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OLD WORLD ADVENTURES



◆ THE SPIRIT OF MONDSTILLE ◆

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THE SPIRIT OF MONDSTILLE



This adventure takes place over the Mondstille period in an isolated guesthouse in the old mining village of Kupfertal, high up in the Grey Mountains, above Hugeldal, in the Reikland. With a little work it can be moved to any remote location, but being cut-off by the weather, and the festivities of Mondstille, are an intrinsic part of the scenario.

MONDSTILLE

Mondstille is the winter solstice, the sun's nadir, and the darkest day of the Imperial calendar. But it is a day of joyous celebration. The festivities around Mondstille symbolise the death of the old year, but also look forward to the year ahead. It is a time of remembrance and hope. It is a time of feasting in defiance of the scarcity of winter, and of confidence in the coming spring. The feast symbolises respect for and defiance of the inexorable power of nature. Though the vitality of spring is still a long way off, the season is turning.

Mondstille is an important time for many of the Empire's cults. It has always been fundamental to the faithful of Ulric, the god of winter. On the mountain slopes his snow-white wolves can be seen picking their way across the frigid landscape, proclaiming his power. In the cities of the Empire his priests light great bonfires in his honour.

Taalites, too, revel in the wild savagery of winter as much as those devoted to his partner Rhya delight in the anticipation of new life. Mondstille is the day when Taal and Rhya meet, and their festivities reflect this.

Verenans often take a more philosophical view of the solstice, seeing it as a symbolic divider between the past and the future, known and the unknown. Verena's scholarly followers obsess around a theoretical (or figurative) moment when the world actually stops dead, before continuing upon its course once more.

As with all of the Empire's ancient traditions, Sigmarites have found a way to make it traditional to their cult too. Practically any Mondstille parable or tradition can be appended with the words, 'and Sigmar may have done that, too.'

Many of these traditions, they say, have even more ancient roots, their secrets hidden but deeply grounded among the elusive mysteries of the Old Faith. But all of the Empire's major cults at least acknowledge the importance of this moment. In spite of the winter's harshness, or perhaps because of it, the celebrations are often seen as collaborative between the cults and unifying. Everyone must weather the season together if they are to survive. In the words of an esteemed bard, 'if we winter this out, we can celebrate the gods anywhere.' The folk of the Empire are expected to extend one another a degree of forbearance during this time, adopting a spirit of fellowship and support in the face of the harsh elements.

The Taal-log

It is traditional to keep a Taal-log burning in the hearth for the entire week of Mondstille. This is said to ward off monsters and evil spirits. It is certainly considered bad luck to let a Taal-log go out. During this adventure, Rutger Lurchen constantly fusses over the fireplace, making sure there is a good flame going, day and night.

Mondstille Blessing

On Mondstille Eve it is a tradition throughout the Old World, and even beyond, that it is time to take stock of the year just gone, and to think about the year to come. Some prefer to give thanks for what has gone before, but in many places it is the tradition to name the bad things of the previous year in order to make sure that does not happen going forward. It is also a time for listing what one hopes will occur in the year ahead. For some families, this is simply a few words shared in front of the Taal-log; others go into long, tedious, self-interested, litanies.

Gift Giving

This seems to be a relatively new tradition, which is getting increasingly popular. It's especially fashionable in Altdorf, but many say it originated in Marienburg. Some insist it is a Wastelander plot to take the money of the gullible and frivolous.

In the Reikland countryside, this usually takes the form of giving simple and useful gifts to family, and sometimes close friends. Among the chattering classes of Altdorf, much is made of the appositeness and value of gifts, and the nobility have practically weaponised the custom.



Mondstille Feast

The most important part of Mondstille celebrations is the feast. This is always a huge meal made and eaten in defiance of the scarcity of the season. It is traditional to stuff oneself silly, and then go back for seconds, or even thirds, depending on sartorial accommodation.

Charades

If there is any time to kill during the adventure then the family, or just the sisters, will propose a traditionally festive game of Mondstille charades. One of the drawbacks of Mondstille charades is that there is very little popular media in the Old World and a very low literacy rate. This means that most games of charades go: *'Four words. Is it 'The Life of Sigmar,' again?'* *'Yes, you go next.'* *'Four words...'*

PART ONE: ARRIVING IN KUPFERTAL

The adventure can always be inserted into any winter's journey in the wilderness. The Characters are in need of shelter when they come across Kupfertal. The isolated guest house is the only place to stay. The adventure assumes that the Characters arrive in Kupfertal on Mondstille Eve, but in the middle of a campaign this will depend on the Players' actions.

Winter travel in the mountains can be treacherous. Any party will always be one heavy snowfall or a poor Navigation Test away from danger, and in need of shelter. If the Characters do not even manage to find Kupfertal in the depths of a winter's storm, then they can stumble upon it. Alternatively, Rutger Lurchen can always stumble across them and, in the spirit of the season, invite them back to his guesthouse.

Of course, it is so unpleasant out there that any sensible party will be indoors, huddled around a roaring fire, so the GM might need to encourage them out into the cold. Inserting the adventure into the course of a journey instigated by the party themselves would be ideal, but if the Characters need a prompt to go up into the mountains in the dead of winter then you can tempt them with the search for Ernst Köder (see below).

The Search for Ernst Köder

Ernst Köder is a young scribe from Hugeldal. He works for the law company of Beatke Gross. Gross is not a qualified litigant, but she knows what she's talking about in regards to land rights and mining contracts, which makes her the best qualified person in Hugeldal. Therefore: she is wealthy, respected, and very busy.

Gross needed a contract and some payment delivered to Luftig Mine up in the mountains. It was not urgent, but Köder, desiring to get out of the office and overconfident of his abilities, volunteered to deliver it. This was eight days ago. The journey should really have only taken four at the most. Gross is starting

to worry, but more importantly, requires Köder's assistance to run her affairs smoothly. Gross is hoping he has holed up in the mine waiting for better weather, but needs a party to go up into the mountains to try to find him. Feeling a great deal of responsibility to one of her employees she is willing to pay the Characters what they need. She will also supply a rough map (see Handout #1). She is concerned for her employee — but not for the Characters — so does not mention the heavy snowstorm that is predicted, by in-the-know locals, to hit the mountains any day now.

The snow is light on the ground around Hugeldal, but it is bitterly cold. Following the stream up through the hills it is not long before the snow starts to deepen and ice makes footing difficult. As soon as Hugeldal disappears from sight, it becomes deathly quiet and barely an animal is seen or heard on the journey. Recent snowfall has covered any tracks Köder made.

The search for Köder depends on how well the Characters prepare and act in the harsh environment, and results in them finding his body. The Characters have no reason to think they need to travel further into the mountains and can concentrate on their own survival.

To effectively follow the map Gross gave them, the Characters must decide how many of them are interested in reading the map. Each of the Characters reading the map should make a **Challenging (+0) Navigation Test**, and the levels of success totalled and kept. Then all the Characters making the journey, should take a **Difficult (-10) Outdoor Survival Test** to see how they cope with the worsening weather. Again the levels of success must be totalled and added to the existing total.

SL	Effects
0 or more	Success. The party finds Köder's body before any Goblins turn up. They do not need to make another Outdoor Survival Test. The contract and money are still on his person. The contract is written in impenetrable legalese and is entirely legitimate. He has a backpack and length of rope on him, and several packs of trail rations.
-1 to -2	Progress. The party finds Köder's body, spots the goblins and reacts before they arrive. They must make a further Challenging (+0) Outdoor Survival Test .
-3 to -4	Slow Progress. The party manages to find Köder's body, but are ambushed by scavenging Goblins. They must make a Hard (-20) Outdoor Survival Test .
-5 or worse	Very Slow Progress. The party finds Köder's body, but it has been stripped by scavenging Goblins. They must make a Very Hard (-30) Outdoor Survival Test .



Their preparedness and experience should affect the test. Dressing in warm clothing, going at a sensible pace, stopping for hot food, knowing the local area or having experience of similar environments should all help them and provide positive modifiers (making the test Challenging or Average, at best). The opposite should bring negative modifiers. Characters who fail the test should pass a **Challenging (+0) Endurance** Test or receive a *Fatigued* Condition.

Köder's body is lying close to the crossroads marked on Gross's map. If the Characters performed well and passed their Navigation and Outdoor Survival tests, then they can be rewarded by finding Köder's body quickly. Compare the total levels of success generated by the party during their journey to the table below to determine the consequences of their search.

If they dither or are particularly unlucky then a scavenging party of goblins will find the Characters at around the same time they find the body. There should only be enough goblins to test the Characters and not wipe them out (a goblin for each party member and two additional Goblins). The Goblins are hungry and in a bad way themselves — they can be driven off if a couple of them are hurt badly, or they get some food. They have the same profiles as Puceheart (see page @@).

Survival of the Fittest

Soon after Köder's body is found, before the Characters can get to a more sheltered spot, a sudden storm slams against the mountainside. The snow falls heavily and powerful gusts of wind whip the Characters, moving the snow into unpredictable drifts — reducing visibility down to zero. The Characters have no choice but to head to Kupfertal, unless they wish to take increasingly difficult Outdoor Pursuits tests. If they don't go of their own volition they run into Rutger Lurchen, who is trying to track down a stray goat.

