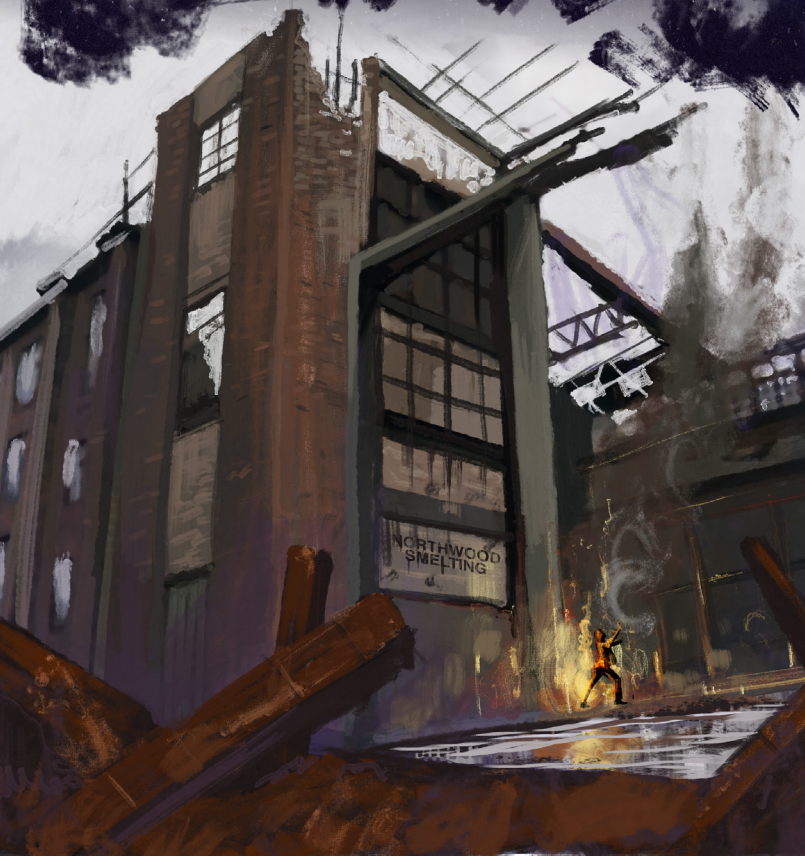


Ol' Ryan the bellows worker was he-
He stoked the fires at midnight with glee-
The flames did speak and something he did see-
His soul was traded for life- eternally.



SPIRIT FURNACE

Table Setup: Create an abandoned smelting works by placing a furnace feature (recommended size approximately 6"x3") in the center of the table with the main factory ruins surrounding it. We recommend placing fencing, out buildings, and other terrain on the table to help set the scene. Characters begin the game within 4" of the outer corner of table section A. Place a fright token in the center of table sections B, C, and D.



Points of interest:

Randomly place 3 points of interest tokens 6" from the center of the table.

Number of Turns: 12

Special rules:

Preparation: If none of the characters start the game with a flashlight, one random character starts the game with a flashlight item in addition to their normal starting items or skills.

Unholy Heat: When a character activates within 2" of the furnace they take 1 injury.

Cold Iron: When a character successfully investigates a point of interest, place a cold iron token on that character. A character with a cold iron token may discard the token before making an attack to do normal damage to The Killer on a successful attack roll.

Gateway to Hell: After the game begins, any fright tokens generated are placed on the center of the furnace.

Lights: None

Objective:

The characters need to drive off The Killer within 2" of the furnace before the end of turn 12.

Themed Killer: Ol' Ryan the Smelted

M.O. - Direct

Visage- Mutilated

Traits- Dead Eyes, Daywalker