melee)

- **No token or miniature/standee needed**

VITA: 32 / 36 / 40 / 44

MIGHT: +15

DEFENSE: 44

STRIDE: None

LORE: 30

COINS: 0

SPECIAL

- Characters not in the room may damage the ooze's tendrils for 1 Vita per attack they are able to make.
- Characters within the room must encounter the Black Ooze. The Black Ooze covers the entire ceiling, so characters within the room be in any space to target it. It will attack two random characters within the room every round. If there is only one character in room, it only targets them once.

POWERS

- **1-0 OOZE TENDRIL:** A successful attack will destroy a target's Companion with its acidic goo. If they do not have a Companions, they lose 1d4 Vita and take a Corrosion token.

DEVER THE PESTILENCE (Occultist Affliction/ Melee)

- **Use the generic 2" Affliction token**

VITA: 50 / 54 / 58 / 62

MIGHT: +10 / +15 / +20 / +25

DEFENSE: 52

STRIDE: 4

LORE: 50

COINS: 15

SPECIAL

- Receives 2 attacks per round.
- Characters within AURA 1 of Dever at the end of their turn must pass ECOLOGY 4 or receive an Infection token.

POWERS

- **1-4 PUTRESCENT STRIKE:** The target loses 1d4 Vita and gains an Infection token. Other adjacent characters lose 2 Vita as they are splashed with ichor.
- **5-8 VAPOR CLOUD:** A cloud of noxious fumes fills the air around Dever. All characters lose 4 Vita.
- **9-0 CRIPPLING STRIKE:** Dever lashes out with all his strength. Lose 2d4 Vita and become FRACTURED 6 as your bones become brittle and weak from his touch.

KILLER VINE (Nature Affliction/Melee)

- **No token or miniature/standee needed**

VITA: 40 / 44 / 48 / 52

MIGHT: NA

DEFENSE: 45

STRIDE: NA

LORE: 30

COINS: 0

SPECIAL

- Receives 2 attacks.
- Immune to Abilities and attacks containing the PSYCHIC keyword.
- Characters adjacent to the well at the start of their turn lose 1d4 Vita from the flailing vine.

POWERS

- **1-9 VINE STRIKE:** Roll 1d6 to determine where the Killer Vine slams the ground, causing 2d4 Damage, BURST 2.
- **0 MAYHEM:** All characters and allies are struck by flailing vines and lose 1d6 Vita. Character may attack the vine from any space on the map during their next turn.

LOOGARUS (Shapeshifter Affliction/ Melee)

- **Use the Otherian Affliction token or miniature/standee.**

VITA: 60 / 64 / 68 / 72

MIGHT: +12 / +17 / +22 / +27

DEFENSE: 62

STRIDE: 5

LORE: 45

COINS: 20

SPECIAL

- Receives 2 attacks per round.
- Loogarus always wins First Strike.
- At the end of each round, if there are no Rabid Wolves in play, Loogarus howls. On a d6:6+, spawn 2 Rabid Wolves three squares behind the furthest character.

POWERS

- **1-9 CLAWS:** 2d4+1 Damage.
- **0 BITE:** 2d4+1 Damage, LYCANTHROPIC 4.

SHADOW WRAITH (Spirit Affliction/Ranged)

- **Use the Wraith token or miniature/standee.**

VITA: 34 / 39 / 43 / 47

MIGHT: +10 / +15 / +20 / +35

DEFENSE: 62

STRIDE: 5

LORE: 60

COINS: 0

SPECIAL

- Receives 2 attacks, is ETHEREAL, and has REACH 3.
- Whenever it hits a target, they become WEAKENED during their next turn.
- Immune to ranged weapons and PSYCHIC attacks.
- Ghosts lose 1 Ghost Point at the start of their turn and the Wraith's Vita increases by the the amount taken as it sucks away their essence.

POWERS

- **1-6 SHADOW SNAKE:** A shadowy tendril lashes out at the target, causing 1d6 Damage. The next attack against them in this combat causes max Damage.
- **7-0 SOUL SUCK:** All characters are PUSHED 2 spaces. They lose an additional 1d4 Vita and 2 Power Points.

TRASGU (Occultist Affliction/ Ranged)

- **Use the generic 1" Affliction token or a Stregha miniature/standee.**

VITA: 54 / 58 / 62 / 66

MIGHT: +9 / +14 / +19 / +24

DEFENSE: 60

STRIDE: 4

LORE: 70

COINS: 25

SPECIAL

- Receives 2 attacks per round.
- Coven Rule: Trasgu receives +10 Defense.

