

A Favour for The Fostenklauster

Monks, Murder and Madness

An investigative adventure for Warhammer Fantasy Roleplay 3rd edition.

An investigative scenario in a monastery of scholars that houses a brewery and rest home for zealots and witch hunters.

For Players willing to roleplay social scenes and investigation.

This adventure is inspired by Susanna Gregory's story in the *Hill of Bones* collection by the Medieval Murderers authors group - which has zealots but no werewolves.

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This is a completely unofficial, fan-written adventure for *Warhammer Fantasy Roleplay 3rd Edition*.

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Character Rank and Adjusting Difficulty

This adventure was designed for PC's with 40 advances and who are reasonably chosen for a mission by the Church of Sigmar (e.g., connected to the church or to nobility in Ubersreik). A Verenan priest or a Wizard of Light would also be logical investigators.

The difficulty can be adjusted by raising or decreasing challenge dice ratings. In particular, for groups without at least 30 advances, I suggest removing a rank of training from key NPC skills and removing the "potent" ability from NPC's (this is a homebrew modifier I use for advanced NPC's, based on some official creatures).

For tougher groups, consider adding Hero's Call templates. Walther can be a Mastermind or even a Sorcerer, one of his hounds have Hero template etc.


This adventure uses cards beyond the core set (sources noted through its text) but you can replace them with logical core set cards or make up appropriate effects.

The calendar excerpt in handouts at end is from www.windsofchaos.com (look in Encroachment of Chaos section). It can be used to create an appropriate timetable whatever you are playing in.

Mysteries, Social Skills and Spells

Let rolls and roleplaying get clues but make Players put clues together to find answers. It should be a Player who announces "the Prior did it!" not the GM because of a dice roll.

Intuition is a useful skill, with *Detect Lies* specialization, but knowing someone lies isn't knowing the truth they conceal. An intuition isn't proof to bring down a member of Sigmar's clergy. What it does do is tell a PC there is reason to research, question and think more about that NPC or what they were saying.

Charm is a key skill as the social encounter's "weapon skill". However, encourage Players without strong Charm/Fellowship to use alternative approaches. For example, characters might impress Sigmarite monks with martial prowess by joining Hammer Time workout and get information for each  on their weapons practice, or trade lore with scholarly monks to get them to open up (getting more with more erudite checks).

When a hero is using a skill to influence or read an NPC, decide if a minor NPC resists making it an Opposed Check (usually giving the PC an advantage in terms of dice pool) or if a significant NPC uses their own skill (e.g., they are trying to lie or outfox the PC) in which case use a Competitive Check to maintain more balance (making it harder to read an NPC with a stat of 5 or 6).

Play up that everyone in Fostenklauster has secrets: monks hide ambitions, heresies, gossip and affairs, guards hide pilfering tax monies etc. (see character descriptions). An excellent Intuition is like a metal detector looking for mines in a beach full of tin cans.

Be upfront with Players that some NPC or situation checks may have built-in failures or banes, just like more difficult Action Cards. They may roll one success and think they would know if there was something to learn but not learn anything because of a "hidden failure". Uncertainty is part of mystery.

A final issue is Player spells such as Hero's Call "Light of Truth" spell (Light Order) that will make for a short adventure by not just revealing lies but revealing truths. I suggest talking with Players about removing such spells from the game as they make mysteries and conspiracies at the highest level of society implausible when such are the grist of the Old World.

If keeping such effects, the GM will have to think quickly. Both the Prior and Master can truthfully say "*I did not kill Aldred or Esker*". The Prior didn't (he tricked the Master into doing it) and the Master doesn't remember he did it. The Prior is a master of "true insofar as it goes" statements and turning questions back on the asker, such as "*Did you kill them?*", "*How dare you, I am a servant of Sigmar, I don't see how anyone can think I would take the life of a brother!*" (because I'm so clever no one can prove it).

Use of magic to examine Sigmarites is also not going to be well-received and will not produce evidence usable in court. The Abbot's connections mean that for once, no witch hunter will rush to judgment.

GM Background

In a prosperous monastery, a murderous monk shows the depths Sigmar's cult is falling to in its prosperity.

Heroes are asked to solve recent murders, which will lead them to uncover an earlier murder and find the true culprit behind all them.

The **Full Story** (page 3) lays out who has been killing who for the past four years. Its timeline of what is known (and not known) can help answer questions arising at the table.

Dates assume the year is 2521, so adjust for your campaign. The dates given assume heroes receive their commission on Kaldezeit 20 (6 days before a full moon). These dates can be adjusted but pick a start date with a week or less to go before a full moon. The adventure assumes Fall but season is unimportant.

Overview of Likely Course of Adventure

An investigative adventure lets Players have the initiative to proceed as they choose. There is a timetable of local events once they arrive but overall the GM must respond to the Players' actions. This makes the course of events highly variable.

The following is a likely course of events:

- Heroes receive commission and learn more about Fostenklauster while still in Ubersreik
- **Day One**, Act One - Go to Flussberg village and then the monastery.
- WAAAGH! Option: In Flussberg, Encounter Rowdy Red Axes.
- Welcome To Fostenklauster. Social Acts ensue as Players have audiences with Abbot (moderately corrupt but innocent), Prior (cunning mastermind) and Hospital Master (insane tool of mastermind).

- In the course of investigating, enter the Hospital and meet the residents. Have fun interacting with monks and zealots get some Visions of the Goose.
- **Day Two - Bless the Bock** – have a drinking contest and take advantage of it all.
- Heroes are pointed at Dankmar – perhaps they suspect a “red” herring but he is actually the real killer, just not the mastermind pulling strings.
- Careful interviews deduce Dankmar has no alibi on either occasion, and really is murderously mad. Careful review of other suspects reveal they all have alibis for at least one of the two nights (though Walther's alibi can be weakened).
- Find book with key to the first murder – understand why Adler killed and look for evidence against Prior, a murder with a poison from Araby and the Prior an ambitious man who travelled there once.
- WAAAGH! Option - grand melee - a “werewolf” can appear in the fight!
- If alerting suspects, be attacked by Dankmar with aid of hospital zealots, poisoned at dinner or another event or locked in kennels with the Tilean Hounds by Prior.
- Confront the true villain!

Layout of Adventure Text

The Full Story (page 3): what has really happened.

Section 1 (page 5): Scenes as heroes may experience them and events that take place independent of investigation's progress.

Section 2 (page 11): Locations, to be used with Section 1. Locations are described separately as heroes may go back and forth between them.

Section 3 (page 15): NPC information. This includes GM sheets for major NPCs that lay out both what others may say if asked about them and how they react to various questions. Then comes NPC statistics.

Section 4 (page 32): Handouts and Aids for GM and Players. The last quarter of this document is really what would be cards and bits in a FFG box. This includes both summaries of key information, the location key for the monastery, and large size group and other cards to use on the table such as Bell Tolls for tracking time. These materials are critical to running many of the scenario's elements and getting the most fun from them.

Optional WAAAGH! Thread -

Rampaging goblins and are not part of the mystery. This thread adds more fighting for heroes who like it. It can reveal Dankmar to be a werewolf as a way of moving things along with a passive group of Players.

The Bell Tolls – Tracking Time for Rally and Action Recharge

It is important to use time tracking to engage with the rules around Stress, Fatigue and Recharge times.

The **Bell Tolls** handout (Section 4, page 40) is for tracking time and daily life in the monastery.

Permit one significant action (e.g., interview, search etc.) each every step of the clock. This is how often heroes can act meaningfully. PC's time is otherwise filled with minor chatter and distractions.

This is narrative time in which each hour is a "round" for the recharge of actions and talents.

There isn't actually a deadline for the players to work against though after a week the Abbot will get perturbed (see **This Has Gone on Long Enough**), and in the WAAAGH option there is a looming fight. Throughout the investigation, looking like success is nearing may provoke retaliation.

Keeping track of time ensures (a) all players act rather than one or two doing all the talking and acting; (b) players are motivated to keep moving.

The Full Story

Only Prior Walther Mittelberger knows all of this information. He keeps no diary and confides in no one except his beloved hounds.

Prior Walther Mittelberger is the ambitious and corrupt mastermind behind murders – he kills, lies and otherwise does whatever needed to advance his interests. He is a poisoner and has access to daemonic tools, having “acquired” souvenirs from the time he and Strafke Garmann worked with witch hunters.

His agenda has been to advance Garmann and tail after to gain wealth in the priest's shadow.

In 2517, Fall, Walther poisoned candidate for Abbot Reinhold Hagen (an exotic poison from Araby “*Sultan's Fire*”) to ensure Stafke Garmann became Abbot. Once Stafke was Abbot, Walther having his confidence had many opportunities to profit. Reinhold died of a fever and dysentery according to official records, Walther and Aldred came down with same fever but recovered. Walther had poisoned everyone, including himself, but ensured he and Master Aldred (without knowing it) had antidote so that both would recover and it appear the disease affected them less (thus ensuing no suspicion of him).

During Dankmar's sojourn atop the nearby Hill of Bones (page 13) he had passed the “courage test” of its unknown Unberogen spirits but also gained their “blessing” (“curse”) in the form of were-abilities and the augury that Hagen was murdered. He also discovered the maze of tunnels inside the hill's burial passage – which allow secretly getting from bottom to top.

Walther realized Dankmar had become a were-creature and “helped him” by giving him a torc to suppress the “curse” – really this torc gives Walther control of Dankmar when he is in wereform, making Dankmar's wolf-self into an “assassin” he can use.

In 2521, Knight of the Fiery Heart Lukas Mahler came to the Hospital and began talking of the things seen in south on his adventures. This lead to Hospital Master Aldred reading some of his books, including *The Veiled Courts of Araby* which has text about a poison that kills with a fever and flux that passes for natural causes

(Sultan's Fire). This alarmed Aldred as he considered the death of Hagen and he became suspicious.

Walther learned of this (having become ill himself he was beyond suspicion) and convinced Aldred to "be cautious and hold information close, as apparently we were both targets as well!" and then convinced the murderously unbalanced (but not corrupt) Dankmar Feuer that it was Aldred who murdered Reinhold Hagen.

While in wereform on a full moon, Dankmar Feuer then was easily compelled to act on his hostility and killed Aldred, Master of Hospital (also handily a position Walther wanted), Aldred. Aldred had been lured to the hill *"to meet a holy man who knows about what happened to Prior Hagen"*. Aldred thought it was Volker who was not there of course, that was a ruse by Walther and something to throw suspicion onto Volker, while Dankmar waited in transformed shape to kill Aldred.

Dankmar Feuer, not remembering his deeds in wereform, was then made Master of the Hospital in a surprising move, as everyone (including Walther) thought it would be Walther. Abbot Stafke dislikes Dankmar and expected him to be a disaster given responsibilities, appointing him was really a way to get rid of him. No one expected that the responsibility would "sober him" marginally. Dankmar's ability to manage efficiently while continuing to espouse bizarre and insulting ideas surprised everyone.

The Prior at this time was Holger Esker: stern, cold merciless and unpopular but honest – a martinet in charge of internal discipline in monastery. He began to suspect Aldred's death was a murder or chaos plot and investigate. He was hampered by the continuing disrespect of many monks with "red" leanings who viewed him as inadequately Sigmarite.

Dankmar, with help of hospital inmates (who all got on the "test of virtue" bandwagon") and Sacrist Herbord Fromm (who disliked Esker) convinced Prior Holger Esker he had to go up the Hill of Bones as part of proving his virtue. [Those who encouraged Prior Holger to go up hill that night: Fromm, Dankmar and Walther (back-handedly)].

Spurred to go to hill, he was then also killed by Dankmar in wereform, under Walther's influence. He had taken Hammer Bearer Eldred with him but left Eldred at base of hill and went the couple of hundred yards up it on his own. Eldred says he heard a commotion but by the time he could reach the summit he couldn't find Esker (a partial truth).

After Holger Esker's death, Walther was made Prior.

Timeline of Events

For Players who want to know exactly when things happened or more about events in the monastery's past, a timeline in Section 4 (page 32) helps the GM answer questions and indicates what is knowable and what is secret.