Rutger is an experienced mountain man, and used to parties of smugglers and opportunist miners trying their luck up here. He quickly decides that the Characters are in trouble, and offers to help them, it is Mondstille after all. The Characters could be observant enough to realise the trouble they are in and accept his help. If they are not aware and don't accept his invite, Rutger explains the potential for danger up in the mountains like a schoolteacher.

Kupfertal

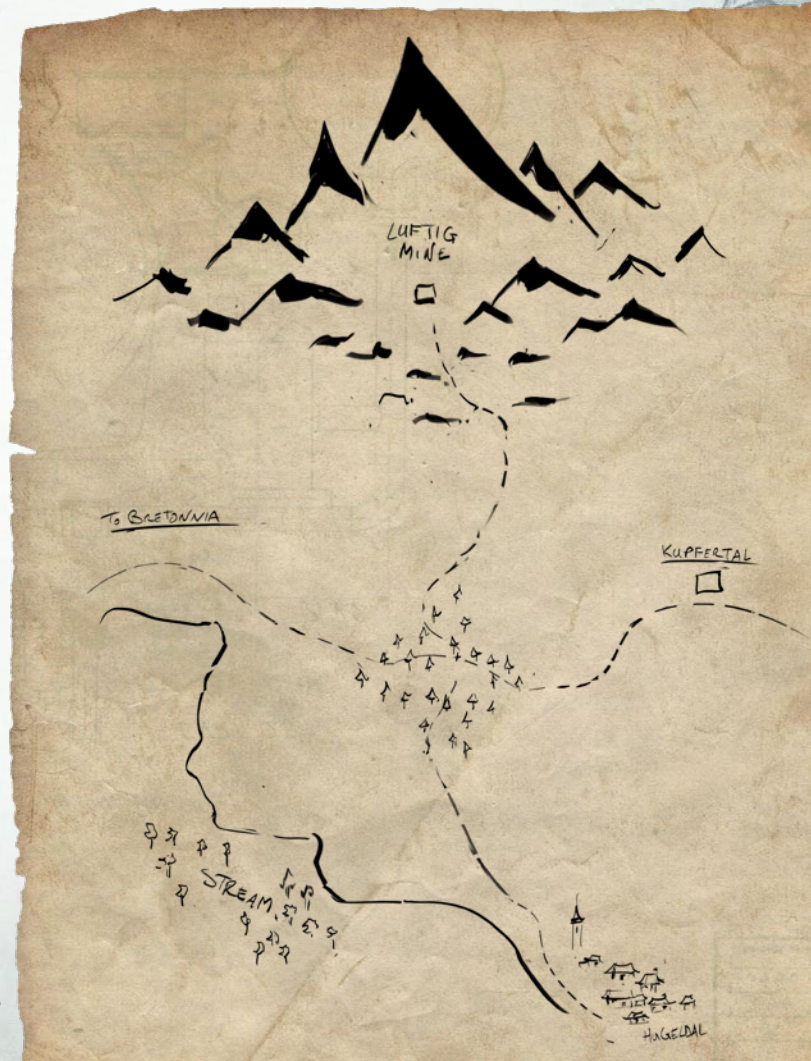
Kupfertal is an old copper mining community, a day's travel above Hugeldal in the Grey Mountains. In the milder months, and when rich seams are struck, the area teems with activity. Miners work day and night. Blacksmiths fashion tools. Traders supply whatever they can get their hands on. Muleskinners lead endless convoys up and down the mountain. A sprawling tent village appears complementing the few permanent dwellings there.

When times are not so good, the place can resemble a ghost town, and from Kaldezeit to Nachexen the mountainside is too exposed to host any but the most hardened miners. Now it lies under a thick blanket of snow and there is no mining activity there at all.

The Kupfertal Guesthouse is the only building occupied in the village through the winter. The place makes money in the warmer months accommodating merchants, travellers, miners who have struck it lucky, and other traders and workers wanting a respite from the squalid tent village. There is also a passing trade with smugglers who know an obscure route through the mountains to Bretonnia.

Even though it gets no business over the winter, the place is inhabited by the family who run the guesthouse, the Lurchens. They stay to keep their meagre farmstead ticking over, and in any case, have nowhere else to go.

The Lurchens are not expecting guests, but when the Characters turn up they will be polite and professional. The Characters are cooked a decent meal and offered beer and wine. Because this is Mondstille Eve, and especially because of the events outlined below, the family are a little apprehensive about their sudden arrival.



A **Challenging (+0) Intuition** Test should reveal that the family seems distant, and might be hiding something. They would rather the Characters weren't here, but it will be impossible to put a finger on exactly what is wrong. Throughout their interactions with the family, the Characters experience this nagging feeling that something is not quite right.

The house is haunted by the ghost of Josef Flook. Save for the odd creaky floorboard and slammed door, he hasn't done much haunting yet. He has not had anyone he wishes to communicate with, until the Characters arrive.

The Past

Josef Flook used to own and run the Kupfertal Guesthouse with his family. Only a couple of months ago he was waylaid by goblins on his way back from Hugeldal. He had been buying supplies for the winter. Missing him, his son-in-law, Rutger Lurchen rode out and found his body, but Goblins had looted the supplies. Rutger brought Josef's body back, and the family buried it as best they could, without a formal Morrite ceremony for there was no priest around.

Josef had prepared a will. He had left the guesthouse and everything else to his daughter unwed Anthea. His other daughter Matilda got nothing at all. Matilda is married to Rutger.

So, imagine his surprise when Josef's restless spirit recently awoke and wandered around the guesthouse to find that Rutger and Matilda and their children were running the place (or at least keeping it ticking over until the spring) and that Anthea was nowhere to be seen. Josef's ghost was extremely angry, but all it could do was smash a vase and slam a few doors. The Lurchens were slightly unnerved but put it down to freak gusts of wind.

The truth is that whilst he was away in Hugeldal, his daughter Anthea suddenly developed a Chaos mutation. Her skin became completely transparent. Needless to say, she looks alarming. Matilda and Rutgers did not know what to do, but in the end settled for keeping her in the cellar. They are now guilty of harbouring a mutant, and any principled witch hunter would have them burned. But the couple felt it was the right thing to do.

They do not want to let Anthea out. Her appearance would upset the children. The children also might mention her mutation to their friends in the village. Anthea is comfortable enough and well fed. Matilda sits with her when the children are out playing in the snow. The ghost of Josef has a notion that his youngest daughter is locked in the cellar, but he has not seen her, and does not know why. In his confused undead state, Josef has the idea that the Lurchens are keeping Anthea prisoner, so they can claim the guesthouse for themselves in defiance of his will.

The reason the guesthouse went to Anthea and not to Matilda is simple enough, too. About ten years ago the Lurchens tried to found a goat farm on the nearby hillsides. They borrowed money from Josef to do so, with the understanding that that was Matilda's share of her inheritance. The farm failed after a couple of years due to disease and goblin raids. Josef agreed to pay off Rutger's creditors, on the condition that the family help run the guest house from then on, terms which Rutger and Matilda were very happy to accept.

Now, of course, they have no choice but to keep running the guest house as they look after Anthea, so they are acting in everyone's best interests as far as they can. Unfortunately, Josef hasn't worked this out, and he is extremely angry about it. He tries to try to tell the Characters what he thinks is going on, and get them to sort it out.

Josef Flook

Josef the ghost is just becoming aware of the unlife, sensing reality in a confused way, and coming to terms with his own death. Over the course of the adventure, he gradually becomes more aware and adept at manipulating his environment.



JOSEF FLOOK

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	-	-	40	40	35	30	28	18	-	10

Traits: Dark Vision, Ethereal, Fear 2, Incorporeal, Undead, Unstable

Paralysing Chill: Josef does not deal damage in combat. Instead his opponents may be struck with a supernatural chill that leaves them shocked stiff. If a Spectre lands a blow in combat, it inflicts 1 *Stunned* Condition for each SL.



NEW TRAIT: INCORPOREAL

Josef is unable to manifest to the degree that ghosts summoned through necromancy are. For most of the adventure he is invisible, silent, and unable to interact with the world unless noted as part of the plot. Characters with Magical Awareness may be able to see faint traces of *Dhar* and *Shyish* at Josef's location. If you wish, Josef may pass a Willpower Test in order to be able to strike out with his Paralysing Chill.

He is kept in the real world by the lack of proper burial rites, and his sense of injustice at the imagined treatment of Anthea. Once he learns the truth about her situation, he will be able to pass peacefully into the arms of Morr.

Josef, in life, was a great fan of the Mondstille celebrations. He used to join in enthusiastically and insist everyone in the family did too. He will be keeping an undead eye on events over Mondstille this year. He will notice which of the Characters are entering into the spirit of the season and which are not.

Enthusiastic charades, eloquent Mondstille Blessings, thoughtful gift-giving, attention to the Taal-log, and repetitive 'seasons greetings' are all traits that Josef will admire and favour.

