

Lands of the Dark Wicche

by JC. CONNORS

About the Adventure

Lands of the Dark Wicche is a *Call of Cthulhu: Dark Ages* adventure set in early 15th century Germany. The adventure trades typical Lovecraft fair for a dark, folklore-inspired scenario. The adventure can easily be adapted to other game systems (a *GURPS Middle Ages* and *5E* version is also available at www.1shotadventures.com).

Lands of the Dark Wicche is suitable for three-to-six investigators. The end of this adventure includes six pregenerated characters so Keepers and players can get started right away. Keep any extras in case one of the investigator perishes early...

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a map icon are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person icon are opportunities for specific investigators, notably the pregenerated characters from the end of this adventure.

Adventure Background

15th century Germany is a chaotic, violent land. Powerful knights and lords rule safely from their strongholds, but traveling on the dark roads is perilous. Bandits and desperate men prowl the land between towns, knowing justice is often only carried out with the aid of corruption, bribes, and blackmail. There is little magic in this version of Germany, although the peasants often whisper about witchcraft, curses, and devil-

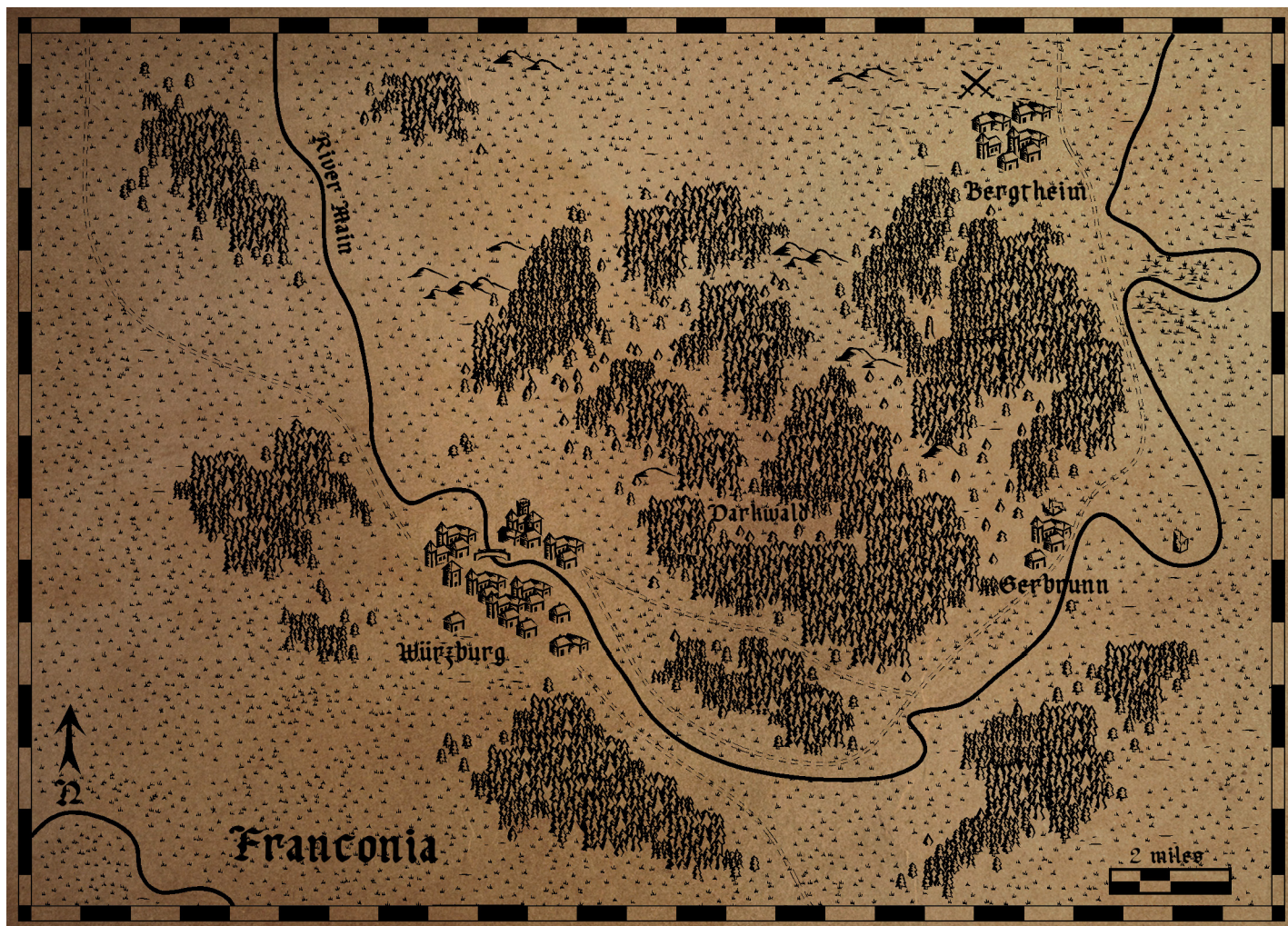
worshipping cults. Fortunately, the great saints seem to keep watch of their superstitious flock.