SECTION ONE

Scene One – Player Introduction

The adventure starts in Ubersreik as the heroes are called to meet with Lector of Sigmar, Holy Father Gunther Emming.

The Abbot of nearby wealthy Fostenklauster Monastery, **Blessed of the Hammer Stafke Garmann**, has written to the Lector seeking assistance in the form of an outside, neutral party to investigate recent deaths at the Monastery.

Adventurers who include a Sigmarite or Verenan priest could be asked to do this, as could adventurers associated with any noble house in Ubersreik which seeks favour from the Sigmarite faith (e.g., having played *Eye for an Eye* or *Edge of Night*).

Holy Father Emming relates that in the past few months, the two next-most-important officials to the Abbott have both died violently: Prior Holger Esker and the Aldred Bek, Master of the Hospital which is attached to the Monastery.

The known details are given to the Players in the Section Three Handout "**The Official Version**".

The Abbot writes that rumours of murder now circulate, Holy Father Emming adding he has heard this scurrilous gossip in Ubersreik from agitators critical of the church.

The Abbot asks for an impartial external inquiry to either dispel these rumours or find the murderer, in either case restore the Monastery's good name.

Abbot Garmann's letter promises his full cooperation. He does not himself believe anything sinister is afoot but admits the need for an external validation.

The PC's are asked to represent Holy Father Emming, as Lector of Ubersreik, and carry out this investigation.

If necessary, it should be clear that the Church or interested noble house is willing to reward an honest investigation. A clean bill of health for the Fostenklauster is worth 10 gold crowns. This could also

be a stepping stone for a priest looking to advance in the church.

Groups and particular characters may have other reasons for investigating. For example, an agitator looking for material for a new pamphlet about corruption in Sigmar's church could be onto something with this rumour, but should keep that to themselves (and would not knowingly be included in the investigation!)

The Lector freely gives the following information about key figures in the monastery:

Blessed of the Hammer Stafke Garmann has been Abbot for four years - a learned and holy man [as are all Abbots]. The Abbot oversees the monastery's extensive holdings and rights to tariffs in region, leaving the actual administration to the Prior and the Hospital Master.

Prior Walther Mittelberger is the second most important monastery official. He is new to position, being appointed by the Abbot after the last prior's death (that was Holger Esker, 2nd of the suspicious deaths), but he has been with the Monastery as long as the Abbot (five years).

The **Master of the Hospital** is the **Zealot Dankmar Feuer**. He has held his position only a few months longer than the Prior has held his – having been appointed after the death of the last Master (Aldred Bek, first suspicious death).

The Hospital attached to the monastery is a care home for Sigmar's faithful servants who are advanced in years or who have suffered such in their struggle against the Ruinous Powers that it is best they retire.

Information Available In Ubersreik

Freely gained via roleplaying, use of *Folklore*, *Education* and *Social Skills* - appropriate career traits such as *Priest* or *Academic* should add fortune dice.

Some of this may simply be "known" by making an appropriate check, other information can be gained by talking to Holy Father Emming, other patrons or knowledgeable people in Ubersreik.

Each ♣ gives one paragraph appropriate to the check's nature.

⚔️ marks "fluff" information not central to the adventure. Information not gained before reaching the Monastery can be provided during socializing or investigating once there.

Free: Fostenklauster stands within sight of Flussberg village about 10 miles upriver from Ubersreik.

It is a Monastery of the Anvil (a "legal scholars" sect of Sigmarite monks) with a Sigmarite Hospital attached to it (Hospital means care home in this context). The Monastery has wide ranging entitlements in the area to tithes and tolls that make it quite prosperous. An **Average Education (2D)** check can give more information about the Order of the Anvil (see Appendix handout). Using such knowledge may earn fortune points in encounters with monks.

⚔️ Abbot Garman Stafke is well-connected, it is not good to antagonize him. That the Abbot is not asking a witch hunter to come shows his lack of true concern – particularly given that the Abbot has friendly connections the famous witch hunter Matthius Fells - another reason not to get on his wrong side!

⚔️ Rumours circulated a decade or so ago of it "turning red" – Crimsonite monks, who wear deep red robes and promote the sole worship of Sigmar as the only god for the Empire. This is officially a heresy.

⚔️ Prior Walther came to the Monastery with Brother Stafke in 2516, taking vows as a monk at that time. Previously he had been a merchant spy for the same witch hunter Stafke served.

⚔️ The Monastery of Fostenklauster is named after heroic priest Fosten the Fury from the Great War Against Chaos 200 years ago.

⚔️ Fosten the Fury of Sigmar was a village priest who rallied refugees, turning the able bodied into a band of heroes that warned the Imperial forces arriving to relieve city of a trap that had been set for them. His story proves that Sigmar's heart beats in every one of his people from least to greatest. Symbol is a hammer and heart motif.

⚔️ Fostenklauster is best known for brewing Fosten Eisenbock, a 13% proof ale. It is a popular locally distributed brew that dwarfs give the highest

commendation a human beer can hope for, "*It's nae piss*".

💀 The monks are corrupt worshippers of the Ruinous powers, hiding mutations under their robes.

GM: Where do the Rumours of Murder Come From?

In the village of Flussberg, Eva Mueller (miller's widow) has spoken of the rumours of murder up at the monastery. She has these from her secret lover, Cellarer Brother Gilbrecht (who was with her the night of the first murder).

The other major disbeliever in the "wolf attack" theory is Brother Barthelm, who also finds Dankmar's "hand of Sigmar" talk ridiculous and is torn whether it is lunacy or a cover up for murderous acts.

From these two, rumours have spread throughout the monastery, village and to travellers.

Day One – Act One – Arrival

The trip to the Monastery, interactions in the village and gaining entry to the Monastery should all be considered one Act.

Flussberg and the Monastery are 10 miles up the Teufel River from Ubersreik – a boat can be taken or it can be walked, either in about four hours if not burdened. Mounted, it takes closer to 2.75 hours.

Flussberg – see the Location description in Section Two.

Scene: in open air tavern run by Widow Mueller the heroes see two monks talking (Volker and Fromm *descriptions* – *wild eyed zealot with shabby robes, chains from which hang small hammers and bits of holy script parchments* and a *chubby monk*), and a squad of Graf von Jungfreud's Red Axes stopping off as they pass through to patrol the hills due to word of greenskin activity.

- If interacting with the monks, see Fromm and Volker's texts.

Rowdy Red Axe encounter (see Section Two, NPC stats) – the Graf's elite soldiers mock any private adventurers or servants of Ubersreik nobles ' *hah, would need new underwear if they saw a snotling* ' and spoil for a brawl. The soldiers are martialling because of news of goblins in the mountain foothills.

- If not Intimidated (opposed check vs Strength as that is what they rely on), the soldiers push the heroes around and humiliate them.
- If a brawl breaks out either use your own approach to non-lethal combat or simply require each PC to narrate their actions and make an **Average Athletics** or **Intimidate (2D)** or other check to avoid 2 Fatigue with each ✱ meaning a Wound suffered.
- A dashing officer good in duels is included in NPC list if needing to spice it up more.

GM: A Real Fight?

If there is an actual Fight, the heroes get a Rally Step after it, and the next scene is treated as another Act.

If the heroes fail to impress the two monks with Sigmarite virtues of courage and manliness in the above encounter, they suffer -1 Favour with the Monastery and add ■■ to future dealings with Volker (page 26).

Conversely, particularly appropriate responses earns +1 Favour at Monastery and respect gets □□ on future dealings with Volker.

The **Monastery Card** (see Section Three, page 41) should be put out at this time and matters such as how the heroes gain and lose Favour with the inhabitants explained.

Heroes can seek to learn information in the village (see Section Two Locations for more information on Flussberg).

Presumably heroes then go the monastery, see Section Two for the description and a source for an image to show them. The act ends (rally step) and a new Act begins with Audience with the Abbot upon arrival.

Act Two - Audience with the Abbot

For the Abbot and other major NPC's, an entire Social Act should be allocated.

Once announced, the heroes will be escorted to the Abbot by the young dogsbody Adric.

The Abbot is a busy man (well busy enjoying life). The audience is in the Abbot's Chamber. His two favoured guards are nearby (Felkil and Ortulf), with the young dogsbody Adric standing ready to run notes or get refreshments.

- Adric will spread gossip about whatever is said the moment the interview ends. Heroes should quickly learn the monastery is hotbed of gossip and backbiting.

The GM should reference the **Blessed of the Hammer Strafke Garman** (Section Two, page 20) GM Aid for this scene and put out on the table the **Audience the Abbot Strafke** Table Aid (page 44).

The Audience sheets explain how a track is created for the duration of speaking with the three primary NPCs as these are all busy people with limited patience (or willingness to be questioned). The track has as many spaces as the lowest Fellowship score in the group, but can gain spaces if Players roleplay traits that NPC respects (e.g., the Abbot respects *Urban* and *Noble*). Having the "weakest link" be quiet or stand outside doesn't help, eventually their poor score results in something ending the scene.

The track advances each "turn" in the social encounter as each hero can use one action each round to talk to the Abbot and try to solicit more information, to intuit things about him or otherwise.

On the NPC's turn, they will question, challenge or cajole PC's into making concessions such as giving a donation to the monastery (the Abbot, Prior) or spending the night of the full moon atop the Hill of Bones to earn respect (Prior and Dankmar).

May have time for one more action this day, as final Act.

Day Two – The Blessing of the Bock

Investigation continues – where do you want to take it heroes?

Another Audience with Abbot is possible each day (no more than one) and interactions with Prior, Hospital Master or with others are all possible.

The Prior and Hospital Master are like the Abbot with their own “Audience” sheets to put out to guide a scene with them. Other NPC’s and their reactions are described in the NPC section.

A trip to the scene of deaths, the Hill of Bones may be in order or out to talk to the hermit Volker in his cave.

There are many routes to gathering clues about the mystery but the key clue is in the Library, though others will point to it - a missing book Master Adler had.

The Bock Blessing

The evening of Day Two heroes are invited to ***The Bock Blessing*** unless they have fallen to -2 or worse on the Favour track. The monks conduct a lengthy ritual in the brewery to bless this year’s Eisenbock batch, which includes finishing off the reserve from last year. This amounts to a combination prayer and drinking session.

If at least half the PC’s participate in the ‘Blessing’ they gain +1 Favour (see Monastery Card, page 41). If none participate, the group gets -1 Favour.

It takes an **Average (2D) Resilience (poison)** to avoid the *Intoxicated* condition for rest of day and *Under the Weather (Gathering Storm)* condition for night and next morning.

While participating, all social actions gain two fortune dice. Elsewhere in monastery, stealth actions during this ritual gain an automatic success outcome added to the pool.

Several Hospital residents join (their card is not in play however since this is not in the hospital). Heinrich Tubbman makes his annual challenge to see if anyone can outdrink him, offering once again the opportunity to receive his Seal of Sigmar, given to him direct by the

Grand Theogonist but not to be taken by any elf-boy who can’t hold his ale.

Outdrinking Heinrich is second check after the first above, and it is a **Hard (3D) Resilience (poison)** check but on a success earn +1 Favour Monks and Zealots and receive a ***Seal of Sigmar*** (item card) from the respectfully inebriated Tubbman.

Failure has the same consequences as the first test. Failing both tests doubles the effects of being *Intoxicated* and lengthens *Under the Weather* to last the entire next day.

Day Three

This is a quiet day. Very quiet please, as the effects of the Blessing of the Eisenbock wear off. Few stir in the monastery (□ to stealth) but few also wish to talk to anyone (■ to social actions in monastery).

Day Four – Goblin Pot Day

The monastery honours a special day of its calendar. On this day, 200 years ago, Fosten the Fury of Sigmar lead the men of the villages of Cool Springs, Hornbeck and Piedeck (all now lost) in an attack on the greenskins despoiling the region, rescuing more than a score of villagers who were destined for goblin cooking pots.