You should keep a note of appropriate behaviour and favour those who engage positively with the Mondstille celebrations with the more informative visitations, and those who do not, with the more violent and genuinely dangerous ones.

The Lurchens

The Lurchens run the remote guest house all the year round, doing their best to make a living from the business. They manage alright, but the winters are long and hard, and they get very little custom. There is no point in them moving away for the worst of the weather as this would only cost them money.

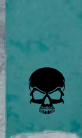
It is likely that the Characters do not trust the Lurchens. There's already a strained atmosphere in the guest house, so when things become strange, the Characters may believe the Lurchens have sinister intentions. Do not discourage them from this view, as tension between the Lurchens, the ghost, and the Characters will help drive the drama. Undoubtedly, the Lurchens have a skeleton in the closet and things they do not want the Characters to find out. This should contribute to the air of distrust.

Gerke and Gele, the Lurchen daughters, about 10 and 8 years old, are pleasant and well-mannered, if a little shy. They are almost always to be found together, holding hands. They will hang around the Characters, at a slight distance, and watch them. The pair of them, hand in hand, silently observing, can be a bit unnerving. Occasionally they will summon the courage to ask a character if they will, 'Come and play with us.'

They should also latch onto one of the Characters in admiration, preferably the least admirable of them. They can then be persistent and annoying as they follow them around getting them to tell stories of the life of an adventurer, and asking them to come and play made-up games, 'hide the monster' and 'chase the ghost' are their favourites. They should also wander around innocently as you see fit, as what would be the point of a ghost story without innocent children wandering through it unnerving everyone?

Gerke and Gele know that aunt Anthea is down in the cellar, but they think this is because she is a notorious goat rustler and adventurer on the run from the King of Bretonnia (it was the best excuse Matilda could think of at the time). They have also been told not to tell anyone at all about her, for fear the king will track her down.





Rutger Lurchen

Rutger Lurchen is tall and strong, with a head of tight blond curls and a ruddy complexion. He is a stoical mountain man, typical of the folk around Kupfertal. They don't trust easily and they are wary of strangers. Their conversation is more about the practical and the immediate, than the fanciful or the speculative.

Lurchen's priority is to protect his family (and that includes Anthea). They are alone up here in the hills and the winter is a harsh one. There is the chance of attack from desperate goblins, hungry wolves, or ambitious bandits. Now his father-in-law is dead, Rutger believes he is entirely responsible for the family.

Rutger is a shrewd judge of character, and should have a good idea of what sort of people the Characters are. If he feels he can trust them then he will give them freedom to roam, even in the guest house. If he feels he cannot, he will keep a beady eye on them.

Rutger carries a lovingly cared for antique handgun that he uses for hunting, and at which he is a dead shot. He knows the mountains for miles around. He also knows the secret smugglers route into Bretonnia, which might come in handy for the Characters on other adventures.

RUTGER LURCHEN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	42	33	42	55	33	45	32	33	37	32	10

Traits: Weapon (Sword) +8, Ranged (Handgun) +9

Skills: Animal Care 48, Athletics 55, Charm 37, Consume Alcohol 65, Endurance 65, Evaluate 38, Gossip 45, Haggle 35, Lore (Local) 43, Melee (Basic 45, Brawling 52), Outdoor Survival 43, Ranged (Blackpowder) 38

Talents: Animal Affinity, Doomed (*Hidden shame, secret blame, lick of flame*), Rover, Savvy, Sturdy, Very Resilient

Trappings: Sword, handgun and 12 bullets, keys to the boarding house, herd of goats, purse containing 12 schillings

Matilda Lurchen

Matilda is a large, attractive, good-natured woman, now showing the signs of age. She has long salt-and-pepper hair, tied in a bun, and dresses in the modest local style.

Matilda is a friendly, trusting sort. Rutger has often warned her for being too naïve and even gullible. This might have been true, but she has hardened herself over the last couple of months, after her father's death and her sister's mutation. She is in charge in her home, however, and she brooks no interference with the running of the guesthouse, especially the kitchen. She is an excellent cook and housekeeper.

Matilda's instinct is to treat her guests well and do what she can for them, and must keep reminding herself that they might not be on her family's side. She has always been protective of her family, but now, this has turned into her life's mission. She would rather die than let Anthea be taken by the witch hunters.

Matilda has an array of incredibly sharp implements at her disposal when in the kitchen.

MATILDA LURCHEN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	31	35	38	38	35	32	37	38	38	41	10

Traits: Weapon (Dagger) +5

Skills: Animal Care 43, Athletics 42, Charm 46, Cool 48, Consume Alcohol 48, Dodge 42, Endurance 48, Evaluate 53, Gossip 44, Haggle 44, Melee (Basic) 34, Stealth (Urban) 42, Trade (Cook) 47

Talents: Animal Affinity, Craftsman (Cook), Doomed (*Find a way to Bretonnia lest the smoke choke*), Savvy, Sturdy, Very Resilient

Trappings: Dagger, 8 schillings



Gerke and Gele Lurchen

The Lurchen children could simply be said to be quiet, a bit shy, and polite. Or, if one is on edge and concerned about strange happenings, they could be a creepy, silent, and even haunting presence. The girls always seem to go around together, hand in hand. Gerke is a year or two older than her sibling and is slightly taller, but they look remarkably alike. They have the unnerving habit of speaking in unison, and often do physical actions in unison, too.

The girls should pick on one of the Characters to be in awe of and to follow around a lot. Unfortunately, they manage to choose the character who likes them the least and who is least likely to accommodate them, even perhaps the one who is the most wary of them. This is not out of spite or to deliberately annoy, but merely an innocent coincidence.

The pair of them have never left the mountainside, and have some fanciful notions of what the world outside the Hugeldal area is like. If they do get more familiar with the Characters, they will be interested to hear tales of adventures from far off fantastical places like Ubersreik.

GERKE AND GELE LURCHEN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	22	22	27	25	31	35	36	25	26	23	10

Skills: Animal Care 28, Evaluate 28, Intimidate 37

Talents: Flee!

A Tour of the House

Kupfertal Guesthouse is a large, well-built dwelling of local stone, expanded over the years into a sprawling construction with many roofs and walls of odd angles and shapes. It offers food and drink, of course, but could not really be called a tavern, as it has an air of respectability that keeps most of the miners out. Some of the more respectable locals are let in for a drink, and the Lurchens sell barrels to take away.

Gerke and Gele have decorated the building with fir branches for Mondstille, and there is a Taal log burning in the hearth. The place feels homely and welcoming, as well as warmer and drier than one should expect this far up the mountain.

1. The dining room and lounge is the largest room in the building. It's the centre of the house, and gives direct access to most other areas. The kitchen is just off from here, and double doors lead to the common sleeping area. The stairs lead up to the guest room on the first floor.

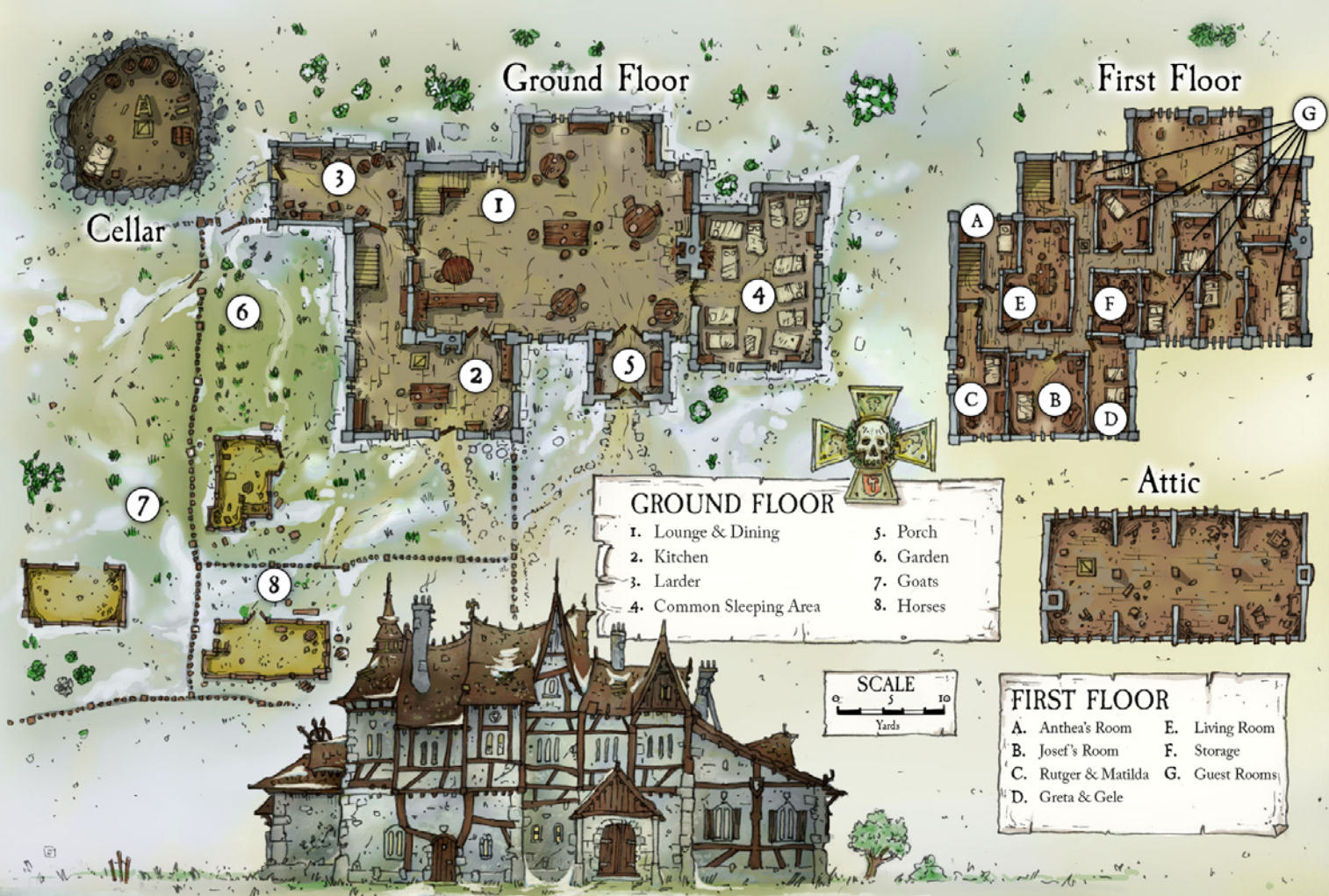
Above the fireplace, hangs a picture. It depicts two young girls in Festag against the backdrop of the local mountains in summer. It was drawn by Josef when his daughters, Anthea and Matilda, were eight and ten years old, in charcoal on a rough, cheap paper. It's not very good technically, but pleasant enough to look at. At first glance it looks like this might be a drawing of Gerke and Gele, but a **Challenging (+0) Perception** Test would reveal it to be much too old for that to be the case.

