

# Tell me more

## An Incursion for Trophy Gold

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Trophy Gold is a dark fantasy RPG by Jesse Ross published by Hedgemaze Press. This is not an official product.  
<https://trophyrpg.com/>

#### What you know

A lifetime ago, the young goddess Amateru offered forgiveness to everyone who truly repented their sins. From all over the known world, people burdened with things they did or failed to do, flocked to her temple on a small island in the Lake of White Tears. The Young Goddess, portrayed as a female figure with open arms, yet with her head turned aside, so as to lend you her ear, listened to each and every one. Finally free of sin, the pilgrims were glad to give to the church of Amateru, and the temple prospered...for a time. It is said that the Old Gods grew envious of Amateru's success, the souls she bound to her ear, the riches of her temple. They sent undead monstrosities to slaughter the monks and sack the temple. Even the small town of Hengistford, situated at the shore of the Lake of Tears, was overrun, and the boats that used to ferry the pilgrims were destroyed. And thus the world was made as unforgiving as ever.

You are on your way to harvest the lost riches from the temple. And as you fill your coffers, maybe you will still find an open ear to unburden yourselves...

#### For the GM

Humanity's sins are endless, and, to some, endlessly fascinating. The Young Goddess grew addicted to the stories of what people can do to people and to themselves. She demanded more. And still more. When the pilgrims could not deliver on her demand for choice atrocities, she let them in on her hoard of secret sins, and sent the utterly mad out to commit crimes they could then report back to her. Tell me, she said. Tell me more.

It was not the Old Gods who destroyed the church of Amateru. It was the mad goddess herself. Starved for stories of the human heart, she still sits upon her throne in the derelict temple amidst the Lake of White Tears, desperate to pull you into her embrace. And once you have poured out your heart, she will let you go, to collect new stories in her name. Make them happen, if you have to.

#### Themes

Silence. Isolation. The desire to confess and to take confession. Deadly nearness and intimacy that knows no boundaries.

#### What, no diagram?

Official incursions for Trophy games show the way that sets are connected by a diagram. Here, the road is straightforward: village, lake, island. If you would like to work in some branches, the lake and the island are the obvious sets to do so.

#### Set One: Hengistford

*Goal: Find a means to cross the lake*

**Questions:** Before they enter the village of Hengistford, ask the players what it is in their past that still haunts the characters today. What would they like to unburden themselves of, if only a kind ear were to listen?

A handful of neat houses, only slightly damaged by time. The trees in the front yards are heavy with fruit, the ground below is full of mushy pulp. The stench of fermentation is everywhere. Inside, the houses look like they were left only yesterday. There is no one here, not even an insect at the fruits.

An eerie silence. Wind rustling in the reeds.

Small waves lapping at the shore. A shutter banging suddenly, sharply. The cloudy sky is like a lid above the village, the lake and the island in the distance.

## **Dangers**

### **Messengers of Amateru (7)**

Fat black birds with human hands for claws. They follow the PC around, watching silently from trees and rooftops. If attacked, their croaks rip the silence like a jagged knife. They try to collect human body parts for their mistress. They go for the eyes first.

Weakness: prolonged noise, fire.

Inflict the condition "mutilated".

### **Lore-Gatherer of Amateru (8)**

Former pilgrims, now shambling, semi-human horrors out to commit sins to be absolved of. Their lower jaws are skeletal, dangling down to their breasts held by brittle sinews.

Weakness: prolonged noise, SC with a ruin of 4 or more.

### **The Voices in the Reeds (8)**

At the shore, the reeds are whispering of things they have witnessed and dreamed of. If you listen for too long, the voices will stick with you, until you find a way to let it all out.

Weakness: Fire, a scythe or a reed knife.

Inflict the condition "The reeds! The voices in the reeds!"

## **Things to find**

### **The boats on the shore**

Have been hastily destroyed.

### **A statue of Amateru**

Half buried in the sand at the shore, a wooden statue lies with arms outstretched like antlers. The face is turned away. If unburied, the PC discover a leering visage with a treacherous grin. The statue is life-sized, soaked with water and very heavy. The face alone could be sold to a connoisseur of the bizarre for 1 G.

### **The letter**

"My dearest Otho! I am writing...there is no sense. They are coming. We have fed off them for too long, ferrying them to that cursed island. Now they are coming for us. I have never truly loved you. I was scared to live alone, that's all. Do not forget me, my love. M."