The Abbot leads the majority of the brethren on a day long walking tour of the region, carrying cooking pots which thankful locals fill with offerings (or more plainly put, it’s a special tax day for the region to put yet more into the monastery’s coffers) as they burn effigies of goblins. By custom the Abbot personally leads this walk, which the current Abbot grudgingly does. The Prior and Hospital Master stay behind as do all Hospital residents.

Heroes can accompany the monks and get an extended chance to chat with any of them or can stay behind and poke around in a mostly deserted Fostenkloster.

Depending on the stage of investigation:

- This is an excellent time for the Prior and or Dankmar to make a move against heroes who are getting too close to truth and stay behind.
- This is a good time for the goblin WAAAGH to arrive, with their own not so symbolic cooking pots to fill – the heroes perhaps fighting a valiant rear guard as monks and villagers flee to the relative safety of the monastery walls.

This has gone on long enough

If the heroes start to get onto Walther's trail, it is then time for him to react, which can be in various ways:

- if they are not already planning on it, Walther encourages them (through others) to be on the Hill of Bones for an attack by a werebeast (Dankmar), his hounds or even him as well;
- he may trick them into meeting an informant someplace good for an ambush such as inside the kennel where his hounds can take them on (the kennel is fairly sound proof);
- poison them, getting some herbs from the Hospital (investigating afterwards would note he visited) - heroes should get a chance to notice the poison with **Hard (3D) Observation**, each degree of success removing one challenge die from the Poisoning check (reflecting how quickly they stopped consuming it) - the Poisoning check is **Hard (3D) Resilience (poison)** to avoid falling into a coma that looks like death (**Challenging (4D) First Aid** or **Hard (3D) Medicine** to realize subject still alive). Walther will “dispose of the deceased” leaving them to wake without arms inside the Hill of Bones (and perhaps hearing hungry Tilean Hounds nearby).
- Walther may arrange Eldred's fake suicide with a note pleading for forgiveness for listening to the whispers of the Ruinous Powers (setting him up as a patsy). Heroes who interviewed Eldred and perceived his lies know in an **Easy (1D) Intelligence** check that he's too much a coward to kill himself.

If the heroes take too long, meander about, you may wish to bring the Waaagh! into play.

At some point, the Abbot becomes impatient, and a terse, “surely you have something to report by now” message may arrive from Lector Emming. A “grilling the PC's about their progress” scene would involve the Abbot, and Prior Walther in a Social Scene with heroes where each turn they use actions that inflict Stress. The heroes might get some advantage here but the main issue should be how much Stress they take.

Confronting Walther

Handling a confrontation with Walther is up to the GM's tastes and what the table will enjoy, a trial, a fight, a chase through goblin-infested hills?

A “case against him” can be brought before the Abbot, who doesn't like to think if his old comrade being a killer but saw enough things working with witch hunters to be willing to suspect anyone of evil. The heroes will not have a smoking gun (Walther is not going to confess without torture) but may have a strong circumstantial case.

However, if Walther knows “the jig is up” he tries to escape justice and doesn't hang around for a trial. If the ploys in the column opposite have failed or are inappropriate he will try to flee.

For an epic fight:

Daemonic Aid - if pressed, Walther retrieves an item from hiding place in kennel - an amulet he took from a cultist, breaking it in a multicoloured explosion - he mistakenly believes it will bring a daemonic warrior to destroy his foes. In reality, it just releases one eager to destroy anyone and which uses his life force to stabilize itself.

As he is paralyzed in a multicoloured light, the daemon cheerfully sets about slaying everyone and gloating over the pointlessness of Walther's crimes, the light flowing from him to it and bringing it knowledge of his crimes - it will casually reveal his petty greed, thefts and murders for his own pathetic interests when he could have been doing all them to honour a Ruinous Power and gain favour.

Heroes may realize that killing Walther will destabilize the daemon. If Walther dies, the Daeomon is gains Demoralized condition and vanishes away back to the Realm of Chaos the first Critical Wound dealt to it.

For the daemon, I suggest using the **Chaos Warrior** from the core set and applying a Hero's Call **Monstrous Template** to it, including give it additional actions. Any time it deals a Critical Wound to a hero, that is enough exposure to corruption warrant an **Average (2D) Corruption** check.

(Optional) Day Four or Later – The Goblin Waaaggh!

There are goblins with wolves in the foot hills but the Graf's men keep them well under control, usually.

However a Black Orc Warboss has arisen with a WAAAGH and the region is put on alert as soldiers move to contain it.

The Black Orc Warboss, Klintg "Do You Feel Lucky Punk" recalls legends of the humie with big hammer who built the Fostenklauster and smashed lots of snivelling gobbos not strong enough to destroy one humie. He figures to cement his reputation by destroying the humie's special house.

This triggers its own Episode. The start is when a rider comes to warn the village that greenskins are massing in the mountains and small bands are already emerging to threaten the area – they should make ready to evacuate to the Monastery walls.

The Episode has three Acts, **Siege - Relief from Ubersreik - Climax**. You will have to flesh these out. For Siege, an abstracted defence of the walls with a fight when they are threatened. For Relief, the martial Sigmarite monks will want to foray to attack the goblins once troops arrive from Ubersreik (the morning after attack starts).

For Climax, this can be a "werewolf appears tearing through goblin and monk alike" event.....

SECTION TWO: LOCATIONS

The region is hilly, with woods giving way at times to bare rock. To the south the Grey Mountains loom, up the Teufel lies Grey Lady Pass and the trade route to Bretonnia.

The Teufel *Deep River*

Village of Flussberg

A small agricultural and fishing community of 62 souls about 10 miles up the Teufel River from Ubersreik. Trade from Grey Lady Pass comes this way making it more prosperous than it would be otherwise, with the occasional pilgrim to the Fostenklauster further helping.

Key NPC: Eva Mueller, Miller's Widow and proprietress of the Happy Fox, secret lover of Cellarer Gilbrecht.

Attitudes to monastery among villagers:

Social interactions using skills such as an **Easy (1D) Charm (Gossip)** learn:

☞ - Villagers enjoy trickle down posterity from monastery. It is an honour for village and the occasional pilgrim is welcome – would you like to buy a woodcut showing Fosten's Slaying of the King of the Beastmen (2 schillings, the scene is fiction).

☞☞ – There are quite a few tolls and taxes, luckily the monks not too bright at policing movement of goods if you know who to leave a few coins out for (the Hammer Bearers will take bribes).

☞☞☞ - Monks do get up to mischief of course, ask the Miller's Widow.

☞☞☞ - It's the madmen and witch hunters in that asylum you need to worry about, their keeper is the maddest of the lot.

☞☞☞ they're all chaos cultists in disguise, they've killed the real monks and buried them in the crypts. (false)

The villagers can also provide rumours and general information about Knochenhügel (Hill of Bones), which they avoid.

If needed the following location cards be set out as a quasi-map.

- ***Deep River (the Teufel)***

For Flussberg:

- ***Small Town Inn*** (the Happy Fox).
- ***River Ferry Station***

For Monastery

- This is really a set of locations

For Hill of Bones

- Mysterious Cave

The ***Small Town Inn*** is the location for the **Rowdy Red Axe** encounter.

Fostenklauster

The Monastery is on a hill overlooking Flussberg – a whitewashed stone wall surrounds the main buildings which include a domed bell tower. The page 38 image in *Tome of Blessings* is what it looks like, or if you have the 2nd Edition Tome of Salvation, it is the image on page 182.

The monastery is better fortified than the village and in time of trouble the villagers take refuge there.

Atop a low hill, it has a stout whitewashed stone wall that encloses keep-like structures including a domed worship hall. It is a large complex of many chambers, halls, cellars and stairs – added to over its 200 years.

Players should receive the following Section 4 handouts to help them keep track of people and locations:

- Dramatis Personae
- Calendar and Locations

Iconography is prominent starting on the exterior, on gates and walls, and continuing inside: Heart and Hammer foremost, with other typical icons of skulls, and laurel wreaths.

The first thing notice entering the monastery is the large “daemon footprint” in entryway – kept roped off (unlucky to step there, if a PC insists they gain the *III Fortuned* condition until their next end of Episode full recovery).

Murals and engravings in walls constantly depict Fosten (bald priest with studded warhammer) fighting greenskins of various sorts – goblins, orks and their creatures such as giant wolves and the bouncing ball of death (squig), even a troll and a daemon (never beastmen). His hammer is glowing in the images.

- The Great Hall has a major scene showing Magnus the Pious honouring Fosten before the imperial knights and soldiers coming to relieve Ubersreik (*a Sigmarite contemplating this scene for a “turn” on the clock can Assess Situation with 2 fortune dice*).
- More recent images show monks and hammer bearers with glowing warhammers destroying a daemon in the monastery entryway, while a young monk rings the great bell - destruction of the Daemon Zyanth the Bloodthirster (see timeline).

The Library

Brother Barthelm keeps the library, and Brother Rumpolt is often here.

Looking for something interesting in the library is **Average Education (2D)** but with four misfortune dice due to the obscure and personalized filing system. Piety gains a fortune die per rank trained as it understands texts and placement better in this religious library, and impressing the monks adds an automatic success.

The monks reveal they can't easily help with the earlier records as they have been jumbled, Aldred, Sigmar keep him, made a mess of them rooting about not long before he died [when he hid a book among them].

If Players have and mention possible use of the clue "it's in Fosten's Hands" (from Hospital resident Tubbsman) checks gain a further automatic success, and if they say they are focusing their search in the records "Aldred messed up" they gain an another automatic success. All three automatic successes together (friendly monks, know where to look, know what they're looking for) eliminates need to roll and succeeds in 30 minutes.

Otherwise, a library search takes 4 hours, though each # can reduce time by 30 minutes (1 hour minimum).

Records before 2459 are partial as fire from the daemon's attack damaged the library.

A Player is not told it requires a cumulative 3 successes (all at once or built up by multiple searches) to find the something useful. With the 3 successes, a Player finds an old folio, misfiled amid partially burned records of tolls from 120 year ago, "Fostens Hands" which tells of Fosten's deads as a monk when he turned away from violence after the Great War. Inside the folio is hidden a different text: The Veiled Courts of Araby - handout in Section Four - note this handout comes in 3 sections as heroes decode the information in stages.

This is a major investigative break as it the clue that set Aldred to looking into Prior Hagen's death.

Likely locations for different activities, actual location cards are in ***bold italics***:

- Abbot sees people in ***Audience Chamber*** quarters.
- Dead and relics in ***Vaults*** overseen by Sacrist Herbord
- Records and Monastery Annals in the ***Library*** kept by Brother Barthelm - see "The Library"

The Hospital

- Use the Hospital card in Section 4

Kennel (has its own exit to outside)

- Tilean Hounds (3, though 1-2 are with Walther)
- If getting past hounds, **Challenging Observation (minute details) (4D)** locates a hidden cache of Walther's "*confiscated items*" (not labeled as his!) - questionable trophies, poison, Skaven smoke bomb etc. and his Daemonic amulet (see Confronting Walther). Some trophies are tainted and **Average Magical Sight (2D)** in the kennel notes faint Dhar aura (recall a hero must declare they are focusing their magical sight).

The Hill of Bones - the Knochenhügel

The Hill of Bones is one mile from the Monastery. It is a tall, partially wooded hill with rocky slopes, the upper third being very steep and traversed safely by only a winding path that is the only easy route up and down (particularly after dark). The very top is littered with large stones (ruins).

The hill is so named because attempts to plough or otherwise disturb it used to turn up bones. The area was determined unlucky to try to cultivate or build on, and likely a pre-Imperial burial site of the Unberogen Tribe.

Local legend says only those innocent of all corruption can survive the night of the full moon (Mannslieb) atop the hill. The three most popular explanations are: (1) the spirits of the Unberogen chieftains entombed in the hill judge and destroy those who fail; (2) a daemon is imprisoned in the hill and reaches out at that time, only the pure are protected from it; (3) Fosten himself guards the Hill and no one less virtuous can survive encountering him.

The foolish who dare this test are found mad, dead or half- dead, often having fallen off the hill top. The old Abbot passed it, as did the old Prior Hagen and Master of the Hospital Dankmar. The current Abbot forbids attempting the “test” without his permission.