POWERS

- **1-4 SAVAGE WINDS:** Conjuring a fierce wind, she PUSHES 2 her target and they lose their next Move.
- **5-8 INDIGO VORTEX:** Trasgu draws a deep breath which absorbs power from the group. All characters lose 1d4 Vita and 1 Power Point.
- **9-0 DOWNPOUR OF DESPAIR:** Trasgu summons fire and brimstone from the underworld. All characters lose 1d6 Vita and become WEAKENED during their next turn.

WHITMORE'S IMPOSTOR (Shapeshifter/Melee)

- Use the Whitmore NPC Standee or Highwayman miniature!

VITA: 30 / 34 / 38 / 42

MIGHT: +9 / +14 / +19 / +24

DEFENSE: 45

STRIDE: 4

LORE: 20

COINS: 10

SPECIAL

- Receives 2 attacks per round.
- Whitmore's Impostor will target any character within REACH 2, his arms seeming to stretch to gain distance.

POWERS

- **1-0 SABER ATTACK:** 2d4+1 Damage, VORPAL.

WOOD GUARDIAN (Nature / Melee)

- Use large Custom Affliction token/standee or Alternate Colossal Dark Oak miniature!

VITA: 33 / 37 / 41 / 45

MIGHT: +8 / +13 / +18 / +23

DEFENSE: 60

STRIDE: 4

LORE: 35

COINS: 12

SPECIAL

- If the Wood Guardian's Power Die is 0, it may immediately make another attack against a random character within melee range.
- Immune to Ranged attacks. It's attacks have RANGE 2.

POWERS

- **1-5 SPLINTERS OF DEATH:** All adjacent characters lose 1d6+2 Vita from sharp spears of bark.
- **6-7 HUMAN SHIELD:** The target loses 1d4 Vita and is grabbed by the guardian until the start of its next turn. While held, the target loses its turn and cannot be target for attacks. However, any melee attack against the guardian hits the target on a d6:4+.
- **8-0 HAMMERED FISTS OF THE GUARDIAN:** The target loses 1d10 Vita and is FRACTURED 6.

COMPONENTS

A. Book/Booklets

1. Character Booklets (6)
2. Story Journal (1)

B. Cards (44x68mm)

1. Abilities (43)
2. Animal Companions (2)
3. Artifacts (24)
4. Militia Companions (2)
5. Heirlooms (13)
6. Items (6)

C. Cards (3.5x2.5in)

1. Rumors (22)
2. Road Events (5)
3. Off-Road Events (5)

D. Cards (4x6in)

1. Afflictions (7)
2. Character/Ghost (6)
3. Creatures (7)

E. Maps

1. 10x10in (14)
2. 3x6in (4)
3. 3x10in (2)
4. 6x6in (2)
5. 6x10in (2)

F. Actor Standees (72)

1. Afflictions (20)
2. Characters (6)
3. Custom Affliction (1)
4. Custom Affliction (Large)(1)
5. Custom Foes (4)
6. Custom Foes (Large)(3)
7. Ghosts (6)
8. Banshee (3)
9. Dark Dryad (3)
10. Demonic Flame (4)
11. Demon Spawn (3)
12. Hands of Death (9)
13. NPC: Moira (1)
14. NPC: Stickman (1)
15. NPC: Whitmore (1)
16. Possessed (3)
17. Wretched Hag (3)

G. Tokens (circle)

1. Affliction (6)
2. Cauldron (1)
3. Colored Targeting (20)
4. Custom Affliction (2)
5. Treasure (25)
6. Snare (5)

H. Tokens (other)

1. Doors (4)
2. Tombstones (5)
3. Seal of Kremel (1)+7 mini tokens

CREDITS

Folklore: Dark Tales (Expansion) - 2nd printing

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DUNGEON CRAWL EXPLORATION RULES

Dungeon Crawl Exploration (DCE) is a new mechanic that takes effect during some expansion stories. These new rules take effect when players encounter “Dungeon Crawl Exploration Begins” within a story. Dungeon crawls have a set of goals for the entire dungeon rather than one per map as normal. There is a DCE Creature Table included for random skirmishes and encounters. Maps are divided into rooms, which are separated by doors and/or portcullises. Gameplay is the same as Adventuring with the following differences.

LEADERSHIP CHANGES

Leadership changes from one character to the next at the end of EVERY round, instead of when a map transition occurs. However, during an encounter, leadership does not change until the combat is over.

ROOMS

A dungeon crawl map consists of rooms, which are separated by doors. A room's description in the story journal should not be looked at until that room is revealed (by opening a door).

