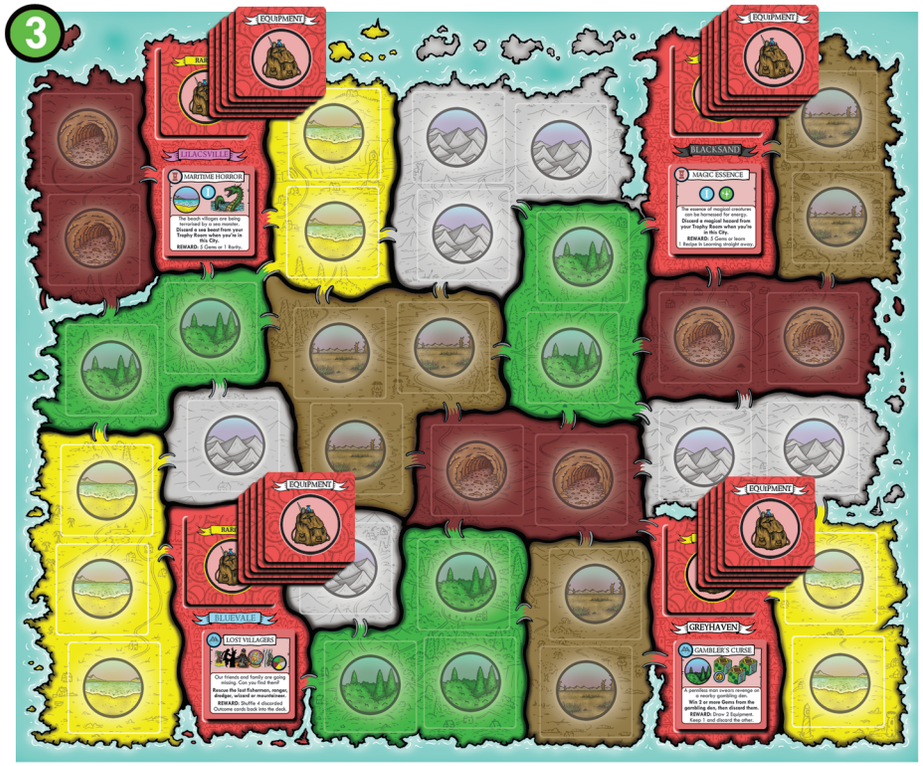
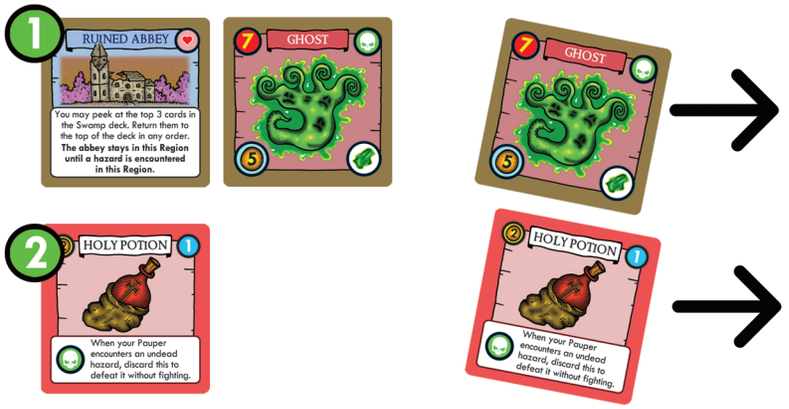
THE RESTLESS SPIRIT

BY ROBERT B.

Something is wrong in the swamps of Brighthelm. Travelers speak of a pale figure wandering among the ruins, and some who have entered the old abbey have never returned. If there is a restless spirit haunting the swamp, someone must be brave enough to find it. But first, you will have to prove yourself.





SETUP

1. Remove the **ruined abbey** and both **ghosts** from the Swamp deck. Place the **ruined abbey** and **1 ghost** next to the board. Return the other **ghost** to the box.
2. Remove both **holy potions** from the Equipment deck. Place **1 holy potion** near the board, return the other to the box.
3. Set the rest of the game up as usual.

OBJECTIVES

These objectives replace the usual requirements for learning the Virtue of bravery. You must complete all 4 objectives, in the following order.

1. **PROVE YOURSELF**
   Have at least 12 Strength points' worth of hazards in your Trophy Room, (16 if you're playing hard or v. hard difficulties) then discard these hazard cards. Place the **ruined abbey** face down on top of the Swamp deck.
2. **INVESTIGATE THE ABBEY**
   When you explore the **ruined abbey,** shuffle the **ghost** into the top 6 cards of the Swamp deck. Then use the **ruined abbey's** ability.
3. **LAY THE GHOST TO REST**
   Find and defeat the **ghost**. You **must** defeat the ghost by fighting it: the **assassins' guild** cannot defeat it for you. You can use Equipment and Recipes in the usual way. As soon as you defeat the ghost, place the **holy potion** face up in the City Shop of your starting City.
4. **CLEANSE THE ABBEY**
   Buy the **holy potion** from the City Shop for 1 Gem, and travel to the **ruined abbey**. Discard the **holy potion** to cleanse the abbey. You cannot use the holy potion in any other way.

Once the abbey has been cleansed, you have learned the Virtue of bravery. **You must complete the Virtue of bravery to complete this scenario, along with any 2 other Virtues.**

SPECIAL RULES

The ruined abbey **cannot** be removed from the board until after is has been cleansed (so natural disasters, dragons and its usual rule of being removed if a hazard occupies the same Swamp Region have no effect). If any of these occur, ignore it.

As mentioned opposite, you **must** complete the Virtue of bravery to complete this scenario.

IF YOU WIN

The last traces of corruption are removed from the ruined abbey. You have done something few would dare attempt and have exemplified the Virtue of bravery.

IF YOU LOSE

The stories were true. Something terrible lurked in the swamps, and you were not strong enough. The dead will continue to wander Brighthelm, but maybe, someday, another pauper will be brave enough to meet the challenge.