Use the ***Mysterious Cave*** location card on and within the hill. Mage Sight shows a swirling of winds around the hill, an **Easy (1D) Magical Sight** check notes that Amethyst winds of Shyish are strong around the hill (as they often are around graveyards).

Inspecting the Hill

There are no signs of recent wolf tracks. A search of the hill top only reveals the “secret” exit among the stones on an **Average (2D) Observation (minute details)** that generates **■■■**.

The secret opening is really an exit from within the hill rather than an entry. Finding a way to open the “moving rock” is an **Average (2D) Tradecraft (Engineering)** check or a **Hard (3D) Skullduggery (disable traps equivalent)** check.

When Mannslieb is Full:

The spirits of Unberogen warriors (or perhaps a daemon bound in their form if GM prefers) do indeed test anyone brave or foolish enough to spend a night there. Terrifying images of warriors and wolf hounds appear in succession requiring Tests against - Fear 2, Fear 3 and Terror 3 (failures of all can thus cause insanity outright).

Passing all three tests gains the warriors' blessing: a one-time 5 Wound reservoir that appears when the hero would fall – but the reservoir depletes 1 Wound/round (e.g., they still fall unconscious if not regaining wounds). The hero still suffers a Critical Wound as if they had fallen unconscious (unless they have another effect to avoid it, usually those do not apply but they do in this case).

Passing the tests with **↗** sees where the warriors emerge and thus the location of the secret entrance into the burial passages. The secret entrance is then found automatically.

Passing but with **✖✖** means a “were blessing” (up to GM how you handle it, as a quick idea the character transforms into a werewolf on full moons and kills those it has any animosity to).

Within the Hill - Burial Passage Tunnels

There is utter darkness unless the heroes have a light source.

The tunnels are a mix of earth and stone tunnels over two thousand years old, though there is sign of more recent passage. The dead were entombed in wall

niches where their armour and weapons and a few grave goods - all decayed and corroded.

The passages se are cramped, one is never further than Close range from anything one can see.

The **Tunnels in the Knochenhügel** handout (Section 4) should be put out on table for reference if Players try to navigate the passages.

The tunnels are a maze, and navigating them requires advancing through the 6 step track. The base check to advance is Intelligence 2D, ☐☐ if Education trained (Education isn't about mazes but may have taught some useful things), a dwarf or miner may have traits giving fortune dice on check.

Only one check to make progress though the maze can be made at a time (assuming heroes don't split up) as only one person's advice can be taken. Multiple checks with "best" can be used but ALL banes and chaos stars then are added up to apply representing confusion as differing views have to be debated and worked out.

Reaching the other end means finding the other exit (either the secret exit atop the hill or the secret exit at bottom of sheer drop part of hill).

In addition to the effects disclosed to Players on the handout there are these:

✱ find a scrap of parchment – a bit of prayer script such as Dankmar, Volker or other zealots wears attached to clothing. It was Dankmar's but that it is hard to learn or prove - a hound could sniff out owner (Dankmar) using it as a scent marker but of course whose hounds are the only ones available...

✱ A **Tomb Banshee** appears of a wall (Initiative roll with Challenge die) and announces itself with a ***Ghostly Howl*** action (using a Cunning and Expertise die). Each additional ✱ adds another Tomb Banshee (no creature stats are provided, use the normal monster cards etc.)

SECTION THREE – NPC’S

The **Dramatis Personae** handout (p.38) is intended to help Players and can act as a basis for notes they take. It speeds play to let them know that named characters are the ones that matter. They can chat up nameless ones of course but it's the named ones who hold the answers.

Monastery Inhabitants

Refer Players to the **Monastery Handout** (p.41) whenever interacting with the monks and to track monastery attitudes to the heroes.

The tonsured *monks* wear simple grey habits and wide, high-necked collars mirroring the gorgets of warriors. They favour solitary prayer rather than the communal worship Sigmarites are often known to follow.

The monastery also has *lay brothers* who help run the monastery and hospital and *Hammer Bearers* – lay guards in black robes who guard priests and relics.

Each NPC has specific information they may reveal but refer to the "general information" section as well as there is information that any Red monk may reveal or any non-Red monk may reveal instead etc.

Checks to get monks to open up are generally **Average (2D)** in difficulty if based on **Charm** or similar. Trying to **Intimidate** them is very difficult (**4D**) in their own monastery but several are very open to intimidation if their secrets are threatened. It is **Easy Intimidate (1D)** to threaten a monk with a secret.

I suggest making Players roleplay their inquiries, roll dice with modifiers for good roleplaying, and then give Free information mixed in with rolled results. If Players ask pointed questions that zero in on something germane, give them fortune dice or lower the number of successes to get a result.

Unless noted otherwise everything an NPC relates is true insofar as the NPC knows.

Monks:

There are 14 monks in the monastery, however only 5 are significant. Named Monks are **Specialists**, others

are **Townsfolk**. Of the other 14, 6 are still extremist **Reds**.

Sacrist Brother Herbord Fromm (39, chubby and officious, Red). He is responsible for the monastery's various relics and treasures that are brought out at holy days and for pilgrims to honour, also the Annalist (keeper of official history), he is the only remaining Red of note. He is cousin to Chedwig Fromm, initiate in Stromdorf (see *Gathering Storm*). He has been at monastery since 2507 but was not part of the 2517 mission.

Free: Foul play at work in these deaths it is clear. Prior Holger was suspecting everyone of Aldred's death before he met his own.

If drawn out **⚡**: The Abbot wishes no scandal to harm his chance of promotion so chooses to believe it's wolves. **⚡⚡** Still, it's a good thing the Abbot isn't looking for a murderer; he would naturally blame such as myself (Reds).

Secret: to boost pilgrim traffic, Brother Herbord recently purchased what is supposedly the Hammer of Fosten, recovered after being lost many years. He has realized upon examination it's a fraud but is ashamed to admit his error. He doesn't know that the real hammer was destroyed, Fosten had the head melted down and use in making the monastery bell when the monastery was founded.

Cellarer Brother Gilbrecht (34, tall, well-groomed) Responsible for finances, (negotiates sale of ale). He was a merchant before taking vows and joining the order, and is a bit more worldly than the other monks. A friend of Prior Walther's and "an Abbot's man". murder. He became a monk to evade creditors. He has been at monastery since 2511 but was not part of the 2517 mission.

Free: Likely a wolf as they say, one of the large ones goblins ride. Perhaps a survivor of some band that the Graf's men put paid to.

If drawn out **⚡**: The brethren like to tell tales and Prior Holger was not a popular man so everyone wonders if someone killed him, and if he was killed then Aldred was and so on. They will be saying every death for the past ten years was part of some conspiracy next.

Secret: Has a secret lover (Eva the Miller's Widow) in the village who he steals away to see (thus he was not in the monastery certain nights) and has passed on rumours about deaths to her. She is also his alibi on nights of murder if his absence those nights is uncovered.

Brother Barthelm (60 year old frail looking monk)
Assisted with the Hospital until Dankmar took control, now looks after library. As a friend of the dead Aldred Bek he is distrusted by Dankmar and returns the dislike in kind (which colours everything he says). He is also source of rumours about murder – not always rational ones. He has been at monastery since 2500 but was not part of the 2517 mission as he has never been seen as a “dependable sort”.

Free: I doubt an ordinary wolf could kill Aldred, the man was a veteran. I wouldn't say it was murder [*that's exactly what's he's saying of course*], but everyone knows Dankmar hated Aldred something fierce, and now he is Master of the Hospital – a decision as mad as Dankmar himself.

Free if asked about Aldred: Educated for a former hammer bearer, often down here reading and poking about in the old scrolls- though I must say he left some of them in terrible disorder [looking into that finds the book he hid by misfiling]

If drawn out ♣: Ortulf would say whatever Felkil told him to and Felkil would tell him to say whatever he was paid to. ♣♣: Perhaps Prior Holger got too close to some truth about Aldred's death and was killed for that reason. [VERY CLOSE TO TRUTH, PURELY BY ACCIDENT]

Secret: He hates Dankmar and would blame him for anything and everything he could. He really believes what he says but says it from hate not reason.

Brother Rumpolt (40 year old bookish fellow who is nearsighted) An expert, writing an annotated collection guide to core Sigmarite texts, which repudiates Crimson views and notes Sigmar's respect for Ulric, the compassion of Shallya, the justice of Verena etc. Bears a grudge against the hermit Volker for assaulting him. He came to monastery in 2520 at the Abbot's request to start his work on Sigmarite law (and thereby repair monastery's reputation, and enhance the Abbot's).

Free – Ulric's wolves prey upon us – they have no love of Sigmar's faithful. The hill is Unberogen from savage times, when our savage ancestors favoured Ulric. There are reports of ghost wolves seen atop the hill.

If drawn out ♣: If Brother Dankmar would be more forthcoming about his experiences in the ordeal we might know more but he is the only living man known to have survived it and has never spoken of it, at least not intelligibly.

Secret: He despises the Abbot as a scholar "of expedience", giving witch hunters ridiculous rationales for whatever they wanted to do. He is working on a secret chapter for his legal history all about "errors in

law" that, without naming him, condemns the Abbot. This is a great secret and makes him a bit furtive. He has received in secret letters that have reports of the Abbot's past conduct which also reflects poorly on Walther Mittelburger as an opportunist and thief. He keeps all these papers hidden in the library - and hence does not like to let people poke about on their own.

Brother Karolus (42 year old “friar tuck” figure, Red)
Master brewer for the abbey and proud of his work – he samples it regularly to be sure. He has been at Monastery since 2510 but was not part of 2517 mission. He is a reformed Red, meaning he has sympathy with them but no longer espouses that doctrine.

Free: The Abbot is right I'm sure, a wolf of some sort.

If drawn out ♣: I know some whisper about Dankmar but he could not have expected to have been made Master of the Hospital, everyone was surprised by that decision, and whatever his feelings about Aldred he would not murdered a fellow Sigmarite, even one he disagreed with. We are all holy men after all. [Intuition check: He doesn't really believe there isn't something more to the deaths but knows nothing and isn't hiding anything except that he doesn't buy the public version of story].

Lay Brothers:

Most of the five lay brothers don't know anything except general gossip given above. They are reluctant to say anything bad about monks, add a challenge die to any interaction with that expected outcome.

Two are more notable:

Markus a young clerk who assists Brother Gilbrecht and knows pretty much all he does. He is also a very devout young man who is pragmatic about the failings of his betters but earnest in his Sigmarite faith. He knows all general non-Red monk information.

Adric an annoying young man everyone sends to help others for his constant questioning and general uselessness, usually ends up in Hospital. He is good for general gossip. He is afraid of the monks and must be Intimidated into revealing: ♣ Brother Gilbrecht is often out of the monastery and night; ♣♣ and Brother Rumpolt gets secret letters.

If the heroes end up with him around, add ■■ to their checks.

Hammer Bearers:

There are three notable hammer bearers - Eldred, Felkil and Ortulf and six faceless ones.

Eldred (mid-20's, reedy young man, tax and tithe collector), is a witness to some events and has not given a completely truthful account so far. Heroes need to use Intuition to detect Eldred's lies (opposed check, it's not too hard). However, getting him to reveal the truth is a **Hard (3D) Intimidation**, with four misfortune dice if he feels he has support nearby.

Free: Eldred found Aldred's body and can testify to its condition (the Official Version). His sword was lying nearby, whether it had been bloodied hard to tell after couple of days and rain.

Eldred escorted Prior Esker to the hill the night he died but the Prior went on alone to the top as a pilgrimage (**false - secret:** Eldred was afraid and stayed behind) and when he heard sounds of growling and animal he rushed up but the going was slow at night and nothing was there when he arrived (**false - secret:** he did hear the growls but he fled instead of rushing up). In the light of day, wolf tracks are later noted by Hammer Bearer Ortulf.

Hammer Bearer Felkil (*serpent eyes*) and **Hammer Bearer Ortulf** (*giant with blank look*) are villains who have no part of this particular villainy. They are the Abbot's personal guards. They are practical and efficient team of thugs who enjoy their good job.

