

Season of Rags

How far will you walk along this path, to save what you hold dear?

- Your sleep over the last season is uneasy, and as the Winter Solstice draws near this only intensifies.
- One night, you awaken to find yourself paralyzed, and to your horror you feel a weight on your chest and see the shape of a strange and horrible creature sitting on you, its face a hideous, rotting mass. It is dressed in tattered Highborn robes. It speaks to you, in a voice that scrapes at your heart.

“The first season of the pact is over. You have succeeded, for now, servants of the pact. Three more seasons will I visit you; three more seasons must you endure my mistress’ commands until you are delivered, and with it too all your chapter from the curses that burden them.

This season, my mistress Skathe bids you to act against the hated, worthless, detestful authors of the Looking Glass, a publication in the League which purports to uphold the false values of beauty, worth, virtue, and other such nonsenses. Anguila, Leonora, Magdalena are their names. You – and your three companions in the pact – must find a way to cause them public ire, humiliation, agony, mutilation or maiming.

This could be by curse – House Remys of Dawn might assist – by foul poison, or by the art of the cruel knife, as your whims desire. My mistress does not care how you exact spite in her name – merely that you do so, of your own will; that you shall be her agents is her wish; she will be satisfied when she hears of their misery. Impress her, and this second season of the pact will succeed. Do not fail.”

- Cackling, the creature disappears into the darkness, and you find yourself suddenly able to move, drenched in sweat and terror. When next the four of you – Ephrael, Levi, Kerioth, Jaylus – meet, you find that you have all had a very similar experience...
- Winter beckons.
- You are CURSED. You should also have a curse information sheet in this pack.