### **The mute oracle**

A human figure, possibly a woman, with bruised skin and long, filthy hair, hiding in one of the houses. She is afraid of the outside. If the players try to talk to her, she tears open the dead Messenger of Amateru in her lap and pulls out the entrails. The bloody heaps may or may not be understood as answers to the questions. Roll 1d6 to determine a form: 1 a bird, 2 a face with a treacherous grin, 3 a boat, 4 a mouth, 5 a bell 6 a little manikin that comes alive for a few moments, stretching out its tiny arms, before collapsing into bloody pulp again.

If the PC force her to go outside, she will scream at the top of her lungs: "I took it! I took it! It was me all along!" She then turns into a Lore-Gatherer of Amateru. Her jaw drops to her breast with a crunch. Strangely, she does not attack the PC and starts to follow them around instead.

## **Treasure**

Around the village, the following items can be found, each worth 1G.

A silver whistle, giving off an infrasound tone.

A fishing net with a crab caught in it. The crab has tiny skeletal human hands for claws.

A glass jar with a swirling white mist inside. A label in Anorthian runes reads: "Call my name to catch the mist anew. Call it true, or I will come for you."

## **Set 2: The Lake of White Tears**

*Goal: Reach the island.*

The water is black, salty and nearly ice-cold. Skin exposed to it goes numb quickly. Still no sound to be heard, but for water dripping of a vehicle or oars the PC may be using. As soon as the party embarks for the island, a thick white mist starts to gather. Minutes later, they are lost on the lake. A temple bell can be heard chiming faintly somewhere in the distance. The direction seems to change with every beat.

### **Dangers**

#### **The creeping mist (8)**

The PCs must find a way to keep themselves warm quickly, either literally or metaphorically. Treat this like a fight mechanically, with all of the players involved, and have everyone describe how they spread warmth (again, this may involve literal means of warding off the cold as well as warm memories, cozy tales or fiery songs). Ruin inflicts the condition of 'mist-bitten'. Treasure harvested from the mist may appear in the shape of messages in a bottle, flotsam or things dropping from above. Note that the mist does not vanish once it is 'defeated', it just can't hurt the PC anymore.

#### **The Fugitive Above (8)**

Wet black strands of hair drift across the PCs' faces. They are connected to the washed-out shape of a warrior-type person in floating robes a couple of meters up in the air. They are wearing a necklace with a faintly glowing jewel. The fugitive does not have hands.

Special attacks: Darts of Hair (pierces skin, lives on underneath, condition "hair parasite"), Intrusive Strands (enters through nose, mouth or eyes, (temporarily) replaces one memory from character's brain with another.

Roll d6: 1 new name 2 new personal connection to another group member 3 a strong dislike towards something bordering on phobia 4 a second drive, not replacing the old one, but pushing it to the background 5 a vivid memory of a past that never was and the pressing question of how you could ever forget it 6 a burning belief in Amateru and the urge to revive her cult. These temporary conditions can be eliminated by paying a hunt token and narrating how you dismantle them.)

The jewel leads the way to the island temple. If the PCs try and take it from the Fugitive, they will attack.

Weaknesses: families, the cult of Amateru, the island.

Otherwise, this does not have to turn into a fight. The fugitive was once a pilgrim, a witch named Ionanna, who wished to unburden herself of the memory of a ritual she performed which had her sacrifice her love for her brother. When Amateru demanded to hear more and ever more, she finally cut off her hands to have something to confess. She then woke from her religious stupor, stole the necklace from the temple, which she correctly assumed to be some kind of compass, and fled the island flying. She has been lost in the mist for an uncertain time, always being led back to the island eventually by the amulet.

She wants two things: to learn news from the world she has left behind and to find a way to the shore. The PC may reason with her and even strike some kind of bargain, as long as they don't act hostile, try to steal the amulet or force the fugitive back onto the island, which she is mortally afraid of.

The amulet is worth 2G to a magician or follower of Amateru and 1G to a treasure hunter.

### **White Hands from the Water (8)**

They crawl up from the water encrusted with salt, rocking a boat or raft, dragging it down, harvesting sweet flesh for a mistress on a far-away island they only dimly remember. They have arms and may or may not be attached to bodies. When you find out, it's too late.

Weaknesses: fire.

The hands drag down vehicles on the lake after the second round they win. Ruin inflicts the condition "mutilated." They go for the lips and tongues first.

### **Things in the Mist and in the Water**

Far-off noises, flashing lights, faint voices, faces, parts of a creature that may well be branches or a trunk, pale corpses drifting dreamily by (is it someone you know? Is it you?), flowers with fleshy petals, ice, a salty crust that cracks audibly, a thin, electric smell, your reflection in the cold, black water (what does it look like?), an invisible barrier.