Ortulf is not talkative, having a very bad stammer. He reacts violently if teased - would pick up an offender and throw them head-first into something (opposed Athletics check to avoid suffering Fatigue = his margin of success & 1 Stress of embarrassment). He is a talented outdoorsman.

Felkil does the thinking and talking for both of them.

Free: freely relaying that wolf tracks were found both times. A big one, though the tracks always vanished in the rocking ground at top of the hill.

If drawn out ♣: Aldred was probably going to meet someone that night he died

Secret (if Intimidated or Bribed, 20 shillings): They actually saw Aldred leave the night he died, though it looked like he was sneaking off. They have kept quiet out since they thought he was "off for a bit of fun" and when he turned up dead didn't want to admit they knew he had gone. He did say "he was off to meet someone and didn't want it spread around".

Hospital Residents:

The Hospital is in effect a retirement home/sanitarium for faithful Sigmarites who must retire from the world due to age or infirmity. They are a mix of *Specialists* and *Soldiers*. They help in fields and with brewery. If available, use *Krieger's Zealots* from Edge of Night.

Whenever in the Hospital, put out the Hospital table aid (p.42), note this makes interactions harder for non-Sigmarites.

There are 8 residents. Three notable individual residents are retired witch hunter **Tubbman** and retired vampire hunter **Grisswalder** (cantankerous friends who spend most of their time debating which foe is tougher), and mad prophet of the goose **Pyotr**.

The Prophet of the Goose is a hazard to endure each time entering the Hospital before being able to do anything else.

Pyotr, Prophet of the Goose – a nearly deaf (very loud) "prophet" with a goose under his arm. He believes that geese tell the future, "heed the sacred goose".

He prone to make pronouncements when looking at people (Section Four: Pyotr's list of prophecies). Interacting with him roll a fortune and misfortune, and on non-blanks give the relevant prophecies (they do not cancel out, good and bad at once is possible).

He has only one bit of other information to find:

♣ I told Prior Esker that he would find the truth atop the Hill of Bones.

Grumpy Old Men: Heroes may get two fortune dice with either Tubbman or Grisswalder by agreeing how either chaos cultists (Tubbman) or vampires (Grisswalder) are the most dangerous of foes (for their views will surely be asked), whichever they do, the other learns (his codger friend crowing about it) and they suffer two misfortune dice with that other NPC.

Heinrich Tubbman – a 70-year old witch hunter who as "seen it all and burned most of it". Tubbman is a bright fellow with dark insight into human nature and a grim belief "*the days of chaos are almost here, I only hope to die and for my soul to seek Grandfather Morr's realm in*

safety before they come. Done my bit lad, time for your generation to step up." He is hard to fool (add ♦♦ to any attempt to deceive or con him). He has a "*Seal of Sigmar*" (Item Card, see Blessing of the Bock). He also has poor memory for recent events. He's 100% on anything ten or more years ago or in the past day, otherwise he gets very spotty.

Free: Master Aldred is a good man and Prior Holger knows how to deal with straying minds.

If Drawn Out (consecutive or multiple successes move through the list)

- ✦ I helped Master Aldred read that Estalian book about the wickedness of those Arabyan's with their harems and slave and murderous ways. Aldred got excited about something in it (doesn't remember what, lots of exciting things in it - "*imaginative them ferners*" - smacks gums).
- ✦ The Estalian book was in the collection old Mahler bequeathed to the Master on his death, don't think Mahler had read a third of them – (if asked where it is – he doesn't know, admits he looked for it but couldn't find it.....). Aldred said he put it in Fosten's Hands (he doesn't know what that means, assumes it was putting it in a proscribed books section of Library).

Gismar Grisswalder – a vampire hunter, his wife was killed by them. He has all classical Old World prejudices "in spades", that may affect interaction with the party (e.g., doesn't like Strigany, trust wizards, elves are unreliable, beautiful women are Lahmia vampires in the making etc.)

Free: There is nothing corrupt in the monastery, beyond the normal appetites of men whether monk or other. No women, wizards or Strigany here, thank Sigmar. Hill of Bones is a whack of superstitious nonsense. At most some spirits that just need a good thrashing to stay quiet. If I was twenty years young...

If Charmed in conversation:

- ✦ Aldred was investigating something when he died, and the Prior was investigating Aldred's death. Find what Aldred was looking for and you will solve everything.
- ✦ A mysterious wolf that appears and attacks people and vanishes sounds like a skinchanger to me.

Any Hospital Resident

What About Abbot / Dankmar?

- ✦ Dankmar is a great improvement over Aldred. Aldred was a nice enough fellow but too trusting, soft in head. Dankmar has the heart of a lion and can tell the corrupt from pure at a glance.

On Skinchangers - Gismar

- ✦ There is more than one kind of were creature. Some are Northman chaos mutants or victims of curses. They even say some are blessed by Ulric.
- ✦ It's not infectious, being bit by one doesn't make you one. You don't need silver to kill them either, that's a bad joke. Their hides are strong as iron, no silver blade would pierce one. [truth of this for GM to set in their own campaign]
- ✦ The old druids had ways of compelling them to their bidding. [clue!]

GENERIC NPC ANSWERS TO QUESTIONS

The following information can be used to guide what anyone in monastery can reveal if successfully engaged though roleplaying and Social skills.

General Gossip: It was surprise Abbot make Dankmar Hospital Master. Dankmar's ability to manage efficiently while continuing to espouse bizarre and insulting ideas has been even greater surprise – the Abbot in his wisdom must have seen more than others.

About Aldred

Aldred was a brave man who kept out of debates on doctrine, some Brothers were surprised to know he could even read, which he could of course. Was spending more time in Library the last week or so.

About Holger Esker

Prior Holger Esker was honest and strict about doctrine, more likely to rebut an argument by ordering a week's fasting than with debate.

What About the Hill of Bones?

Haunted, only a fool would go up there.

What About Abbot / Dankmar / Prior

See the GM sheets for these major NPCs for the "what others know" section.

What Do You Know About the Deaths?

About Master Aldred Bek's Death

Red (6 of 14 monks): It is no surprise he failed Sigmar's test atop Hill of Bones, none of the Abbot's appointees could be expected to pass. Still, I would have hoped he could, brave man.

Others: Drawn out **⚔**: Maybe someone didn't like the questions Aldred was asking about the mission to Altdorf in 2417, when we needed a new Abbot invested. He was on it of course but he fell ill along with old Prior Hagen and then Brother Walther.

About Prior Holger Esker's Death

Red: He failed the Knochenhügel's test. Too bad he didn't try sooner.

Others: He earned no friendships suppressing Crimson heresy with long prayer ordeals and instructional fasts.

Anyone about Prior Hagen's death in 2517

Reinhold Hagen was favoured to become abbot by the majority of the brethren and it is traditional that their preference be honoured by the Keeper of the Word in Altdorf. But fever struck the travelling party and he perished. Stafke was elevated from Hospital Master and made Brother Holger the new prior – a martinet stern enough to beat the Red out of any monk and Aldred, a Hammer Bearer, the new Hospital Master.

Red: Helstrum (the Altdorf order headquarters) was never going to affirm Hagen, but someone didn't want to risk it or explain denying the choice of the brethren and so didn't want Prior Hagen to reach the capital at all.

Otherwise: Some brothers begrudge the return to traditional doctrine and want to see something sinister in Prior Hagen's death but Walther and Aldred both came down with the same fever and flux, they were younger and luckier than Hagen is all.

Blessed of the Hammer Stafke Garmann (GM Guide)

See the Audience handout (p.44) for scenes with him.

Handsome man in his 50's, silver hair like a halo around his tonsure, with dark understanding eyes. He moves with assurance and speaks with authority.

Goals/Agenda: It's good to be Abbot. Quick bill of health for monastery - deaths were accidental, caused by outside agency (those pesky wolves or goblins!) OR it is outsiders who accuse someone within monastery and take blame for it with the monks. He will not be first to accuse a fellow monk. He is materially avaricious but spiritually sound. He has no real secrets except his utter lack of true piety.

Asking Others:

He sends large contributions to Altdorf and is well-regarded by the Keeper of the Word.

His special project is Brother Rumpolt's text on Sigmarite law and its relationship with the doctrines of the other Imperial cults (it is an anti-Crimsonite treatise), which will add to his credentials and influence, perhaps leading to a more prestigious office.

Before becoming Abbot, he travelled for several years acting as an advisor on holy law to the infamous Witch Hunter Marius Felberg (*Signs of Faith* page 13). He provided the legal basis for Felberg's chosen actions. He was still considered an outsider when appointed to be Abbot.

What Do You Know About the Deaths?

Foolish thing to be up there after dark. I banned brethren from braving the Hill of Bones without my permission to stop more of them ending up like poor Brother Dankmar after his ordeal. If they heeded me, they would not be dead.

This folktale about an ordeal to prove virtue is to blame, those who doubt themselves run foolish risks. Both were found at the base of the steep portion of the hill, throats torn and with various wounds that might have been claws or the rocks as they tumbled down the incline. The evidence supports an attack by wolves, combined with lost footing and falls to their deaths.

Hammer Bearer Ortulf found wolf tracks around the top of the incline.

If conversation turns to conspiracy etc -

I can't imagine that anyone in the monastery would be involved. The monks are all most devout and the Hospital residents are all proven sons of Sigmar. [insincere]

What Do You Know About Deceased?

I appointed both of them, good men. Aldred was a veteran, related well with the hospital residents. Prior Esker was not popular but a devote man who kept the monastery running smoothly and adhering to doctrine. I appointed him due to the courage he showed advocating true doctrine during the brief time when many brethren were swayed by the Crimson error.

What About the Hill of Bones?

An ancient Unberogen hill fort, some buried there. Legend has it Fosten hid there with some of his band during the Great War Against Chaos, as the path to top is steep and defensible.

What About Walther / Dankmar?

Walther has been a valued comrade to me for many years. He is wise in the ways of the world, having been a merchant and travelled far, which can be useful. He sees we get a good price for our Eisenbock and are not overcharged when we must buy supplies.

Dankmar - I'm very pleased with how that's turning out (*false, he hoped the appointment would cause Dankmar to "flame out" and he could finally be rid of the madman*). The man has been a thorn to many for years, he took old Prior Hagen's death very hard. The hilltop ordeal made him more difficult. Since I gave him responsibility for the hospital, he has sobered up considerably.

Why Didn't You Appoint Walther earlier?

Walther needed to demonstrate himself being new to vows and I did not wish to dishonour the service of those longer with the Monastery. He is faithful as a hound to me and I did not want that alone to seem the reason for his appointment. (He was smart enough not to sully his reputation appointing his cohort so quickly, even if the delay sacrificed his friend's interests).

Where Were You At Time of Deaths

They both died at night – I was in my cell alone. [The abbot's "cell" is a small apartment with a nice view, a lay brother stays outside door ready to attend him all night]

What about Skinchangers/Werecreatures?

Things of chaos. Marius Felberg tracked down one, a young woman by day but a feral killer by night, when I was advising him. There is some confusion over the creatures, whether they be Chaos Spawn or mutants, but the law's demand for their fate is the same in either case.

Never any sign of them around here. (The fact that a skinchanger was encountered by Walther and him is important, it's how Walther got the artefact he uses to control Dankmar).

Prior Walther (Mittelberger) (GM Guide)

See the Audience handout (p.45) for scenes with him.

A thin man in his 40's with intelligent eyes and a neat tonsure. [Usually] A pair of large boxer-like Tilean man-eater hounds accompanies him.

Goals/Agenda – spread suspicion widely, with fallback of laying blame on Dankmar, Volker or goblins. Truly, to enrich himself with a view to someday leaving the monastery for a wealthy life in points south and enjoy a few vices difficult to satisfy here.

Walther is an accomplished liar, ♠ against his Guile only results in perceiving a comfort-loving pragmatist who doesn't want trouble, it takes ♠♠♠ to perceive when he is being untruthful. He is an accomplished liar and tends to agree with what is said to him and speak 'half truths'.

