

CLUE PATH**"The Ghost of Gorlois"**Prem Krishnan

ST MICHAEL'S MOUNT ABBEY

Arrives at St Michael's Mount, either through death/resurrection or just visits it

Abbot approaches PC

Tells of ghost that's been haunting abbey, well

Search well

Small ring with signet of Tintagel castle

Ask abbot about ring

Identifies signet

Question monks, local people about recent events

Learn about new annex over graveyard

Learn about ghost

Originally came just from abbey

Now seen more often

Learn about graveyard

Abbey was once on battlefield

Many soldiers buried here from both sides

Abbey built around graveyard

Crypts are being marked by workers

Some names can be read

If PC doesn't figure out ghost is Gorlois:

PC can confront ghost at well or in graveyard

If PC figures out ghost is Gorlois:

PC can get key to Gorlois' crypt/grave paving stone from abbot

Abbot will only give PC one key at a time

Enter crypt

Confront Gorlois

Learn Gorlois' grave has been violated

Gorlois requests PC reinter Gorlois' remains at Tintagel or stop violation

If PC declines to help:

Gorlois disappears

Hauntings continue

If PC accepts:

If PC decides to try to stop violation (construction):

Abbot refuses

If PC decides to move remains to Tintagel

PC gets remains

PC tells abbot (optional)

Go to Tintagel

TINTAGEL

Priest at Tintagel refuses to accept remains until resanctified

PC must get mistletoe from stone circle in nearby forest

Use mistletoe on remains in circle

Return to Tintagel
Bones are placed in grave gump
Cairn appears atop grave

ST MICHAEL'S MOUNT ABBEY

If PC returns:
Abbot says hauntings have stopped
PC is thanked