

## Curtains

### **A one-page adventure for Warhammer by Hectorius**

On the dreadful night of Geheimnisnacht, when the Chaos moon rides high, it is unwise to be outdoors. In this case, the only available room in town is a mildewed old room with an ancient four poster bed, but the landlord is apologetic. The room has a very bad reputation, and several guests have either disappeared, or been found butchered or insane inside the locked room. The problem (which no one has apparently discovered) is the bed curtains. They were obtained from an unknown source, and crudely cut to size to fit the bed frame.

Harmless when folded against the bed frames, they are moth eaten but old fashioned heavy tapestry, but only the closest inspection would show that some of the embroidery is done with tarnished silver wire, Human hair, and some of the 'stones' are actually Elf fingernails. There are some old blood spatters on them.

If anyone sleeps in the bed, with the curtains drawn to keep out the cold and the baleful light, the ancient necromantic spells embedded in them activate, but due to the changes made to make them fit the bed, the spells are damaged. **Roll 1D10.**

1-2: Appalling dreams, with visions of the terrible cult that owned the drapes from which the sleeper cannot awake without a HARD WP test, causing the sleeper to take a Terror test for every hour asleep.

3-4: The sleeper awakes in an insane panic. He attacks the first member of the party he sees. They will not stop until dead or unconscious.

5-6: The sleeper is possessed. They will try and sacrifice the first member of the party they see that night. If they are alone, then they will try to sacrifice *themselves*, using any bladed weapon they can find or improvise. They will not stop, unless rendered unconscious or dead.

7-8: Nightmare changes- If the sleeper exits the side of the bed facing the light of the Chaos moon, he will receive a mutation, unless he passes a HARD Resistance roll.

9-10: Through the gates. It is possible that the curtains will form a temporary and unstable one way gateway. **Roll 1d10.**

1-7: The sleeper steps through the curtains, into a different time-the place is the meeting house of the cult, *two hundred years before*.

8:-The sleeper emerges in the deserts of the Land of the Dead, probably wearing only his nightshirt.

9-10: The sleeper finds himself in bed with an ethereal Undead. That is bad enough. On inspection, the spirit is a friend or a close relative. Roll for Insanity.