The adventure is centered in Franconia, near the town of Würzburg. Just a few years ago, the town fought for independence against its ruler, elderly Bishop Gerhard. Angry at him for harsh taxes, the town destroyed his new fortress and occupied his cathedral, hoping the king would intervene on their behalf. He did not, and the bishops' knights and noble allies crushed the insurgency. Over a thousand were killed, four of the town's patricians were drawn and quartered, and a hundred rebel leaders were beheaded or drowned in the River Main. It was a black day for Würzburg.

The bishop assigned his illegitimate son, Jakob, along with one of his knights, Wilhelm Geyer von Giebelstadt, to rule Würzburg. The knight is fiercely loyal to the bishop, and has been a harsh ruler, demanding reparations from the town on the lost lives and damages to the bishop's properties.

Now, only 1,500 people reside in the town, though another hundred fugitives hide in the free forests in the vicinity. One of those fugitives is the woman Otilie, whose whole family was slaughtered by Wilhelm Giebelstadt during the crisis. Turning from folk magic to full-on worship of Lucifer, she was granted dark powers, which she swore to use to destroy Bishop Gerhard.

Otilie's plan have been in the works for a year. First, she seduced a high-ranking soldier, Vick of Volksmanhagen, and convinced him to poison the bishop's chief bodyguard so as to take his place. Next, using Vick as a spy, she identified



Bishop Gerhard's likely successor, the priest Adam of Osnabrück. Already a corrupt and power-hungry priest, Adam was easily swayed to swear allegiance to the witch.

With Adam on her side, the witch now plans to murder Burgomaster Jakob, knowing the death of the bishop's son will cause him great anguish. Once Jakob is dead, her lover Vick knows that is the signal to kidnap the bishop and drag him to the witch of the woods. There, she will sacrifice him to her dark masters.

Adventure Synopsis

The adventure begins in Würzburg, at the tail end of the witch's sinister plot. In part one of the adventure, the investigators witness the murder of Burgomaster Jakob. Afraid of an uprising, the knight Giebelstadt orders them to take the body of Jakob to the bishop, who is currently in the northern village of Bergtheim.

In part two, the investigators travel the dangerous road to Bergtheim. Along the way, they encounter the strange Fiery Man, a spirit who warns them that one of the bishop's advisors is a traitor and is in league with the witch.

In part three, the investigators rest in the village of Gerbrunn. There, some men try to steal the hated corpse of Jakob and deliver it to the devil-worshippers that live in an abandoned keep near the river. A side adventure lets the investigators confront a witch and her evil husband who live in the fort.

In part four, the investigators arrive in Bergtheim and gain audience with the bishop. Devastated by his son's death, the bishop proves useless. The party must discover the identity of the man who is going to betray the bishop to the witch.