DOORS / OPENING DOORS

When characters attempt to open a door, it remains closed until the end of the round. At the start of the next round, they are removed from the map, revealing what lies beyond. Doors may NOT be opened during combat. There are two types of doors to be found:

- **Locked Doors:** Locked doors require an adjacent character to pass a TRICKERY check, unless otherwise specified.
- **Unlocked Doors:** Unlocked doors require an adjacent character to spend their ACT to open it. When the round is over, the character who opened the door must roll a d10. If the result is a 1-3, roll on the DCE Creature Table and spawn the listed creature(s) on the new map, 3 spaces away from the character if possible.

END OF ROUND SKIRMISHES

If a door was NOT opened during the round, the current Leader must pass AWARENESS 4. On a failure, the group must skirmish with creatures from the DCE Creature Table. When determining the skirmish strength for groups with 3 or more characters, use the dice for the next lowest character group. For 2 characters, divide the result in half, rounding up.

For example, for a 5-character game, the skirmish strength would be determined by rolling the dice listed for 3-4 characters. For a 3 or 4-character game, the dice for a 2-character game would be used. For two character games, a d4 is used. If a 3-4 is rolled, the counter would be set to 2; if a 1-2 is rolled, the counter would be set to 1.

ENCOUNTERS OCCURRING MID-ROUND

Some encounters may occur before the end of a round. The Leader would act first during the character's combat turn, regardless of who would have been next. After the combat, leadership changes to the next character. Do not roll for a skirmish at the end of the round.

SKIRMISHES OCCURRING MID-ROUND

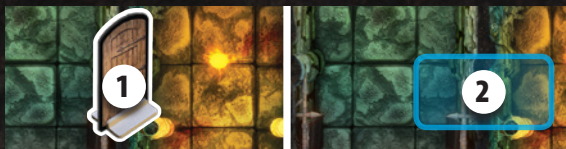
Some skirmishes may occur before the end of a round. After a skirmish is complete, the round continues with the remaining characters taking their turn.

RESTING

If you choose to rest for the chapter, normal resting rules apply, except you would roll for creatures using the DCE Creature Table. The Leader must choose to rest at the beginning of a round. After the rest, do not roll for an end-of-round skirmish because one would have been rolled for the resting. Then leadership changes to the next character.

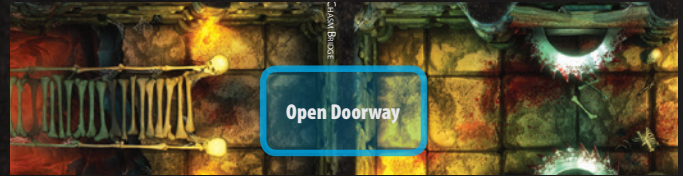
MAPS

All non-10x10 maps are enclosed rooms without any doors or openings. The intent is for maps to connect in a variety of ways to allow for variety of options when assembling a dungeon crawl. If two maps are connected via a door or archway, the wall sharing the space with it does not exist. In the below example, the wall beneath the door is assumed to be open, even when the door is removed.



1. With Door
2. With Door Removed

When two maps are connected without a door and the Story Journal states that a wall segment is an opening, characters may pass through it without hinderance and Sight is not blocked.



SUMMARY OF A ROUNDS END

Step 1: REVEALING NEW ROOMS if a door was open.

Step 2: ROLL FOR A SKIRMISH if a door was not open.

Step 3: LEADERSHIP CHANGES to the next character if not in combat.

EXAMPLE OF GAMEPLAY

The group (consisting of the Butcher, Courtesan, and Illusionist) is currently in Room A of a dungeon crawl, which has several search tokens and one locked door leading to Room B. The Butcher is the Leader at the start of the round. He picks up one of the search tokens and discovers an Item. The Courtesan then moves to the locked door and successfully rolls the specified TRICKERY check, opening the door. Finally, the Illusionist moves to the last search token, but fails to find anything. At the end of the round, because a door was opened, it is removed from the map, revealing Room B, and the description is read to the group.

Leadership changes to the Courtesan and the group begins a new round. They spend a whole round investigating Room B. At the end of the round, the Courtesan rolls an AWARENESS check for a skirmish, but she rolls high enough to avoid combat. Leadership then changes the Illusionist.

Within Room B is a door leading to Room C, but this one is unlocked, requiring a character to spend their ACT to open it. The Illusionist moves adjacent to the door and does so. Once the round ends, the door is removed from the map and the Illusionist rolls for an encounter because he opened it. He rolls a 1 on a d10, which means an encounter will occur. He then rolls on the DCE Creature Table and the result is a Stregha and a Wretched Hag. They are placed in Room C, 3 squares from the Illusionist, and then the room description is read. Once the encounter is complete, Leadership changes to the Butcher.

HIGH-LEVEL FLOW OF DUNGEON CRAWL EXPLORATION