2. The kitchen is Matilda's domain. It is neat and tidy, and immediately conveys her competency. The stairs here lead up to the family's section of the upper floor.

There is a trap door in the floor that leads down to the cellar. The trapdoor is large but it is securely locked with a heavy padlock. A smaller door has been cut into it, just wide enough to get a bowl through, much too small for anyone to squeeze through. The trapdoor is well constructed, and there are signs that it has been recently reinforced with wooden battens. The cellar is Anthea's new home, and is described later.

3. The larder is where all the food and other supplies are stored. Beer and wine has recently been moved up to here from the cellar, so it is chaotic and crowded. An old battered door leads outside but it is rarely used except for delivering supplies.

4. The common room is plain and functional. It gives the impression that everything that might get broken has been removed, or has already been broken. The Characters will have to stay here if they are poor; otherwise they'll be more comfortable in their own private rooms. Even if the Characters have no money at all, the Lurchens will be prepared to take them in and feed them, because they are good people.



5. The porch is just a small room between two sets of double-doors. This keeps the weather out, and is also used to store the guests' overcoats and other outdoor equipment.

6. The guestrooms are dotted around the top floor, linked by labyrinthine passages. The passages are narrow, twisting, and dark. Many of the rooms have sloped roofs and little headroom. They are small and cramped, except for 'the grand bedroom' which is large and spacious, has the best bed and commanding views, and so might be worth fighting over.

7. The family's quarters are separated from the guest area by a large wooden door. It is not usually locked, but if the Characters give the family any cause for concern, then it will be while they are staying. About a third of the top floor is given over to the Lurchens.

Anyone searching the place will no doubt notice the bedroom of Anthea (a), which has been left largely as it was when she was put in the cellar, apart from a few belongings that have been brought down to her to help make her surroundings more comfortable. And there is Josef's room (b) too. His belongings have been packed up and put in a chest in the attic. Josef's ghost likes to stay in his room, and will be there most of the time, mostly unfelt. There could be a chill in the air in his presence, but it's an old house in the middle of winter, so that might be difficult to notice.

Above the corridor in the family's area is a trapdoor that leads to the attic. There is a ladder hanging from the wall nearby to aid access.

8. Outdoors, there is a garden, little more than a patch of poor soil growing a variety of herbs and vegetables, with a rickety shed in one corner. In another corner is a relatively fresh grave marked with the simple inscription 'Josef Flook 2462-2512 IC Departed Unto the Embrace of Morr.' Beyond that is a fenced field with a sturdy barn in which is housed the family's small herd of goats, and a smaller area with a stable for the Lurchens' horse, Spirit.

The village is abandoned for the winter. It is little more than a collection of wooden huts. There is a stone shrine to Sigmar with a statue showing Sigmar using his hammer for mining (which is theologically controversial). There is also a smaller shrine to Grungni. Very little of any value is left in the village.

The mine is up the hill a bit, but easy enough to find from the guest house. A shaft goes into the hill and soon descends at a steep angle and from which other shafts branch off. There is a single rope there, left behind to allow easier inspection. Needless to say, it is a dangerous and dirty place, and as soon as one leaves the rope behind, very easy to get lost in.



MONDSTILLE EVE

When the Characters arrive, the Lurchens are as pleasant as they can, but formal. They were not expecting travellers, and wonder what they are doing here. If they don't get a decent explanation, they become suspicious and distant.

If the Characters look like they are up to no good, the Lurchens become wary and even frightened of them. Even if the Characters are charming and plausible, the Lurchens are very aware they are hiding a dangerous secret. They are not used to deceit, so this might make their behaviour seem even more odd.

Despite this, it is Mondstille Eve, and the family feel obliged to include their guests in the traditional Mondstille festivities they have lined up for the holiday. The Characters are shown to their quarters after agreeing payment, and then invited to dinner in an hour, giving them a chance to settle in, and Matilda to prepare some more food.

PART TWO: HAUNTING

This scenario is intended to be creepy and chilling, leaving the Characters troubled or frightened. They should not feel they are able to hack their way out of trouble (even if they might be able to) and they should feel threatened by the unknown (even if they really aren't). You should make an effort to lend an air of mystery and unease to proceedings as is traditional in a ghost story.

The hauntings are Josef's (largely poor) efforts to bring Anthea to the Characters' attention. These should be treated as suggestions, and as the game goes along and the Characters act and react then different opportunities may present themselves, which Josef can exploit to haunt the house in different ways in order to convey his message. And of course, not all the hauntings described below need to be used.

FIRST HAUNTING: POLTERGEIST ACTIVITY

Josef Flook is not the most experienced ghost, and needs to practice a bit. What he does want to do is attract the Characters' attention, even though he hasn't thought it through and worked out what to do once he gets their attention.

So, he is just going to move stuff around when they are not looking. It's the best he can do at the moment. While settling into their room and getting ready for the meal a Character might be using an object, something as simple as a comb, say. They could put it down, and a few moments later go to pick it up again. If the Character fails a **Challenging (+0) Perception** Test then the whole incident passes them by.

If the Character passes the test then they will notice something. This might just be a vague feeling that something isn't quite right, but the more SL achieved, the more convinced the Character is that something happened and the more accurate they are at identifying what happened.

This should be just a minor incident that the Character can simply forget about or put down to inattentiveness. Because it is played out explicitly in a roleplaying game, it could be seen to have significance. And, of course, in the context of the adventure, it does have significance. But you can play it down and brush over the incident, as the Characters are called to dinner. And the Characters, having no real means of investigating further at this stage, should probably play it down, too.

SECOND HAUNTING: THE PICTURE AT DINNER

Dinner is beef stew, as is tradition on Mondstille Eve. This is said by Sigmarites to represent the cow Sigmar killed for a Mondstille feast, once. Taalites say that it was a tradition long before that, and ask why was Sigmar even after a bit of beef, if the tradition did not already exist. Ulricans say the tradition started when his holy Wolves killed a sacred cow to get them through the first winter. There are a few rustic Jade wizards and mystics from Albion who suggest a cow was involved in the creation of the world. Many a family row over Mondstille has been started over which faction really 'owns' the beef stew tradition.

In any case, there is very little beef in the stew. As it is the dead of winter and this is not cattle country, Matilda has beefed it up with rabbit. The Lurchens will largely leave the Characters to themselves after dinner, but Gerke and Gele will come in on the pretext of looking for something or doing chores, because they are curious about the Characters, and want to get a closer look at the exotic guests.

If the Characters are not too fierce, the children might even get up the courage to ask them a few questions about their adventures. Before long their mother spots them and she tells them not to bother the guests, and so the girls run off giggling. But the children have decided which of the Characters is now their new friend. They proceed to follow the selected Character about as much as they can for the rest of the adventure, asking them to come and play.

A bit later, when the Characters are alone, the portrait above the fire, the one of the two girls, suddenly falls to the floor. It should surprise the Characters. There was no breeze or other movement; the picture just seemed to fall off the wall for no reason at all.





Matilda comes in and looks at the picture, perplexed, then hangs it back up on the nail, with an apology, and says, 'kids!' and shrugs. And then she asks if anyone would like more drinks. If anyone asks about the picture, she says it's her and her sister, but avoids being drawn into conversation about it.