In part five, the investigators travel into the dark woods and confront the powerful witch, Otilie.

Part One A Profane Inferno

The adventure begins at midnight. The Würzburg town bell is ringing out, as folk scream for help. The manor house that Jakob, acting *burgomaster* of the town, has caught on fire. Some townsfolk stand helplessly outside the manor as several run for buckets of water from the river.

Suddenly, shouting is heard from inside the manor. A young servant, KIRSTYN, comes running out of the manor, a blanket protecting her head. She screams that the Burgomaster Jakob is trapped by a fallen beam. She says that a kitchen servant named DOROTHEA is also somewhere inside the manor. She begs the investigators to help save the burgomaster and also her friend.

Entering the burning house looks feasible, though dangerous. The upper floors are burning ferociously, but the ground floor still looks traversable. (See appendix for the manor's map layout.)

Anyone who rushes inside the building must make a CON roll every minute or so or start coughing terribly, causing a penalty die to physical and mental skill rolls.

Locating Jakob requires a LISTEN roll to hear his shouts. Otherwise, rescuers must fumble around looking for him, losing 1D2 HP from smoke inhalation (1D6 on a terrible failure!). It's also possible to detect him by circling the building, looking through the windows, but the darkness and flickering shadows makes this difficult, requiring a Hard SPOT HIDDEN roll to spot him.

Burgomaster Jakob is in the parlour, a heavy ceiling beam crushing his leg. What appears to be a **cloaked servant woman** is hunched over him. However, as the investigators enter the smoke-filled room, the woman turns around and peers at them, revealing a horrific, withered visage. Black eyes blazing with hatred, patchy matted hair, and teeth like broken glass, she shrieks at the intruders. With a knife grasped in her hand, she stabs at Burgomaster Jakob, then murderously attacks. This grotesque sight causes a Sanity Check (1/1D3)!

If the investigators defeat the possessed creature, they find Jakob still trapped under the heavy wooden beam. The beam is 250 lbs., requiring a Hard STR roll to lift it off him (or two men making a regular STR roll).

Unfortunately, Bergomaster Jakob is dead. In addition to being partially crushed by the beam, the witch-possessed servant stabbed him five times with her knife.

Aftermath

The manor burns with preternatural fire and cannot be saved. Soon, the entire house is an inferno, smelling of sour incense. The townsfolk give up their bucket brigade, and silently watch the house burn.

Within minutes, the knight WILHELM GEYER VON GIEBELSTADT rides from his own manor to investigate the

Dorothea

POSSESSED SERVANT

STR	85	APP	15
CON	60	POW	50
SIZ	40	EDU	20
DEX	60	SAN	00
INT	35		

HP: 12 DB: none
Build: 0 Move: 9
Armor: 1 (skin) Sanity Loss: 0/1 Sanity

Brawl 65% (32/13), damage 1D3+1 (claws) or 1D6 (knife)
Dodge 55% (27/11)

Skills: Climb 70%, Intimidate 50%, Natural World 25%, Status 10%, Track 25%.

Equipment: Large knife (1D6 damage).

Notes: Before she was possessed, Dorothea was a dim-witted but sweet, middle-aged kitchen helper. She annoyed Bergomaster Jakob, but he kept her around because she was the aunt of Kirstyn, a maid he was attracted to. Dorothea became possessed after she answered the door at midnight. She was slashed by the Dark Wicche's claws, tainted with the blood of a goat slain in a Satanic ritual, which triggered the possession. Without a powerful exorcism by a high-ranking clergyman, poor Dorothea remains permanently possessed.

blaze. At first, he believes the townsfolk – long known for their treachery – set the fire. He sends several of his men-at-arms out to detain the witnesses, swearing and cursing that they will all hang at dawn.

Giebelstadt is a cruel man of war. He cares little for the commoners in the town, believing that they are plotting against him and the bishop that rules the land. He's horrified that Jakob has been killed. If Jakob's body was recovered, the knight will see from his wounds that the man did not suffocate or burn in the fire.