Asking Others:

Prior Walther is long-time loyal ally of the Abbot from before his appointment. Before that he was a merchant, travelling widely beyond the Empire in far off lands of Tilea, Estalia and Araby.

The appointment as Prior is his reward for many years of tattling and eavesdropping. When he and Strafke Garman were with Witch Hunter Captain Marius Felberg, he would go into a town in advance to learn about it before everyone closes mouth seeing a witch hunter.

Walther's interests are in money and raising hounds. Likes his hounds more than people.

He is friends with Brother Gilbrecht, the Cellarer, as both have similar backgrounds.

What Do You Know About the Deaths? (all free in roleplaying though let players think they are getting it with successful dice rolls).

The Abbot must be right of course, wolves. I would take some comfort in having the creature or creatures destroyed, as it's disturbing we find their victims but not them. *[He's showing he agrees with the "can't be wolves" view but won't openly differ with the Abbot].* Prior Esker and Aldred were both stout Sigmarites and neither too old to heft a hammer. It would take a particularly fierce wolf, a veritable monster, or a vicious pack that is for sure.

There's talk of greenskins, for they ride giant wolves at times, but I don't see how any of them could make it this far from the mountains without having Graf von Jungfreud's men onto them.

If I had to suspect anyone it would be that Red hermit Volker. He bears a grudge against all the Abbot's appointees.

If pressed he admits - I feel responsible for Prior Esker's death *[so very true!]*. I did not take the tales of the Hill of Bones seriously and I suggested passing the test might finally get him the respect of the brethren. *[Half true, really he was arranging Esker to be there for werewolf Dankmar to kill]*

What Do You Know About Deceased?

Good men both. I do what I can to follow in Prior Esker's footsteps, perhaps a gentler hand (*last part sincere*). I admit Aldred and I didn't see eye to eye about money to run the hospital. Monastery isn't made of gold you know, one need not pay the first price asked for everything. Prior Esker, well a devout man but without a sense of humour or understanding of human nature – always the rod and never a kind word. You get obedience that way but not loyalty.

What About the Hill of Bones?

I wouldn't be surprised if the place was haunted. Those old Unberogens were chancy lot you know. Many favoured Ulric, no friend to Sigmarites alive so why when dead.

What About Abbot / Dankmar?

Abbot is a good man who does not always see the worldliness of others at work (Intuition - false on both counts, not good, does see worldliness!)

Dankmar is, erm, one of the most devote followers of our beloved Sigmar as one would ever hope to meet. I do not interfere in administration of the hospital, it would be nice if he didn't meddle in monastery affairs.

Where Were You At Time of Deaths

I was in my cell alone when Prior Holger perished and was seeing to my hounds in the kennel with young Adric the evening Master Aldred died, one of the Tileans was sick and we were up all night seeing to him. (*FALSE! - if falsehood detected he falls back on pretending that he was indulging some unmonkly vices but must be discrete - Adric can attest to the kennel story, though if pressed he admits he did fall asleep and was not in sight of Walther as he stayed out of their kennel – the kennel has an exit directly out of the Monastery for the hounds to run*).

What about Skinchangers/Werecreatures?

Never any sign of them around here. The Abbot and I assisted Marius Felberg as he tracked down one, a young woman by day and feral killer by night. Sigmarite law has no particular view on them except as mutants and thus their lives forfeit. Pity, she was a pretty thing (can't remember name if asked).

Master of the Hospital Brother Dankmar (Feuer) (GM Guide)

See the Audience handout (p.46) for scenes with him.

A large bulky wild-eyed man in his 50's, with a simple shift, bald head, a torc about a bull neck and a hammer at his side, his chest crossed by a series of chains off which hang prayer sheets

Agenda – proclaim Sigmar's glory, pass on visions of Darkness and Undead, destroy heretics and Chaos worshippers. He sees sin and corruption in everyone he disagrees with.

Insanities: *Easily Goaded (as it says, gets more reckless as stressed), Omens of Doom [dreams plagued by visions], Unhinged [world is unravelling].*

Asking Others:

Mad as a Drawkald Emperor but a stout Sigmarite. He originally came to the Hospital in 2513 as a resident under the old Abbot Wolker Glöckner (Bell Ringer). He admired Prior Hagen as a strong Sigmarite. Volker is his only friend now.

Dankmar is always going on about passing the test at Hill of Bones, the way Hagen who should have been Abbot and the old Abbot Wolker did.

He went to the top of the Hill of Bones, or Knochenhügel, in the fall of 2517, seeking grace to understand the death of such a holy and worthy man as Prior Hagen. Always prone to outbursts of holy temper, he came down from the hill in the mad state he has remained since and convinced that Prior Hagen was murdered – with no reason to give for his certainty.

Opinion of the Abbot's decision to make him Master is divided between those who feel he does the best job anyone would and those who think it's madness to give him responsibility. He is dedicated to his charges and very popular with them (they are very loyal to him in turn).

What Do You Know About the Deaths? What Do You Know About Deceased?

Freely volunteers, before even asked anything: Aldred and Esker were both corrupt – Sigmar's justice on them, that they died shows it. Faced the Ordeal of the Knochenhügel and died, so they must have been corrupt. [it's circular logic, they were corrupt so died, because they died they were corrupt - he can't be shaken from it]

If drawn out he gladly shares his theory: Prior Hagen was poisoned on the trip to Altdorf! They say it was fever but it wasn't – Sigmar would not have allowed disease to strike down someone so holy. Aldred did it – he used some foul secret method he must have discovered in his days as a mercenary and pretended to be afflicted to hide the truth – now he has been punished!

[He came to conclusion Reinhold Hagen was murdered when talking with Prior Walther - Walther manipulated him - if asking him how he came to this conclusion he says it's obvious, it takes a **Daunting Leadership (spiritual) (4D)** [before any Hospital modifiers] to get him to work things out sensibly enough to admit he came to this theory by talking to other survivors of the trip, in particular Prior Walther].

What About the Hill of Bones?

I am the only man in the Monastery to pass the Knochenhügel ordeal. The ancient spirits tested me and the powers of Chaos sought to daunt me but Sigmar's hand protected my soul. (He will not speak of details, it is a holy matter – face the ordeal yourself if you would learn).

What About Abbot / Walther/ Volker?

The Abbot has recognized Sigmar's hand upon me, despite failing himself to see the true glory of Sigmar, only righteous god for the Empire. (self justification)

Walther is a weak-willed man who uses the faith to advance himself and prosper.

Brother Volker is a holy man. The old abbot respected him greatly and if Prior Hagen had not been prevented from becoming abbot, he surely would have made Volker Prior.

Where Were You At Time of Deaths

They both died at night – I was in my cell alone – but I dreamt of their deaths before they happened, Sigmar's fury striking them down – and so it was!

(Actually he's remembering his "wereform" actions but has translated it as dreams)

What about Skinchangers/Werecreatures?

The wolf is not a thing of evil, it can be a noble creature, but too often it is enslaved to goblin or vampire. But skinchangers - to take another creature's shape is an abomination!

That Bestials (*slang for Amber Wizards*) take the shape of wolves and other animals show they are still not much more than the druids who walked the woods before the Empire was founded – an untrustworthy lot. Though I've not heard tell of any of them wizards around here.

Outside the Monastery - Brother Volker the Hermit

Wild eyed zealot with shabby robes, a huge warhammer, chains around his waist from which hang small hammers and bits of holy script parchments

Brother Volker was expelled from Fostenklauster two years ago for espousing the sole worship of Sigmar within the Empire.

He lives in the hills nearby, coming to village from time to time. He can be encountered in the village or in his cave.

He is a fanatically devout Sigmarite who was bitterly disappointed when Hagen died and the “practical” Garmann was appointed, with his too worldly spy Mittelberger. He refers to monks he dislikes by their last names not their first names or as Brothers. He approves only of Brother Dankmar and Herbord Fromm the Sacrist – both of whom he manages to see regularly.

His insanities are *Xenophobia* (distrusts other races, they add challenge die dealing with him, 3, though a dwarf only adds two misfortune dice since he is a Sigmarite), *Dreadful Insight* (2), *Impatient* (a ⚔ on action with him ends his willingness to talk with that specific PC today, 3)

It is very difficult for anyone who is not clearly a Sigmarite to have any conversation with him at all (their checks add 1 challenge die - so yes an Elf is very likely adding two challenge dice talking to him).

How they fared with the Rowdy Red Axes may already have caused Volker to have a good or bad impression of them (page 7).

Even a Sigmarite first must pass a test of questions designed to see if their faith is diluted by excess recognition other gods – this is an **Hard (3D) Piety** check to navigate without effectively agreeing to Crimsonite heresy (which Volker will share, tainting the PC's reputation add ■■■ to dealings with any non-Red monks). Failure means checks add a challenge die to further interactions.

Each ✨ is 2 Stress dealing with the intimidating, mad zealot.

What he knows:

Volker doesn't really know “the truth” but he does have clear and accurate, if unkind and one-sided, views that may help heroes assess what's going on.

What he knows and how it relates it should reflect his insanities.

- ✦ Garmann is a witch-hunter's pet sent to suppress the truth that Sigmar is the only god fit for the Empire. Weak and fearful men would rather pretend that purveyors of mercy and light fingered patrons for dishonest merchants will help see the Empire survive against the hordes of Chaos. [True]
- ✦ Mittelburger is a merchant at heart still and it is only a matter of time before he cleans out the monastery and flees to take up a life that suits him more. [True and far short of what he really is]
- ✦ Aldred walked into a viper's nest and being no viper himself it was only a matter of time until he was bitten. [True to a degree]
- ✦ Esker was a tool for weak and fearful men [Garmann, True]. Tools outlive their usefulness or are discarded easily by those who think only of their own advantage. [That bit of speculation is misleading]
- ✦ Fostenklauster lost its way when Prior Hagen died, if only the fever had taken Mittelburger too. [His own personal view].

Here Ends the Adventure Write Up

Next are the Stats and sections with Handouts to Be Used at the Table

NPC STATS

Blessed of the Hammer Stafke Garmann (Specialist, advanced)

St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
3(3)	3(1)	3(0)	5□	6□	4□	3.6.2	16	C2

Potent: ♦ to all actions that target this character.

Reiklander □□ once/session Skills: Three Ranks in Discipline, Education, Piety and Guile

Actions: Grace Under Pressure, Twisting Words, Do You Know Who I Am?

Prior Walther Mittelberger (Charlatan, advanced)

St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
4(4)	4(1)	6(0)	6	4□	6□	4.6.3	20	C2

Potent: ♦ to all actions that target this character. Reiklander □□ once/session

Skills: Three Ranks in Animal Handling, Charm, Education, Guile and Skullduggery

Actions: Resist the Lure, Fake Out, Bad Witch Hunter (Lure of Power), Agile Strike, Nimble Strike, Surprise Attack, Improved Dodge

Smoke Bomb (Skaven item, Edge of Night) – a knick knack he picked up to escape or at least get to his hounds or other allies.

Poison – any hit in combat requires target make a Resilience (To) [poison] check vs 2D to avoid 2 Fatigue and Intoxicated Condition.

Note: Abbot's Thugs are at his command (he pays well).

Walther's Tilean Hounds: (Franz, Otto and Karl) *Oversize boxer, well groomed, sharp fangs, and mean attitude.*

Giant Wolf Monster Card but Reckless 2 not C1, with Vicious Bite, Dangerous When Cornered

Hospital Master Dankmar Feuer (zealot)

St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
5(7) □	6(1)	3(0)	3	5□	3	5.1.2	20	R3

Potent: ♦ to all actions that target this character. Reiklander □□ once/session. Resilience and Athletics Trained

Actions: I am The Hammer, Berserker Rage

Insanities: *Easily Goaded* (3 as it says, gets more reckless as stressed), *Omens of Doom* [4 dreams plagued by visions], *Unhinged* [2 world is unravelling, but increases all other Insanities by 1 - factored]).