CHARADES

The girls are fond of charades and aware of a fair few plays, songs and books beyond *The Life of Sigmar* (though it still comes up a fair few times). If Characters are coaxed into joining them for a game or two during the course of the adventure you should pass out some of the following suggestions to participating players to act out. Another player will have to guess the answer in the allotted time or the named family member beats them to it.

Name	Type	Time	Winner
The Reik is Wide	Song	2 minutes	Gerke
The Life of Sigmar	Book	1 minute	Gele
Hexenachtabend	Play	3 minutes	Gerke
The Karak Norn Book of Grudges	Book	2 minutes	Gele
The Life of Sigmar	Book	1 minute	Rutger
Sigmar's Silver Hammer	Song	2 minutes	Matilda
The Lonesome Prisoner of Karak Kadrin	Play	2 minutes	Rutger
Drakwald's Lament	Song	2 minutes	Gerke
Drachenfels	Play	90 seconds	Matilda
The Life of Sigmar	Book	30 seconds	Matilda
Strange Flower	Play	3 minutes	Rutger
Tomas Wanderer	Song	90 seconds	Gele

Mondstille Blessing

As is the tradition, before the family go off to bed, they say their Mondstille blessings. The idea is to state what you wish to leave behind and to state what you wish to see in the coming spring. The Characters should be encouraged to come up with blessings of their own.



Rutger will begin, he is not particularly eloquent, but makes an effort. 'In the name of Taal, Ulric, and Rhya (many Reiklanders insert Sigmar here), we wish to see an end to a poor year and hope for a better one. May the snows melt soon and the spring come quickly'.

Matilda goes on a bit, mentioning all the traditional woes of Grey Mountain life, and hoping for a mild year when their goats thrive and the miners strike rich seams. She cannot resist a hope that their recent trials are put behind them, and that those who are ill might recover, but she does not dare be any more specific than that.

Gerke and Gele will say theirs together, in a remarkably synchronised manner, '*...we wish to not see anyone else dying and hope to see grandfather and auntie again.*'

If the Characters have any questions about the family's blessings, then they will answer them concisely, but reasonably. If they ask about auntie they are told she has gone to Ubersreik.

THIRD HAUNTING: BUMP IN THE NIGHT

The Lurchens go to bed quite early, but if the Characters want to stay up late drinking then that is fine. Except, if they make too much noise then either Matilda or Rutger come down to ask them to be quieter as their daughters are sleeping. They ask the Characters to ensure the fire is kept burning. They add more fuel to it before going back upstairs.

When they do go to bed, Josef has the notion that he might be able to lead one of the Characters towards Anthea in the cellar. He realises that as he is invisible he needs an object for the Character to follow: something big and white that could not be missed, something like a large white sheet.

So Josef takes a clean white sheet from the laundry pile in the attic, unfolds it, and brings it to one (or more) of the Character's rooms. He wakes them by knocking over a vase or a candlestick, or whatever is handy, and then shakes the sheet at them for a while. Then he leaves their room. Josef's idea is to drop the sheet on the trapdoor in the kitchen. If a Character is awake, they perceive Josef's actions as they occur. Sleeping Characters may be roused by Josef's activities on a **Hard (-20) Perception Test**.

If this does not work, and it is hardly likely to, Josef eventually gives up. However the Character deals with the sheet, Josef goes back to his room, leaving the sheet behind him. He comes down a bit later and begins to write 'Anthea!' on the lounge wall (see page 14).



PUCEHEART IN THE NIGHT

Puceheart the goblin got separated from his warband in a snowstorm. He has had little choice but to take shelter in the guesthouse's stables. He has burrowed into a pile of straw and gone to sleep. Sometime in the night however, he wakes up hungry, and decides to break into the guesthouse to get some food. He's not very bright, and he is famished. This should probably be played after Bump in the Night when everyone has settled down to sleep again.

Puceheart makes the decision to enter the house by climbing down the chimney. This might not normally be a bad idea, but because this is Mondstille, there is a large Taal-log kept burning in the fireplace throughout the season. He manages to make entry, but as he does so, he burns himself slightly on the Taal-log, shrieks and curses in pain, and then kicks the log out of the fireplace and onto the slate hearth. This makes a decent amount of noise and sleeping Characters will be disturbed by the noise on a **Challenging (+0) Perception** Test. He then leaves the mess behind and goes into the kitchen to find some food.

When the Characters enter the lounge, they see the Taal-log lying on the slate hearth, looking like it could go out at any moment, and they know by now that that is considered very bad luck. They are aware of an intruder, and a successful **Challenging (+0) Perception** Test will have them realise the intruder is in the kitchen. They might be torn between the need to investigate and the need to ensure that the Taal-log does not go out. The log is heavy and blazing, and will have to be handled carefully (if Characters attempting to manoeuvre the log fail an **Easy (+20) Athletics** Test they suffer from an *Ablaze* Condition).

Puceheart should make the odd unexplained noise from the kitchen, as the character approaches. Unless the character is being very loud, Puceheart does not have the wherewithal to listen out or get a warning as he is too busy stuffing his face.

Goblins do not embody the spirit of Mondstille, but though he is spiteful and malicious, Puceheart is cold and starving and in no mood to fight. Surprised by the character, he just seeks to flee.

Puceheart is weak and scrawny by Goblin standards, and so needs to be cunning and manipulative to survive. He is adept at appearing non-threatening when he needs to. If he is caught, he grovels and begs to be released. If the Characters do let him go, pushing his luck, he then begs for a bit more food.

Puceheart belongs to the 'Scarlet Moon' clan of Night Goblins. These are distinguished by their bright-red hooded cloaks. Puceheart has lost some weight over the winter, and so secures his capacious cloak around his waist with a broad black belt. On his recent scavenging, he was lucky enough to come across a dead sheep, and so has stitched the sheepskin into his sleeves and around his hood to help keep him warm.

PUCEHEART - HUNGRY NIGHT GOBLIN

M	WS	BS	S	T	I	AgI	Dex	Int	WP	Fel	W
4	25	35	30	30	20	35	30	30	20	20	11

Traits: Animosity, Armour 1, Afraid (Elves), Infected, Night Vision, Weapon +7

Tired and Hungry: Puceheart (and any other Goblins encountered in the scenario) are suffering from the privations of winter, and suffer from a *Fatigued* Condition.





Fourth Haunting: Ant

Shortly before Puceheart's appearance, Josef was busy working on a new haunting. Unfortunately the Puceheart incident has disturbed his efforts. He was going to write 'Anthea!' on the wall of the lounge in charcoal from the fire. But he only got as far as 'Ant' When he saw Puceheart he got frightened and abandoned his efforts. Whoever goes down to check on the noise has a chance of seeing this, in the light of the nearby burning Taal-log, if they pass a **Challenging (+0) Perception** Test. If not, whoever's up first in the morning will see it.

It's pretty obvious to anyone with any Folklore that Puceheart could not or would not have written it. And if he's still around, he will confirm that, simply by his general show of ignorance, if nothing else.

MONDSTILLE DAY

The Characters should wake up on the shortest day of the year not having had too much sleep over the eventful night. They can be awarded a *Fatigue* Condition if they really did not get enough kip to function at their best.

The Lurchens are shook up over the break-in and the 'Ant' as well. They will deny knowing what Ant could mean. The parents should have a very good idea but the children have not worked it out. Anyway, they are a stoical family and get on with life as normal. Matilda serves breakfast and Rutger gets on with running the house, but a **Challenging (+0) Perception** Test reveals that they are shaken by the previous night's events.

The family have given each other their Mondstille gifts already, Rutger got three pairs of socks, knitted by his wife and children, of varying quality. Matilda got a new wooden spoon for her kitchen, and the girls got identical pink dresses with blue ribbons.

The sisters have decided to give their favourite character a Mondstille gift, too. They will proudly present them with a small, neatly wrapped parcel. Inside is a crude, whittled doll wearing a rag dress. It is barely recognisable as a doll, but the girls made it and they did their best. They will be upset if the recipient does not appear entirely pleased with their thoughtful gift. It should be up to you to encourage the character to think that this gift might be much more sinister than it actually is.





Patrol

Rutger decides to check the surrounding area for signs of encroaching Goblins and to make sure that everything is in order in the village. He mentions this with the clear expectation and implication that at least some of the Characters will volunteer to help out, but he does ask for help explicitly.

Characters accompanying Josef may come across the tracks of a marauding goblin band, heading towards Rutger's goat paddock, if they pass a **Challenging (+0) Perception** Test. There are six Goblins in the band, and if they can be prevented from stealing any goats Rutger is truly grateful.

Rutger's patrol takes in the village and the mine entrance then he walks up to the top of the nearest hill to survey as much as he can. He follows the course of a brook down into a small wood, and then continues back up to the village. This takes only around an hour and a half, but even then Rutger calls an early end to the patrol, as he sees the weather closing in, as distant peaks disappear behind dark clouds.

