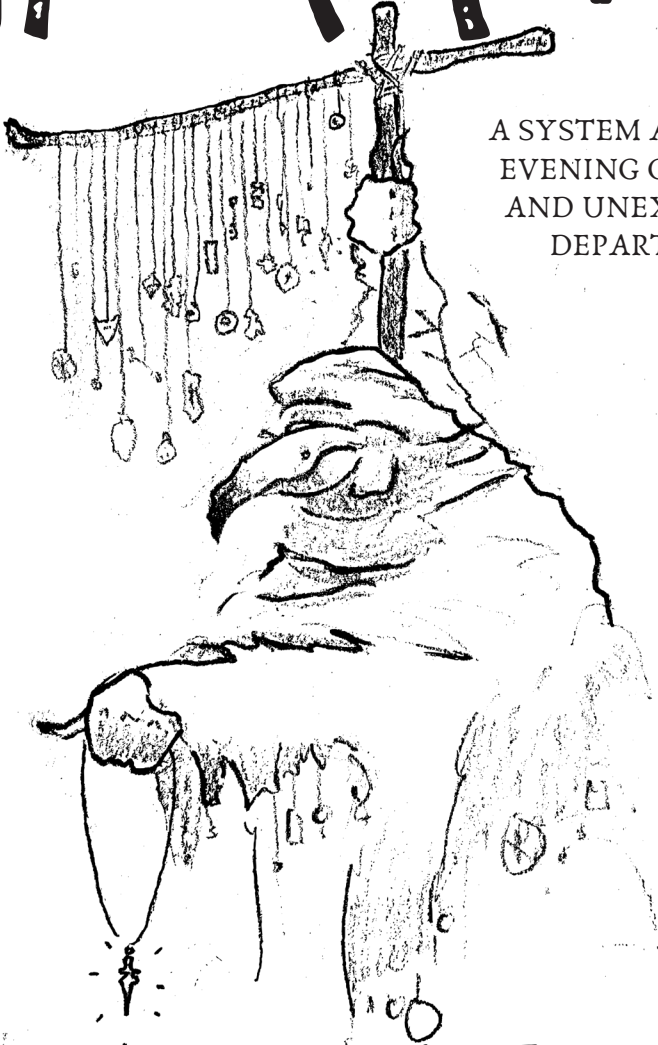




MAY  
2020

# MORTAGH



A SYSTEM AGNOSTIC  
EVENING OF MAGIC  
AND UNEXPECTED  
DEPARTURES

A SORCERESS  
& WITCH  
STORY

# COLLECTOR OF SOULS

BROUGHT  
TO YOU FROM  
THE  
OTHER SIDE



## INTRODUCTION

*The COLLECTOR of SOULS cares for adventurers whose time has come.*

This module provides a scenario and setting for the departure of a player from your role-playing group. It is intended to be a poignant and salient moment allowing the party to say goodbye to a character when a party member can no longer participate.

## PREPARATION

THE SCENARIO should be planned ahead of time with participation from the player who is leaving. Together you will create: three visual symbols and a trinket description (which should be chosen to represent the basis for a vision of the characters in-game experiences) and any other setting elements. The player may choose to compose the story of their characters adventures, why they are leaving the party, and a narration for choosing to depart with The Collector.

In this scenario, the adventuring party finds themselves preparing for a night of rest and recovery. Whatever the circumstances, it is not long before they hear someone approaching, the clinking and rattling of trinkets hanging from the staff and robes of the Collector of Souls.

## MORTAGH

The Collector does not speak nor present as threatening (and should be quickly identified as the MORTAGH by the departing party member). Through gestures it attempts to offer something to the party - perhaps to buy a trinket or tell a fortune. It is clear that the Collector has many objects of desire and great value - perhaps some of them magical as they glint and glisten and glow with their own light.

The Collector of Souls is shrouded in dark, earth-toned robes: worn and salted sailcloth; heavy-woven linens boiled in charcoal; interwoven muslin strands dyed with plants and mordants - pale purples and blues. Layers of soft and dark sindon and cambric. Beneath it all - a stiff cerecloth giving some form. If one were to search beneath the fabrics they would find nothing.

A hood rests on a beak with nose holes and which is blackened toward the

end. Skeletal hands, olive-grey skin stretched thin and spotted with age grip the staff ahead of it. The staff is straight until nearest the top where another piece has been lashed to it extending the span of an arm. Numerous trinkets hang from this and the robes by thin but strong, hand-woven cordage. Some shiny, some dull, some transparent, translucent, some reflective - shades of agate and quartz, coral and fossil, pewter shaped and jade carved into figurines, ivory embossed with scenes, glass vials lit by fireflies, cyan algae, and fungi - keys, locks, spinning tops and timepieces, spinning coins of gold and silver, braided locks and dyed twine, bits of bone and teeth.

Perhaps a party member has heard old tales of a wanderer such as this, or perhaps The Collector reaches out to touch the ear of a party member (this character should be the character of the player who is leaving) - it's cool touch sends a shiver down their spine and calls them to attention, prompting them to calm and silence the party if they are not already. The character is imbued with the idea that this strange figure is here to share stories of other adventurers.

## VISIONS

The Collector encourages the party to be seated around the fire, to gaze at the stars, and to listen. It gestures in wide arcs toward the ground, toward the sky.

The Collector will then begin with any party member other than the character of the player who is leaving. The Collector points to a trinket (the GM provides a description) and then shows a series of three visions to the party member. The party member can then interpret the visions into a story about an adventurer. The GM chooses who and how many, if not all of the party, to experience the visions.

Each party member chosen to experience visions will roll d6 on each of the three Visions Tables and using those prompts, plus the GM description of the trinket, create a story and briefly share it.

When it comes to the turn of the player who is leaving, the GM will narrate the prearranged description of their trinket and three symbols and then allow them ample to narrate their story as they choose. This narration should be intentionally longer and focused on the character. The story will lead to them choosing to leave the party, to depart with The Collector into the shadows of the night.

# MORTAGH TRINKETS



- 1 agate
- 2 bone
- 3 pewter
- 4 coral
- 5 crystal or glass
- 6 wood

- 1 human and/or animal figurine
- 2 d6 basic geometric shape(s)
- 3 dish embossed with symbology
- 4 carved into a sword or cross
- 5 pendant & locket
- 6 organic, or unidentifiable shape

- 1 hollowed & lit by fireflies
- 2 emanating faint blue glow
- 3 strong scent of cedar tree
- 4 slick with rainbowed oils
- 5 warm or cold to the touch
- 6 hollow and casting a shadow

*by*

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