A unrecognized Franciscan friar named CORBINIAN emerges to plead for the commoners' lives, but one of Giebelstadt's men-at-arms is keeping the old man at a distance while the others round up the men.

The rescuers can take various approaches to this crisis:

- They can escape into the night. Evading the men-at-arms and escaping into the dark town requires a STEALTH roll. As they dash into the streets, Friar Corbinian gives



one of the investigators a supportive look... perhaps even distracting one of the knight's men so the investigator can better escape. If the investigators evade Giebelstadt, they will be found later that night by Friar Corbinian. The friar explains that he parleyed with the knight, and that Giebelstadt has sworn not to harm any townsfolk in exchange for information about the fire. The knight has agreed to meet them in the Würzburg cathedral at sun up.

- They can bargain with Giebelstadt. He reacts to anybody at -4 due to the stress of the situation and his anger over the loss of Jakob. However, Giebelstadt is a suspicious man. If he hears that the black magic demon or witch may have been involved in the murder of Jakob, he becomes deadly serious. He orders the investigators and the nearby Friar indoors to discuss further. With his manorhouse a long walk from here, he'll push everyone into the Bergomaster's stable, then order his men-at-arms to guard the place. This distracts the knight and his men long enough so that the rest of the townsfolk can slip away to their homes without incident.
- They can physically defend themselves against the knight, though this will be a difficult feat, as he is accompanied by five or so fighting men, who are trained and equipped (see p.9 for statistics for such men). Killing Giebelstadt will surely earn the wrath of the bishop in the weeks and months ahead.

If the investigators attack or kill Giebelstadt and his men, the friar will find them later that night. Keepers should improvise the scene below, but using the friar instead of the knight to impart the urgency of bringing Jakob's body to Bergtheim.

Council with Giebelstadt

This scene takes place in the Bergomaster's stable, unless the investigators evaded the Giebelstadt after the fire, in which case it takes place in the Würzburg cathedral.

Giebelstadt is distraught. He is a superstitious man, and he is afraid of what the bishop will do to his station when he finds out his son has been slain, much less possibly slain by black magic. During the conversation, Giebelstadt imparts key bits of information:

- Bishop Gerhard has long suspected that some of the revolting peasants have turned to witchcraft to get their revenge on him. Giebelstadt is unsurprised, though frightened, that the witches would attack Jakob.
- A week ago, while returning at night from Gerbrunn village, Jakob told Giebelstadt that he encountered the Fiery Man, a demonic spirit that looks like a normal man from the front, but is a hollowed out, burnt corpse from behind. The Fiery Man lit the way back to Würzburg for

Wilhelm Giebelstadt

FRANCONIAN KNIGHT

STR	80	APP	60
CON	80	POW	65
SIZ	70	EDU	55
DEX	60	SAN	50
INT	55		

HP: 15 DB: +1D4
Build: 1 Move: 8
Armor: Brigandine and helm (1D8)

Brawl	80% (40/16), damage 1D4+1D4 (knife)
Warhammer	75% (37/15), damage 2D6+1D4
Broadsword	70% (35/14), damage 1D8+1D4
Dodge	50% (25/10)

Skills: Climb 50%, Fighting (Shield) 60%, Insight 50%, Intimidate 70%, Navigate 50%, Occult 35%, Own Kingdom 65%, Religion 40%, Status 60%, Stealth 45%.

Gear: Warhammer, small knife, brigandine armor and helm, broadsword.

Description: After leading a contingent of 62 knights to defeat the uprising at Bergtheim, Giebelstadt was assigned to rule Würzburg along with Jakob, the bishop's illegitimate son. Giebelstadt does not enjoy his post and shows no kindness to the townsfolk.