This break in the weather might give the Characters the idea that they would be able to travel back down to Hugeldal. Rutger warns against this, as he knows the weather patterns up on the mountains well, and he predicts another severe snow storm hitting later in the day. If the Characters do not heed his advice, they should be punished by getting caught in the severest storm, exactly as Rutger warned them.

If all the Characters went with Rutger on his patrol then these events can wait for them to return; there will be enough time to run them before the Mondstille feast. If some of the party stayed behind then this would be a good opportunity to run a haunting or two with them.

Fifth Haunting: The Picture Burning

At some stage, someone entering the lounge notices on an **Easy (+10) Perception** Test that only half the picture of Anthea and Matilda (featured in The Second Haunting) is now hanging on the wall. It has been torn in half lengthways. One girl is more or less complete; the other's image has been torn off. If the character investigates they see the remains in the fire, still burning. It can be saved by acting quickly and passing a **Challenging (+0) Sleight of Hand** Test, but only a few inches of paper remain intact, featuring a pair of feet and little else.

Matilda will be concerned about this as she loved the picture. If she suspects one of the Characters did it, she demands that they leave and it takes a **Hard (-10) Charm** Test to convince her to change her mind. It's hard for her to imagine who else might have done it. It could be a tricky situation.

If the Characters do leave the guesthouse Matilda has a change of heart and begs them to forgive her and stay. Characters passing an **Easy (+10) Intuition** Test get the impression that she is suffering from pangs of guilt.

If asked about it, she can admit that she was the one whose image was burnt. If asked about the other girl, she will say that it is her sister who has gone to Ubersreik. The Characters notice the hesitation in her voice and that she might not be telling the truth on a **Hard (-10) Intuition** Test.

Sixth Haunting: The Clothes

Josef's clothes have been tidied away in a chest in the attic with his personal effects. Josef decides that he needs to get his will out of the chest to prove to the Characters that Anthea should have the guesthouse. At some point he goes through the chest throwing all the clothes around and making a big mess. He throws his things all over the attic space and down onto the floor below. Because he is invisible it looks extremely strange. If the Characters don't notice this then the Lurchen children can and they will scream, bringing it to the Characters' attention. But Josef makes some noise rummaging around and banging the chest about in the attic to give the Characters plenty of chances to come and investigate.

If asked whose clothes they are, then the Lurchens are happy to tell that they are Matilda's father's, and they can tell the story of what became of Josef, killed by goblins. They are not happy to have the Characters rummage through his things, but that is likely to be a consequence. And the Characters could well find Josef's last will and testament at the bottom of the chest.

This should bring up the issue of Anthea. But even so, the Lurchens are loath to talk about her, sticking to their story that she's away in Ubersreik.

2512

*Being the last will and testament
of Josef Flook of Kysfertal upon
the fourteenth day of Pflugszeit in the
year of Sigmar two thousand and
five hundred and twelve. Know that
all my worldly goods shall be passed
down to my daughter and heir who is
Anthea Flook of Kysfertal. This I
declare in the name of Verena, may
she see this justly observed, and of
Sigmar may his peace protect it, and
of Morr may he have mercy upon us
all.*

Josef Flook



To the Mine

When Gerke (or Gele) sees the Clothes she becomes extremely frightened. She runs out of the house and heads for the dubious safety of the mine. This could be the first time that the Characters have actually seen the sisters separated. The child enters the mine and climbs down the shaft some way, using the rope to help her, before deciding that she is safe. She stays there for a while, and does not even bother to respond to shouts from above.

If the Characters look for her they can find her footprints in the snow and follow them to the mine by passing a **Challenging (+0) Perception** Test, followed by an **Easy (+20) Track** Test. There is nothing particularly dangerous or supernatural about the mine, but you should play up the tension and potential danger, however, as the Characters make their way into the darkness.

If the Characters do not manage to track Gerke to the mine, or make no attempt to bring her back, then Rutger leaves and finds her. In any case, when Gerke has calmed down a bit, she returns to the guest house.

Seventh Haunting: The Knife

It is Mondstille so the traditional Mondstille feast is coming. The family has been looking forward to it for months. While Matilda is in the kitchen and preferably while one of the Characters is there, too (hopefully they have had the manners to offer to help), Josef makes a knife fly through the air, which ends sticking into the cellar door. The knife was never intended to hit anyone, but Characters do not know this. Matilda screams when she sees the knife, and might assume that it was aimed at her.

Those who pass a **Challenging (+0) Perception** Test realise that the knife could not have been thrown by anyone. On an astounding success they see the knife seemingly moved by itself and then fly through the air of its own accord.

Characters may wonder why the knife is sticking out of the cellar door, and whether this is a message. If the Characters go to open the trapdoor, then Matilda tries to prevent them. It is locked in any case and Rutger has the key. The small feeding hatch is not locked, and the Characters can open that.

If they try to get the key from Rutger then there will be a confrontation. For all the Lurchens know the discovery of Anthea means their deaths at the hands of a witch hunter. So they do not give up the key lightly.

The Mondstille Feast

Despite the strange happenings, the family is determined to plough on and have a normal family Mondstille feast, as best they can.

The Mondstille feast is an important celebration and a psychological boost over the unremitting winter and defiance against the austerity of the season. It occurs on the evening of Mondstille day, so it will be dark outside, and the interior of the guesthouse lounge only dimly lit by a few lamps and the flaming Taal-log. Before the feast Rutger gives a prayer to Sigmar, Taal and Ulric. The Characters can join in or contribute as they see fit. The spread is excellent: a fat goose, roasted to perfection, accompanied by many scrumptious side dishes, including an array of seasonal vegetables, and savoury and sweet pies. If the Characters have left a bad impression on the family then they are served at a separate table, and given small portions begrudgingly by the Lurchens, but not so small that they could reasonably take offense. They are paying for meals, not a feast. But if they have left a good impression, joined in the Mondstille activities, and been generally helpful, then the Lurchens welcome them to their festivities and treat them like part of the family.



The Lurchens avoid talking too much about themselves, but they discuss Josef's death if the Characters bring it up. If they bring up Anthea, then the Lurchens try to gloss over that as much as possible. The children find it difficult to avoid looking slightly guilty, and any character passing an **Easy (+10) Perception** Test notices their discomfort.

If any of the strange happenings are brought up, then the Lurchens show that they are concerned about them. It is hard to give rational explanations for the hauntings, but Rutger attempts to explain them away as freak accidents. Matilda and the children are more likely to put it down to restless spirits.



Eighth Haunting: Where's the Wine?

If Josef has taken a shine to one of the Characters then he asks them to share a special Mondstille drink with them. It was always a tradition with him to open a fine bottle of wine before the Mondstille feast. For the last ten or so years, Josef's favourite tipple was an expensive Eilhart 2497 IC white.

So, he begins to whisper to his chosen drinking partner, '*Where's the wine?*' This will be difficult to discern at first, and just sounds like the wind outside the guesthouse. After a successful **Hard (-10) Perception** Test, though, the words will become intelligible. If this is not answered, then Josef becomes more specific, saying, '*Eilhart '97,*' over and over again. This is a vintage aficionados are familiar with if they pass an **Easy (+40) Lore (Wine Making)** or **Very Easy (+60) Trade (Vintner)** Test, but might not mean anything to those who do not know their wines.

If Eilhart '97 is mentioned to the family, then Matilda looks shocked. She admits that it was her father's favourite drink, and that he always opened a bottle at this time every Mondstille.

Because the Eilhart '97 was not for sale at the guesthouse, the bottles were never moved up into the larder and still remain in a corner of the cellar, next to Anthea's bed. So, the literal answer to the question, '*Where's the wine?*' is, of course, '*In the cellar.*'

Ninth Haunting: Making a Meal of it

If the mystery has still not been solved, then Josef will not be able to stand the sight of the Lurchens sitting down to feast with the Characters in his guesthouse, with its rightful heir locked in the cellar. In a fit of temper he utterly loses control of his supernatural abilities. Whereas up until now his actions have been considered and hindered by his unfamiliarity with undeath, they now become powerful, wild, and genuinely dangerous.

About halfway through the feast, the table begins to shake. A preternatural breeze blows through the lounge, extinguishing lamps and candles, plunging the room into near darkness. The table flips, spilling all the food onto the floor. Rutger screams.

A shadowy apparition appears in the room, outlined against the fireplace. Its only discernible feature are glowing-white eyes. Everyone who witnesses this needs to make a **Hard (-10) Cool** Test or else receive a *Stunned* Condition.

The ghost is only barely physical and unable to affect the real world, save through the poltergeist powers it has already used, and its Paralysing Chill ability. It tries to throw cutlery and crockery at Rutger and Matilde and any Characters who seek to protect or comfort them (treat as improvised weapons). Its appearance is accompanied by a high keening noise, which could be the wind blowing through the house, but anyone passing a **Hard (-10) Perception** Test hears the name '*Anthea.*'

If the Characters try to attack it then they have difficulty. Normal weapons seem to slice straight through the apparition, as if it is not really there. Magical spells and enchanted weapons damage it normally. If the ghost is defeated then it merely disappears, but before that can happen, Rutger becomes so overwhelmed that he decides to give Anthea up.