- Once Session Get Insanity Severity as extra damage on melee attack (suggested of 3).
- Once Session get Insanity Severity as Fortune dice (suggested use of 2);
- Once Session Get Insanity Severity as additional Soak (suggested use of 4);

Possessions: Hammer - Blessed Great Weapon (card) – Holy Hammer (□, DR 7 and benefits vs undead/daemons); Torc of

Weremastery (an ancient item, created by druids using the Ghyr Amber wind – to study it to learn what it does would take handling it and Hard Magical Sight (3D) to learn it makes the subject “someone’s bitch” – whoever gave it to them, Walther).

Wereform – use Flesh Hound

- helpful aging veterans, zealots etc. will help him (henchmen groups, 1 zealot, 1 other)

Hammer Bearer Eldred (tax collector) *Soldier but better gear means soak and def improved*, To3(3), Ag 3(3), +1 A/C

Hammer Bearer Felkil (serpent eyes) – mail shirt, shield, warhammer

St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
4(5) □	4(3)	5(3)	3	3	5	6.3.1	15	C2

Intimidate and Weapon Skill Trained. Reiklander □□ once/session

Teamwork – as long as they are engaged with each other they add a fortune die to all their actions and defend each other giving a misfortune die on all actions against them.

You Hurt My Friend! – if either falls (dead or incapacitated), the other is enraged and gains Frenzied condition, all ability dice become Reckless.

Actions: Backstab, Coordinated Strike, Setup Strike

Hammer Bearer Ortulf (giant with blank look, but good tracker) – mail shirt, shield, warhammer

St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
6(7) □	5(3)	3(3)	3	3	3	6.3.1	15	C2

Intimidate and Weapon Skill Trained. Reiklander □□ once/session

Teamwork – as long as they are engaged with each other they add a fortune die to all their actions and defend each other giving a misfortune die on all actions against them.

You Hurt My Friend! – if either falls (dead or incapacitated), the other is enraged and gains Frenzied condition, all ability dice become Reckless.

Actions: Mighty Blow, Reckless Cleave

There are six other Hammer Bearers (henchmen Soldiers, mail shirt, warhammer, no shield)

Hospital Residents - use *Krieger's Zealots* from Edge of Night, otherwise use *Specialists*, for the 5 beyond the 3 named.

All Hospital Residents have *Unshakable Trait* (■ ■ on attempts to Intimidate them). Their age or infirmity however means ■ ■ to all physical actions, and Suspicious Mind being typical insanity for ■ to Fellowship actions.

Named Monks are Specialists

St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
3(3)	3(1) □	3(0)	3□	4□	3	3.3.2	12	C1

Reiklander □□ once/session. All Monks have two fortune dice on *Piety*.

Hermit Volker (zealot)

St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
5(5) □	7(1)	3(0)	3	5□	2	5.1.2	20	R2

Potent: ♦ to all actions that target this character.

Reiklander □□ fortune dice once/session. Skills: Weapon Skill, Resilience and Athletics Trained

Actions: I am The Hammer, Berserker Rage

Insanities: Xenophobia (distrusts other races, they add challenge die dealing with him, 3), Dreadful Insight (2), Impatient (a delay on action with him ends scene, 3)

- Once Session Get Insanity Severity as extra damage on melee attack (2).
- Once Session get Insanity Severity as Fortune dice (3);
- Once Session Get Insanity Severity as additional Soak (3);

Rowdy Red Axes (henchman gang of party # +1)

Soldiers with Reiklander ☐☐ once/session and 1 extra Expertise die
Subdue action in a brawl.

Red Axe Officer - if consistent with past adventures, Baron Manfred von Holzenhaeur from Edge of Night

Dashing figure with short-cut military style hair, well spoken, cool under stress.

St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
3(5)	3(2)	5(1) ☐	3	4 ☐	4☐	3.4.2	20	C1

Potent: ♦ to all actions that target this character.

Skills: 2 ranks in Charm, Discipline, Ride, Weapon Skill trained,

Talent: Cat Like Reflexes (exhaust for ☐☐ on Agility or ■■ on foe's attack),

Duelist: Fighting 1:1 gains +1 Defence and Fortune die on all attacks

Noble: ☐ to Charm/Guile vs Gold Tier, Guile/Intimidate Silver Tier, Intimidate/Leadership Brass Tier; suffer Stress if losing face before peers

Actions: Agile Strike, Nimble Strike, Shade Strike, Improved Dodge, Improved Parry

Possessions – Superior Rapier (☐ Fast – all attacks gain ♣ one less recharge)

- Rapier attacks are all 4 Blue, 1 Conservative, ☐ (sword) and 2 Expertise (Trained)

Other Notes: good with women, one of only three living male members of family. Excellent horseman and trained fencer. He believes the ancestral lands lost (only male who hasn't sworn to recover). Has served in Grey Mountains fighting goblins, with distinction. Distant cousin to Graf Alberich Haupt-Anderssen – Elector Count of Stirland.

SECTION FOUR: AIDES AND HANDOUTS

GM Reference aids are first.

GM Reference: Timeline of Events

For Players who want to know exactly when things happened, this timeline lays them out. The heroes should be able to learn the entire timeline below questioning about the Monastery, except for italicized “secret” information.

As noted earlier, the current year is assumed to be 2521.

2459 – Daemon Zyanth attacks monastery and is destroyed, postulant Wolker plays a significant roll earning the title, Glöckner or Bell-Ringer. Zyanth attacked the Monastery seeking to kill all in it to honour the Blood God – the former Abbot Wolker, then a postulant, rang the monastery bell praying to Sigmar, and every hammer in the monastery became Blessed and the defenders overwhelmed the daemon (at considerable cost). The footprint in the entryway is from this attack.

2483 – Wolker becomes Abbot.

2500 - The monastery begins going increasingly Red under Abbot Wolker Glöckner during his later years as he loses control.

2510-16 Strafke Garman and Walther travel with the witch hunter Marius Felberg. Strafke provides helpful and convenient legal interpretations and Walther spies on target communities.

Secret - Walther also locates wealthy targets to denounce and pilfer, and further pilfers items from actual cultists for the black market. He obtains a torc that can control werebeasts (originally created to permit someone restraining a loved one from doing harm).

2516 – Not yet part of Fostenkloster community, Strafke Garman and Walther join the Monastery community, Strafke becoming Master of the Hospital. It is widely suspected (*correctly*) that they have been sent to spy on the Reds, and could call in witch hunters with the Order hierarchy's blessing – thus they are given wide berth and the “Red menace” begins to abate.

2517 – Summer, Abbot Blessed of the Hammer Wolker Glöckner passed away at the venerable age of 89, former Prior Reinhold Hagen (a red) dies of a fever while on his way to Altdorf to meet the Keeper of the Word to be confirmed as the new Abbot. Brother Walther and Master Aldred also fall ill but recover. After some delay, then Master of the Hospital Strafke was confirmed as new Abbot.

Many of the notable persons currently in the Monastery (Strafke, Walther, Holger, Dankmar, Eldred, Volker and new Hammer Bearer Aldred Bek) were along with Reinhold for this trip. There is some suspicion about Hagen's death but an investigation found no sign of foul play.

Holger Esker is appointed Prior by Strafke Garman – a strict man he is the “policeman” to deal with the “reds”. Aldred is appointed new Hospital Master, replacing Strafke.

2517 Fall – Brother Dankmar Feur goes to the top of the Hill of Bones, Knochenhügel, seeking grace to understand the death of such a holy and worthy man as Prior Hagen. Always prone to outbursts of holy temper, and very distraught at Hagen's death, he came down from the hill in the mad state he has remained since and convinced that Prior Hagen was murdered – no one listening to him.

Secret - In addition to being mad, Dankmar is now also cursed with lycanthropy, received as a “blessing” from spirits of Ulrican nature that inhabit the ancient site – they also gave him the true insight that Hagen was murdered.

New Abbot Stafke decrees that no one attempt the test of the Hill of Bones without his permission, the unspoken but widely known and not-argued reason being to prevent anyone ending up like Dankmar.

2519 – The last credible Red, Brother Volker is expelled from the Monastery as he continues to denigrate other members of the Imperial pantheon than Sigmar – Prior Esker is the primary mover, but matters came to a head when Volker assaulted Brother Rumpolt.

Secret 2520 – Walther discovers Dankmar’s affliction and tricks him into wearing the torc of binding he gained, while assisting witch hunter Marius Felberg, that makes Dankmar’s wereform his to command.

2521 (this year)

Sigmarzeit – Sir Lukas Mahler of the Fiery Heart comes to spend his final days at the Monastery. Entertains all with tales of far off lands such as Tilea and Araby. Dies two months later in Vorgeheim and bequeaths his books to Aldred.

Aldred becomes increasingly troubled - during the time he reads these books at times with help from Heinrich Tubbman in the Hospital (reading books, particularly “The Veiled Courts of the Veiled Lands of Araby”). He begins speaking with Walther, Holger, Dankmar, Eldred and even Volker (*all those who were on the trip to Altdorf with Hagen in 2517*).

Nachgeheim 26 – Aldred dies a month after Mahler. His torn body is found at the base of Hill of Bones.

Secret - Aldred received a note telling him to meet atop the Hill of Bones, as it is secluded, if he would learn the truth of things. He went but first hid the book in the library (a library being a place to hide a book where it doesn't stand out), giving a clue to Heinrich Tubbman. Hammer Bearers Felkil and Ortulf see him go but assume it is to an assignation.


Almost immediately, Prior Esker begins looking into Aldred’s death. He asks around in village too – wondering if goblins might be behind it (since they are associated with wolves at times).

Brauzeit 9 – Esker dies in similar circumstances to Aldred. He went to the hilltop to prove his worthiness to the doubters among his brethren, being driven in it by actions tracing back to Walther. Rumours start circulating in earnest.

GM Reference Aid: Gaining and Losing Favour in Fostenklauster

Gaining	Losing
Monks <ul style="list-style-type: none"> ✦ Making an offering ✦ Praying to Sigmar for an Hour or more ✦ Comporting well in the Bock Blessing ✦ Other Noteworthy Displays of Piety ✦ Spending a Mannslieb atop the Hill of Bones 	Monks <ul style="list-style-type: none"> ✗ Suggesting a monk did something improper ✗ Refusing to join in the ale tasting ✗ Being found sneaking about in places one should not or after bedtime ✗ Using wizardry except directly against Chaos
Zealots <ul style="list-style-type: none"> ✦ Praying to Sigmar for an Hour or more ✦ Outdrinking Heinrich Tubbman at the Bock Blessing ✦ Belittling other gods than Sigmar ✦ Telling good tales of Chaos-smiting ✦ Spending a Mannslieb atop the Hill of Bones 	Zealots <ul style="list-style-type: none"> ✗ Being discourteous to Dankmar ✗ Not respecting someone's lunacy (e.g., Pyotr's prophecies) ✗ Using wizardry except directly against Chaos

GM's AID: Pyotr's Doom Telling

Cut these out and give to Players in accordance with rolls and whichever fit your PC's or create ones suitable to your campaign. They should draw one randomly (as some are good and some bad). They give pools of good or bad dice a Player or the GM has to add into pools before rolling when the prophecy is deemed to apply, each has a suggestion of where in this adventure it might apply (keep secret from the Player).  means an expertise die. A Player can say how the forewarning aids them to spend positive dice.


These are based on "doomings" from an earlier edition.

(Relevant to dealing the Dankmar in wereform)

Beware the man that is not a man!

If this situation applies the Player Gains:

If die was    to use in it

If die was    to use it in

(Relevant to spending time atop the Hill of Bones, facing its Fear and Terror)

High places promise a fall.

If this situation applies the GM Gains:

If die was    to apply to your actions (no more than 1 per action).

If die was    to apply to your actions (no more than 1 per action).

(Winter is a bad time for you but can also mean the Unberogen Hill of Bones is unlucky)

Ulric's cold hand reaches for thee.

If this situation applies the GM Gains:

If die was    to apply to your actions (no more than 1 per action).

If die was    to apply to your actions (no more than 1 per action).

(One outcome of making Walther worried is he may try to poison heroes)

Morr sits at your table!

If this situation applies the GM Gains:

If die was    to apply to your actions (no more than 1 per action).


If die was    to apply to your actions (no more than 1 per action).