Note: The players may always just spend three tokens to reach the island, if all else fails.

### **Set 3: The Island**

*Goal: Leave alive, if not sane.*

Reeds, sticks, mud. Treacherous half-land turning into muddy, but walkable ground. Tall white trees, naked. Wind everywhere. A howling, a hollow groaning. Sudden pops, clacks, bangs, rappings. Gusts of rain and a heavy grey sky with no beginning and no end. An overgrown path leads to the ruined temple. It is flanked by the remnants of statues, arms, torsoes, heads lying on the ground.

The temple is a couple of jagged walls and windows with neither an inside nor an outside. They are now just holes with splinters in them the color of vivid bruises. Moss, lichen, fungus like hair, like scripture.

There once was tower. It is now rubble, a dark shard, a tooth.

No doors, no roofs. Everything is laid bare.

There seems to be no life anywhere on the island, though bird-like croaks are audible in the distance.

### **Dangers**

#### **The Bell**

The moment the players set foot on the island, the bell rings frantically. Then, suddenly, no more.

Go around the table and ask what everyone fears has rung the bell and why it suddenly stopped. When the group reaches the temple ruin, the bell is lying in front of the tower. It is cracked and overgrown with moss. It is as big as a child, made of copper and inlaid with gold. The beater is made of now foul wood and an iron head containing the crumpled remnants of a human heart. The bell is worth 2G, the beater alone 1G.

#### **The Hermit Teramu**

One of the statues alongside the path is, in fact, a man. He is naked and his dark skin is plastered with a white chalky substance so as to resemble marble. His features are thoroughly hidden by the plaster, with only tiny holes to see, breathe and speak through. If the plaster were removed, his face would be revealed to be frozen in a perpetual leer.

He is shy, but friendly, if the PC treat him likewise. He tells them the following things: He is the last follower of Ameratu and has decided to be true to his mistress, even in her downfall. The Young Goddess has gone mad. She is addicted to human sins and started to send the pilgrims out to commit sins to report to her. Her winged messengers

supply her with human body parts. She is looking for a way to leave the island and feed on the sins of the whole world. The treasures are still inside the temple ruins.

He implores the PC to leave the island and will actively try to keep them from entering the temple. He is old and frail, however, and can easily be taken care of or even be killed, if the PC decide to take that course. After all, no one will ever know.

Teramu has a ramshackle hut nearby in which he keeps a golden chalice with holy symbols of Amateru worth 1G and a portrait of the Young Goddess in her prime (oil on canvas), now wet and overgrown by many-colored mould in intricate patterns. It can be sold for 1G to an art collector.

### **The Mad Goddess Amateru (9 and increasing, see below)**

A skeletal figure upon a derelict throne, barely held together. She stretches out her arms and turns the empty face away. Her winged messengers bring an eye and a tongue and push them into her face. If any of the PC lost one of these parts during the incursion, they just know that those are theirs.

She offers the PC to hear their confessions. Everyone who agrees may trade one confession for one less ruin, even below their starting value. After each confession, her messengers bring more flesh and put in on her. Her endurance goes up by one. Should she reach an endurance of more than 12, the birds pick her up and carry her away from the island, out into the world.

If the PC fight her, a couple of her birds lift her up into the air, while others fight for her. For each round the PC fail to beat her, her endurance goes up by one. Should she reach an endurance of more than 12, the birds pick her up and carry her away from the island, out into the world.

If the PC neither confess nor fight, or leave before Amateru has reached her full strength, she begs them to go out into the world and let her know about the sins they commit. She can send one of her messengers along. In the future, the PC can send back the bird to Amateru on the island to get rid of one of their ruins. On a 1 or 2 on a d6, the bird will return afterwards to render the service again. Should the mad goddess ever reach an endurance of more than 12 that way, the birds pick her up and carry her away from the island, out into the world.

### **Treasure in the temple**

3G in coins, sheet music of hymns praising Amateru painted with gold worth 1G, 2 golden candle holders worth 1G, incense made from the A'tua herb of the Rivan islands worth 1G, the third rib of St. Forthing set in a green crystal sphere worth 2G, a ritual mask adorned with feathers and shells worth 1G.

With the exception of the coins, the following rule applies: A PC carrying one or more of these items will hear an uncomfortable confession from everyone they meet (few people, especially of the shadier persuasions, let alone monsters, are going to like that) until they give away the item(s) free of charge. If they sell the item(s) or just throw them away, the item(s) will find their way back to them. One can make a lot of money that way, and also get into a lot of trouble.