If the Characters have still not been drawn to the cellar by this stage, then they may never get the hint. You might decide enough is enough, and have Rutger come to that conclusion, too. The family's nerves have been wearing thin throughout the hauntings. The family's secret has been weighing heavily on Rutger, and he has realised that the hauntings have been pointing towards Anthea in the cellar.

In the middle of this final haunting he breaks down and wails, '*She is in the cellar.*' As soon as this happens, Josef realises he has won and the haunting stops. Matilda objects desperately to this betrayal of her sister, but it is too late.

Of course, the Characters may take things into their own hands and demand the key from Rutger before he can offer it to them. And the adventure is better if the Characters work things out for themselves. Rutger's capitulation is merely an option.





PART THREE: DOWN TO THE CELLAR

Sooner or later the Characters are going to insist on going down to the cellar. They might force the cellar door open or get the key from Rutger somehow. However it happens, they need to descend some narrow stone steps to get to the rough, flagged floor.

There are a number of barrels and crates of supplies in the place. Anthea has made herself a bed in a corner of the room, sheltered by a couple of crates. She is frightened and does not know what to expect. For all she knows the Characters might be witch hunters, so she hides as best she can behind some barrels.

You should remember this is a ghost story and the tension is the most important thing. The Characters are investigating something mysterious, and have no idea what might be down here. They should be on edge and apprehensive.

And suddenly they see Anthea, in the full light of whatever illumination they have brought with them. She has transparent skin. The veins in her head and the skeletal outline of her skull can be clearly seen, as well as her semi-transparent eyeballs staring, the bones of her torso, and her neck pulsing with blood. Characters who witness this suddenly should make a **Hard (-10) Cool Tests** or flee to the kitchen.

Anthea might lash out at the nearest character in fear, perhaps scratching their face. But she is quite weak and not a fighter, but that might startle the Characters enough for them to retaliate. This could end in violence, and the Characters might end up killing Anthea. This might solve their problems in one way, because they will not have the issue of deciding what to do with her.



Anthea Lurchen

Anthea is resigned somewhat to her incarceration. She knows she would not last long outside. She is grateful to her sister for protecting her, but resentful, in a way, that it had to happen to her.

She is expecting the worst, however, if there should be any commotion in the house. She is likely to assume that any Characters coming down into the cellar are witch hunters or similar. Therefore: she must hide or fight.

Matilda has an array of very sharp implements at her disposal when in the kitchen.



ANTHEA LURCHEN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	35	29	30	34	28	36	32	31	32	10

Traits: Mutation (Translucent Skin),
Weapon (Unarmed) +2

Skills: Animal Care 42, Athletics 33, Charm 35,
Cool 41, Consume Alcohol 35, Dodge 38,
Endurance 40, Evaluate 40, Gossip 42, Haggle 37,
Melee (Basic) 35, Stealth (Urban) 38, Trade (Cook) 46

Tired and Hungry: Animal Affinity, Craftsman (Cook),
Doomed (*Geheimnstag night, Witch Hunter's delight*),
Savvy



WHAT'S IT ALL ABOUT?

The Characters might wonder what has been going on. Matilda might be able to help them with some insights about her father. Effectively she can play the role of explaining things that the Players don't get. Once Anthea has been discovered, then Josef works out for himself what has happened. He forgives Rutger and Matilda, and passes over peacefully unto Morr's realm.

When the dust settles, the Characters have to decide what to do next. They might conclude that Anthea has to die. They might decide that the Lurchens have to die for harbouring her. They might decide to get a witch hunter in to sort it all out for them.

If they decide to live and let live, and do nothing about the situation, this could leave them open to accusations of colluding with mutants themselves. Their reactions should be a decent and interesting gauge of their character and their attitude to the world, but it should be for them to decide for themselves.

OPTIONS

Here are a few ideas that can expand or enhance the scenario at the GM's option.

Goblins

One of the themes of the adventure is the presence of desperate goblins driven from their homes to scavenge their way through the winter. They have started the chain of events, by killing Josef and brought the Characters into the adventure by killing Köder. Their presence can also be linked to Puceheart. Perhaps they are part of his warband, or perhaps they are pursuing him because of some past inter-Goblin conflict.

If the Characters have already fought the goblins while searching for Ernst Köder then they can easily do without this encounter. If some Characters go out with Rutger on Mondstille day then they could encounter the goblins then. If not, Rutger will arrive home in a rush with news that he has spotted the goblins heading towards Kupfertal.

This need not be an epic siege of the guesthouse, although GMs can do that if they want, because it will deflect from any interest and tension caused by the ghost. Really the encounter is there just to provide a small skirmish for those who go out and help Rutger patrol. The goblins should number enough to make the encounter challenging, but the Characters should not feel they are up against terrible odds.

The Goblins are very hungry. This has made them opportunistic and aggressive. They rarely come this far down the mountains and are weak and desperate for some food. If they can grab the horse from the stable or a goat from the barn then the chances are they will gratefully head for the hills. You can make them more numerous and ambitious if you like, of course.

Perhaps, if the goblins manage to survive the winter, they decide they like it here. They might make their home in a nearby cave or an abandoned mine-works. And come the spring, the locals might need to hire a band of opportunistic adventures to get rid of them.

A Burning

A few months later the Characters can be passing through Ubersreik when they notice an execution being arranged. Taking a closer look, they will see a pyre being prepared around five wooden stakes. They will see a group being led to their deaths and a raucous crowd baying for righteous vengeance. Anthea will be there, shrouded in cloth to hide her horrific mutation, and following her will be Rutger and Matilda.

If the Characters care to find out, a bit of diligent research or a word with the right official, will allow them to discover that Gerke and Gele were packed off to Philline de Blanc's school in Teufeltal.

Experience Awards

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- 20-50 points for good roleplaying, in particular entering into the spirit of Mondstille throughout.
- 30 points for discovering Anthea before the feast
- 25 points for locating the body of Ernst Köder with the deeds still on him
- 25 points for joining Rutger on patrol and saving his goats
- 15 points for discovering Anthea before Rutger admits the truth
- 15 points for outperforming any other player in a game of charades
- 10 points for confronting Puceheart
- 10 points for finding the 'ANT' message
- 10 points for finding Josef's will
- 10 points for getting Gerke from the mine
- 10 points for having the manners to help prepare the feast