Friar Corbinian

FRANCISCAN FRIAR

STR	50	APP	60
CON	60	POW	60
SIZ	50	EDU	60
DEX	60	SAN	50
INT	70		

HP: 11 DB: none
Build: 0 Move: 9

Brawl	30% (15/6), damage 1D3
Dodge	55% (27/11)

Skills: First Aid 30%, Library Use 50%, Natural World 60%, Navigate 50%, Occult 65%, Own Kingdom 65%, Religion 70%, Status 45%.

Notes: An itinerant friar, Corbinian has just arrived into Würzburg. Just two days ago, he received a vision of a cloaked man removing his own head and replacing it with a martyr's skull. Corbinian traveled to Würzburg, believing events in the city would lead him to stop a sacrilege.



the price of three silver coins. “Perhaps Jakob refused to pay the man, and this was the devil’s revenge,” theorizes Giebelstadt.

- The bishop himself is in Bergtheim, overseeing the storage of food in the church storehouses there. He won’t be back to Würzburg for another ten days.
- Giebelstadt fears that the soul of Jakob is under dire threat, until the proper rites are performed over the young man’s corpse.

Giebelstadt believes it is urgent that the investigators deliver the body to Bishop Gerhard at Bergtheim. He orders the investigators to set out at first light with the corpse of Jakob, and make all due haste.

The knight himself cannot go, as he knows the town may rise up against him now that Jakob is dead. If the investigators look ill-equipped, and plead their case, Giebelstadt might assign one of his older men-at-arms to accompany them, to protect them from the dangers of the road. However, before the investigators leave for Bergtheim, the friar excuses himself to talk to one of the attendants of the cathedral.

If Corbinian is present, he agrees with Giebelstadt’s assessment. He adds that there are indeed witches who live in the woods to the north. He says that he saw the body of a witch hanging miles back along the road. He knew it was a witch because her long nails looked like the talons of chickens. If asked, the friar agrees to accompany the investigators.

If the group asks around town to investigate the night’s events, a **PERSUADE** roll finds a group of young men who claim to have heard a woman knocking on the door of the manor shortly before midnight. “She held in her hand a candle that burned yellowish-green,” says one villager, who lives along the road that leads the burgomaster’s manor.

The Relic

Shortly before the investigators departure, Friar Corbinian gifts them a sturdy wooden box. Inside the box, he says, is the **Skull of St. Kilian**, a sacred relic. The friar believes the relic will protect the group on their journey from any witchcraft or black magic, but urges them to keep it safe, as any devil would love to corrupt such a relic if he could.

A **THEOLOGY** roll recalls that St. Kilian was a 7th century bishop who had traveled from Ireland to Franconia. He was beheaded, along with his two companions, in Würzburg’s town square, as vengeance from the wife of an angry, pagan duke. He is the saint of gout and rheumatism. At the Keeper’s option, any devout character who venerates the relic receives a bonus die on a **CON** roll, but just once during this adventure.

Part Two

Journey to Bergtheim

Bergtheim lies about ten miles from Würzburg. On a crisp day, it would take about four hours to walk there. However, the roads are muddy, and a heavy wagon bearing the corpse of Burgomaster Jakob will slow the investigators down. An appropriate **OWN KINGDOM** roll suspects the journey will take closer to six hours.

The village of Gerbrunn is halfway between Würzburg and Bergtheim. The village was heavily involved in building a fortress for the bishop, but the fortress was destroyed during its construction during the revolt of 1400. The village has barely sustained itself since it lost so many men.

There are two roads to Gerbrunn. One leads through the forest, the other along the River Main.

The forest road is far more dangerous of the two roads. Bandits prowl that road, striking strangers and fading into the woods. An **OWN KINGDOM** roll will recall this fact.

The southern, river road is usually safer. But the heavy rains have washed out a good deal of the road. It is unclear whether a wagon can make it to Gerbrunn on that road. An **IDEA** roll locates a traveler who recently made the journey. The traveler thinks that taking a wagon down the muddy river-side road is folly.