(If the Monastery is attacked, particularly in WAAGH! option, its bell can *Inspire* defenders)

When the bell tolls, it tolls for thee.

If this situation applies the Player Gains:

If die was    to use in it

If die was    to use it in

PLAYER HANDOUTS AND TABLE AIDS

The following handouts should be given early to help Players keep track of NPCs, dates and locations.

The "official story" can be given as part of the first interview with Abbot Strafke or earlier if heroes get enough "official public story". It is to aid them keeping track of NPC names etc.

The Bell Tolls handout can be put out to track time.

The Official Version

Hospital Master Aldred Bek died Nachgeheim 26th. Prior Holger Esker died two months later on Brauzeit 9th. Both were a full Mannslieb.

Both men's bodies were found on the slopes of the Knochenhügel (Hill of Bones) just under a mile from the Monastery.

Aldred was missing in the morning and a search made but his body was not found for 2 days, when Hammer Bearer Eldred came across it on Nachgeheim 28. The Prior's body was found almost immediately as he was heard being attacked atop the Knochenhügel the night he died.

Hammer Bearer Eldred came to help but found no attacker atop the hill by the time he arrived and the body was not found until morning.

Hammer Bearer Ortulf, an outdoorsman, found wolf tracks the second time, thus conclusion a wolf or wolves were responsible both times.

The men's bodies were marked by cuts and their throats torn, consistent with a wolf attack while at the top of the hill and then falling off the steep edge and down the rocky slope. Both were attired normally and had all expected possessions. Aldred wore the mail shirt he always wore outside and carried a sword; the Abbot had his robes and warhammer.

In both cases their weapons were drawn but neither appeared blooded.

Father Schadrach Burke, from Ubersreik's Garden of Morr, came to give each proper rites. Master Aldred's remains were interred in Ubersreik's Garden of Morr on Nachgeheim 32 and Prior Holger was interred in the Monastery Vaults on Brauzeit 12 with the other deceased brethren.

DRAMATIS PERSONAE – PLAYER HANDOUT

Monks (in addition to 9 others – total 14 plus Abbot and Prior)

The Abbot – Blessed of the Hammer Stafke Garmann

Prior Walther (Mittelberger)

Master of the Hospital Brother Dankmar (Feuer)

Sacrist Brother Herbord (Fromm)

Cellarer Brother Gilbrecht

Brewmaster Brother Karolus

Brother Barthelm - Hospital assistant

Brother Rumpolt - scholar and legal historian

Hammer Bearers (in addition 6 others, total 9)

Hammer Bearers Felkil and Ortulf – Chief Guards for Abbot

Hammer Bearer Eldred – toll collector

Lay Brothers (in addition to 3 others, 5 total)

Markus – clerk, assists Brother Gilbrecht

Adric – young dogsbody

Hospital Residents (in addition to 5 others, 8 total)

Hernrich Tubbman – elderly witch hunter

Gismar Grisswalder – retired Vampire hunter

Pyotr – “prophet of the goose”

Other

Brother Volker – hermit, does not live in monastery

The Deceased

Prior Holger Esker and Hospital Master Aldred Bek

PLAYER HANDOUT - CALENDAR AND LOCATIONS

7. NACHGEHEIM

Wellentag		2	10	18	○26
Aubentag		3	11	19	27
Marktag		4	12	20	28
Backertag		5	●13	21	29
Bezahltag		6	14	22	30
Konistag		7	15	23	31
Angestag		8	16	24	32
Festag	I	9	17*	25	

* First Day of Autumn

8. ERNTEZEIT

Wellentag		2	10	○18	26
Aubentag		3	11	19	27
Marktag		4	12	20	28
Backertag		5	13	21	29
Bezahltag		●6	14	22	30
Konistag		7	15	23	●31
Angestag		8	16	24	32
Festag	I	9	17	25	33

Mitherbst - Autumn Equinox

9. BRAUZEIT

Wellentag	1	○9	17	25	33
Aubentag	2	10	18	26	
Marktag	3	11	19	27	
Backertag	4	12	20	28	
Bezahltag	5	13	21	29	
Konistag	6	14	●22	30	
Angestag	7	15	23	31	
Festag	8	16	24	32	

10. KALDEZEIT

Wellentag		8	16	24	32
Aubentag	○1	9	17	25	33
Marktag	2	10	18*	○26	
Backertag	3	11	19	27	
Bezahltag	4	12	20	28	
Konistag	5	13	21	29	
Angestag	6	●14	22	30	
Festag	7	15	23	31	

* First Day of Winter

FOSTENKLAUSTER MONASTERY LOCATIONS

EXTERIOR

The sheep pasture enclosure

The Wall and Watchman's Tower

The Yard – where “hammer time” training takes place every morning – they are Sigmarites first and scholars second.

The Brewery

The Kennel

MAIN BUILDING

The Great Hall, with Inspiring murals of the deeds of Sigmar, Fosten and the defeat of the Bloodthirster

Monks Cells

Abbot and Prior's Chambers

The Armoury

The Library

The Hospital

Kitchen and Stores

The Bell Tower above

The Crypts and Vaults below

THE BELL TOLLS

The Bell Tolls the Hours:

Unless a Social or Melee encounter (Act) takes place, each hour gives each PC one action of significance and counts as a round for recharge).

Delay result may mean that Player is delayed and skips the next hour.

Monastery Routine

Rise for individual morning prayers at 5 am and breaking fast.

Sunrise (currently 7 am) gather outdoors to greet the dawn and honour Sigmar who went into the east, after which get in some "hammer time".

Gather for a noon-day meal and communal prayer service.

Gather for late afternoon communal service before dinner from 4 to 5 pm.

Gather for a communal dinner 6 pm.

Individual prayers before retiring 8 pm, retiring 9 pm.

Optional Night Time Activities

It is assumed heroes get 8 hours of rest (e.g., 9 pm to 5 am), and are up 16 hours.

At the start of each 3 hours hour after 9 pm (16 hours activity) a hero suffers 1 Fatigue or Stress (randomly).

Each hour short of 8 hours rest means ■ to any overnight Recovery check and subtracts one from any Fatigue and Stress recovery for sleeping. No check is made with less than 4 hours rest (four misfortune dice at that point).

Resting in the monastery provides one less Stress and Fatigue recovery than normal as long as the mystery is unsolved ~ as your rest is uneasy.



The following cards should be put out on table for all to see once Monastery and then Hospital are entered.

Monastery

Monks (Earnest, Religious, Taciturn)

□ Social actions for *Priest* or *Religion* career traits

Other factors apply with specific Monks, Hammer Bearers and others.

🔥 on actions is an instance of boorish, clumsy or impious behaviour costing one step in favour.

Priest or *Religion* trait ignoring first 🔥 in a pool.

SIGMAR'S BLESSING– pray to Sigmar before acting (prepare manoeuvre) for an action benefiting a Sigmarite to gain: 🌀 – add 🌀🌀 to results.

FAVOUR (aside from specific acts that change it on social actions 🌀 can be +1 and ☀ -1)

-3

-2

-1

0

+1

+2

+3

Favour +2 is □ on **Charm**, **Guile** and **Leadership**;

Favour +3 means also ignore one ☠ in a pool.

Favour -2 gives ■ on same checks;

Favour -3 means adding ✖☠ to all Social outcome pools with monastery inhabitants.

Hospital Residents

Zealots (Fanatics, Religious, Senile)

□ to Social actions for *Devoted* or *Fanatic* career traits.

■ to Social actions for *Arcane* career trait.

♦ to Social actions if not Sigmarite.

Medicines and resources give First Aid and Medicine checks – *spend Prepare Manoeuvre* to add □.

All Social Action outcomes gain:

☼ ☠ - *The old zealot's words ring true* – **Hard Discipline (3D)** or gain random *Insanity* among *Fragile Nerves*, *Omens of Doom* or *Suspicious Mind* - with tracking tokens equal to banes and net failures in pool.

FAVOUR (aside from specific acts, social actions ➡ can be +1 and ☼ -1)

-3	-2	-1	0	+1	+2	+3
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Favour is that many □ on **Charm**, **Guile** and **Leadership**; Favour 3 also means ignore the first ☠ on these actions. Disfavour gives that many ■. At Favour -3, all rolls generate an extra ☠☠.

The Veiled Courts of Araby

Reikspiel translated publication of a Tilean text.

The fly leaf is inscribed:

I bequeath this text to Master Aldred Bek for his kindness and respect.

Lukas Mahler

- At times the original Tilean is preserved, read with an Education 2D check
- Lurid and condemning accounts of the politics of the corrupt and wealthy land of Araby – its evil ambitions, the clever tricks and influence of its far-travelling merchants, salacious accounts of harems and spurning of the Old Gods in favour of their “prophets”.

Examining it would take two hours on the clock.

Cut here

Examining the book provides this section – the reader sees there is text underlined on one page with hand-written note in margin:

Flux and fever leading to death, water tasting like brine to the afflicted – were we poisoned? Who would have had it? Traveller, merchant, cultist, someone who could confiscate it or buy it?

Summary of text on page where note is:

Concerning the ways heirs speed the passing of lingering elders using poisons such as Sultan’s Fire which make death seem natural, in this case flux and fever, a tell-tale of the poison being that water tastes like brine to the victim. Favoured for ability to be mixed with food or drink and pass unnoticed if the mixing is artful enough. [Then Tilean text only provided if Average Education (2D) to decode made]

Cut here

Tilean Text (if decoded)

Includes notes of herbs that can be taken to lessen the effects to not be lethal.

Table Aide


Audience with Abbot Strafke


Progress Track of “start” + Lowest Intelligence in party. Reaching final space ends audience.

+1 to track if a hero brings one of these Career traits to bear in a successful action, maximum once per hero: *Noble, Social, Specialist*.

“Influence” action type results are needed to elicit more information or support from the Abbot.

Monastery card modifiers apply.

 Fascinating – add a step to the track for audience duration (use only once)

 You bore me - advance track an extra step

 You insult me – add  to all further actions with abbot for this day and next.


The Abbot's influence on his actions may extract offerings (5 shillings per social tier of PC per ) or the need to spend an evening in prayer.

Table Aide

Audience with Prior Walther

Progress Track of “start” + Lowest Fellowship in party. Reaching final space ends audience.

+1 to track if a hero brings one of these Career traits to bear in a successful action, maximum once per hero: *Noble, Urban, Specialist*.

“Influence” results needed to elicit more information or support from the Prior.

Monastery card modifiers apply.

🕒 You bore me - advance track a step

☀️ You almost insulted him you fool +1 to Party tension (if not using +1 Stress to entire Party).

The Prior's influence on his actions may extract offerings (6 shillings per social tier of PC per 🍷) or the need to spend an evening in prayer.

Table Aide

Audience with Master Dankmar

Progress Track of “start” + Lowest Willpower in party. Reaching final space ends audience.

+1 to track if a hero brings one of these Career traits to bear in a successful action, maximum once per hero: *Devoted, Fanatic, Religion*.

“Influence” results needed to elicit more information or support from the Master.

Hospital card modifiers apply (assuming he is met there) and even if not met in it the risk of “old zealot’s words ringing true” applies.

🕒 You are taking a while - advance track a step
🔥 Your Point seems outlandish (+1 Party Tension) but impresses Dankmar (count as an additional ♠).

Dankmar's influence on his actions inflicts 1 Stress per ♠ listening to his tirades and or the need to spend an evening in prayer.

Tunnels in the Knockenhügel

Start	Where are We?	Δ	This is getting somewhere	Δ	Ah Hah!
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The base check to advance through the maze is **Average Intelligence (2D)**, with ☐ ☐ if Education trained (education isn't specifically about mazes but may have taught some useful things).

For the entire group, only one check counts for success (assuming heroes don't split up) as only one person's advice can be taken, however multiple checks with best used can be made but ALL banes and chaos stars then are added up to apply to everyone.

💀 ALL heroes suffer a point of stress for being confused and frustrated

⌚ – this taking forever – everyone takes 1 Fatigue.

Unproductive Turns - every failed turn of no progress is +1 Party Tension.

This is a table aide.