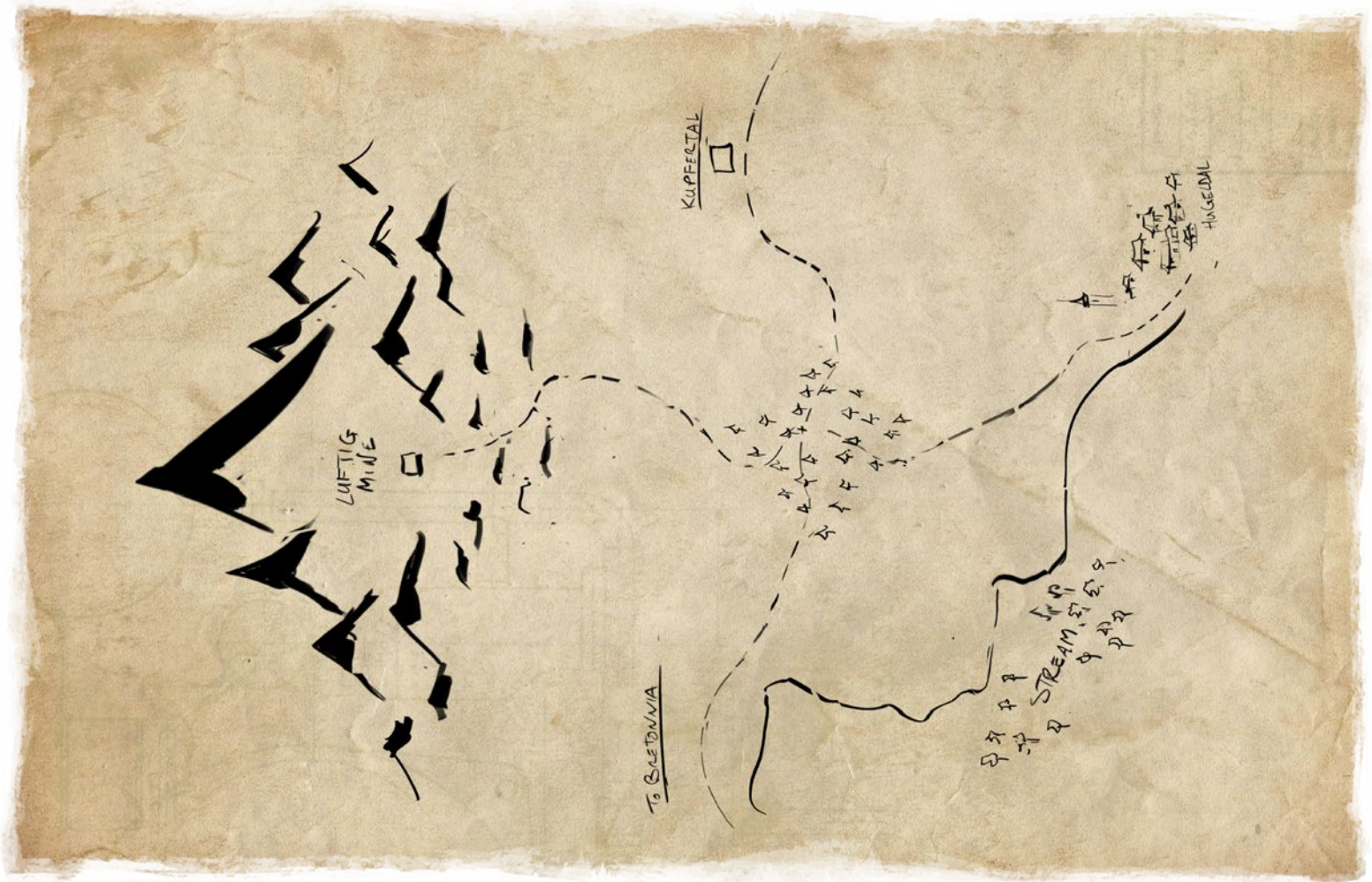




THE KUPFERTAL GUESTHOUSE



HANDOUT 1: HAND DRAWN MAP



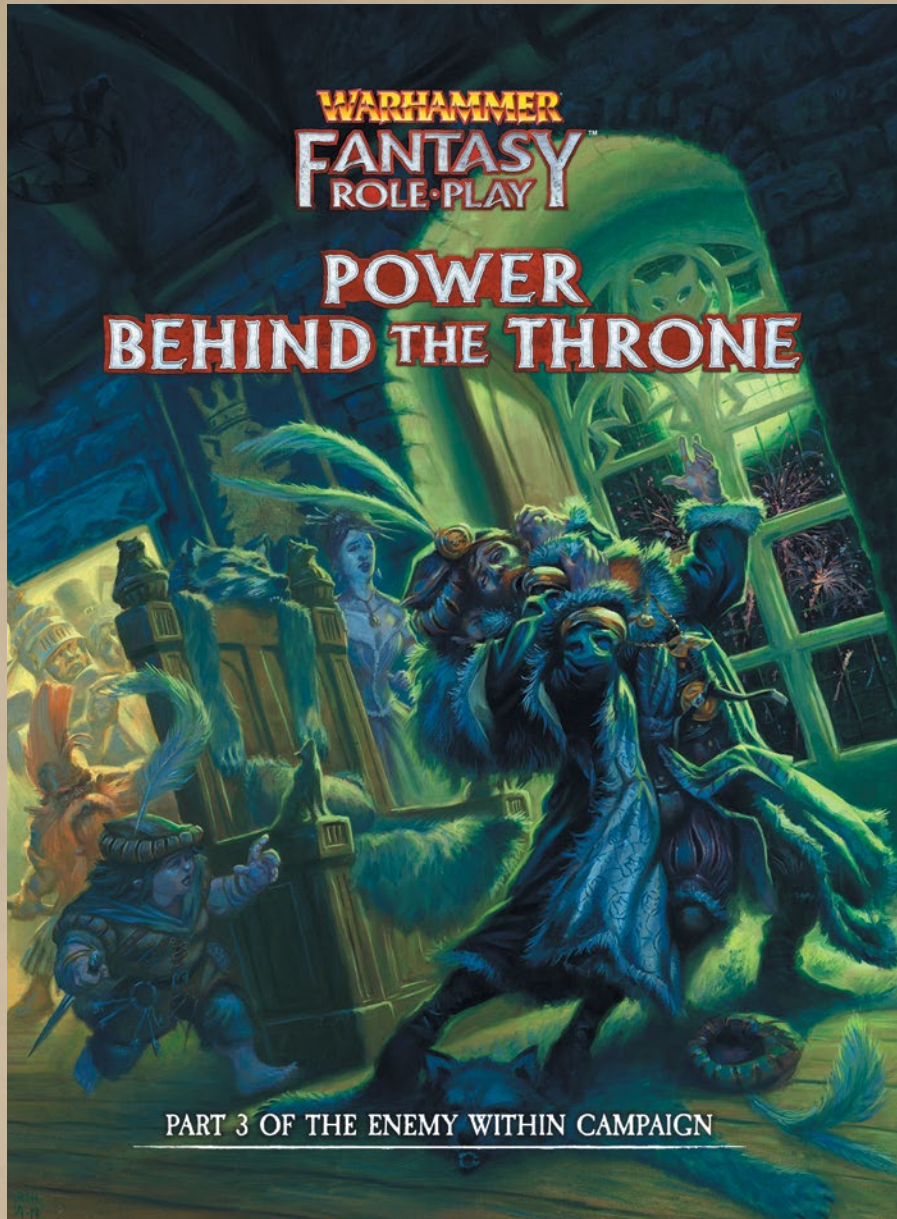
HANDOUT 2: THE LAST WILL AND TESTAMENT OF JOSEF FLOOK

2512

Being the last will and testament
of Josef Flook of Kupfertal upon
the fourteenth day of Pflugzeit in the
year of Signmar two thousand and five
hundred and twelve. Know that all my
worldly goods shall be passed down to my
daughter and heir who is Luetha Flook
of Kupfertal. This I declare in the name
of Verena, may she see this justly observed,
and of Signmar may his peace protect it,
and of Vorr may he have mercy upon us
all.

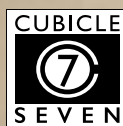
Josef Flook

THE ENEMY WITHIN CONTINUES WITH POWER BEHIND THE THRONE

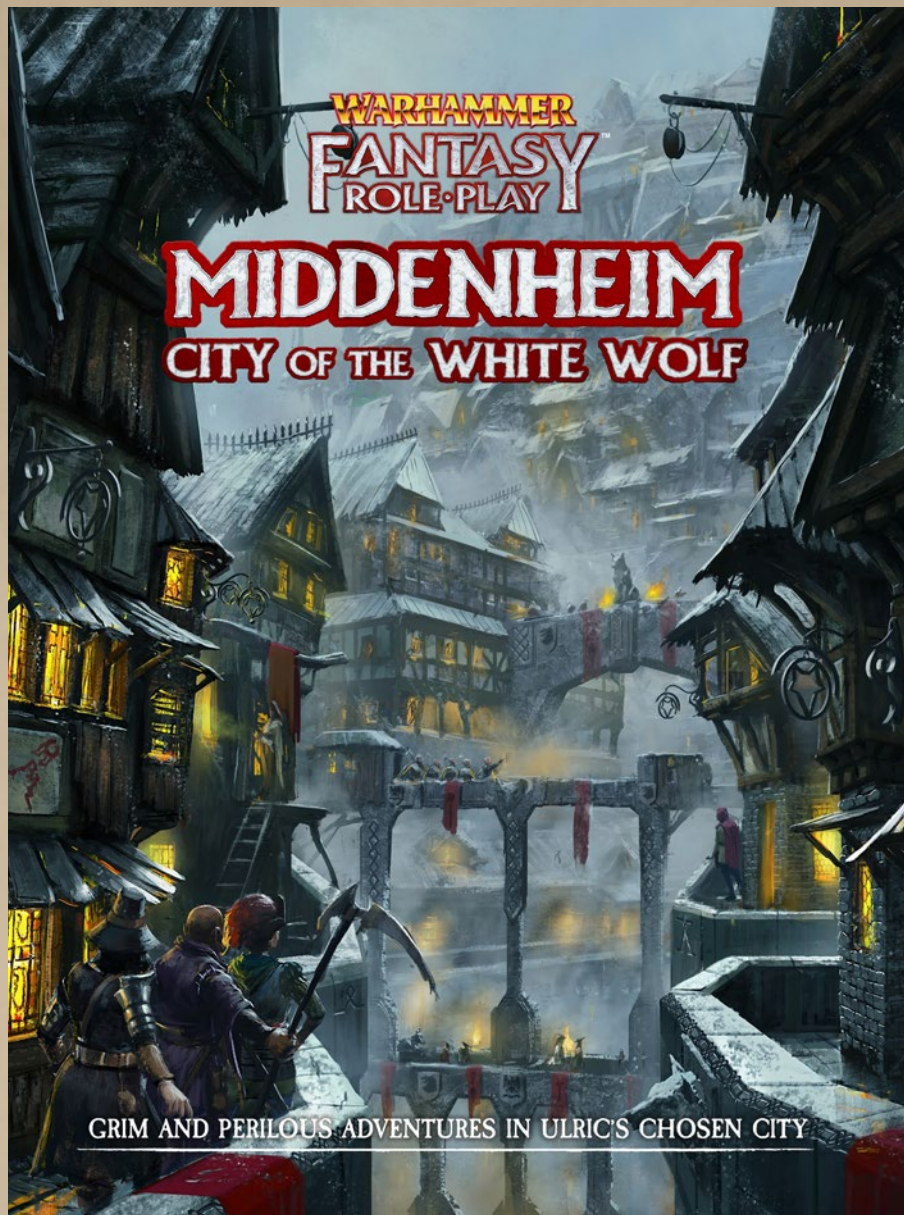


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