Regardless of which road the investigators take, they encounter the Fiery Man (below). Additionally, Keepers who wish to extend the journey can add an additional encounter for each road:

The Forest Road

The forest road is perilous. Wartime refugees have grown desperate and turned to banditry. Neither the bishop nor the Herr Giebelstadt have had the time or manpower to clear the forest of brigands. Now, murderous thugs look to assault weak-looking travelers on this road.

The first sign that there is trouble is that the investigators see a corpse lying off the side of the road. The smell and sound of flies attracts their attention. Two broken arrows jut from his chest, his satchel has been stolen, and his shoes removed. A **SPOT HIDDEN** roll finds a hatchet and a tanning knife nearby, lost under a thorny thicket.

Someone from the Würzburg area recognizes the dead man as CLOS, a talented tanner that travels back and forth between Würzburg and Gerbrunn. An OWN KINGDOM roll recalls gossip that the man keeps two wives, one in each city.

A few minutes later, the investigators hear men talking on the road ahead. A LISTEN roll identifies that the men are irate. Apparently, one of their number was badly wounded by Clos, and another is trying to clumsily stitch him up.

These five men are **bandits**, led by a man named KICZOLD. They recently killed Clos. They are happy to catch and club wanderers on the skulls and take all of their belongings!

If the bandits are questioned – either captured after a fight, or if somehow the investigators talk their way through them – they have a few tidbits of interesting information.

- The men despise authority of all kinds. They blame the recently dead King Wenceslaus for betraying them and enabling Bishop Gerhard and Wilhelm Giebelstadt to slaughter so many Franconians.
- If asked about the Fiery Man, they laugh and say the man is just a folk tale.
- If asked about witches, the men say that there are several stone blocks in the wood around which witches are said to dance and hold pagan sacrifices. While not religious, these men steer clear of such sites.

The Riverside Road

After an hour of travel down this road, the investigators realize they may have made a mistake. The mud on the road grows thick, with sharp stones hidden underneath the muck, making travel slow and dangerous.

Unless the investigators abandon the wagon carrying the body of Bergomaster Jakob, they will arrive many hours later. Additionally, everyone must make a Dex roll or suffer 1D4 damage from slippery falls, battered knees, and twisted ankles. Similarly, the party's teamster handling the wagon must make a DRIVE HORSE/OXEN roll or the wagon's horse ends up breaking a leg, further causing troubles.

About an hour down the road, the investigators see another wagon trapped in the mud. An INT roll identifies the long wagon as that of a lumberjack. A lone man, dressed in black and hooded, stands atop the wagon, weirdly still and unmoving. He does not respond to shouts.

As the investigators approach, a SPOT HIDDEN roll sees that the man underneath the hood **looks identical to Jakob**. When they come within speaking distance, the man points at the

Wald Bandits

MURDEROUS OUTLAWS

STR	60	APP	50
CON	60	POW	45
SIZ	60	EDU	20
DEX	60	SAN	40
INT	50		

HP: 12 DB: none
Build: 0 Move: 8
Armor: Winter clothes (1D2-1)

Brawl	70% (35/14), damage 1D4 (knife)
Axe	60% (30/12), damage 1D8
Shortsword/Spear	60% (30/12), damage 1D6
Dodge	55% (27/11)

Skills: Animal Handling 30%, Climb 50%, First Aid 30%, Intimidate 50%, Natural World 35%, Navigate 50%, Status 0%, Stealth 45%.

Gear: Varies. One wields an axe, another a spear. Kiczold carries a shield and a cheap shortsword. Another man has a regular bow (1D6 damage, Bow 50%). All men carry small knives on their belts.

Description: Once common folk who fought against the bishop, these men retreated into the woods when they were defeated and their friends executed. They are friends with no men now. The wounded man, KITE, with only 2 HP, flees into the woods at the sight of trouble.



investigators, and speaks in a gravelly voice.

"The skull of the saint will become the devil's tankard," he groans unnaturally.

With that, the man clutches his chest and falls over into the mud. This causes a Sanity Check (0/1)! Once investigated, it is clear that the man is dead, and that his face is the simple, anonymous face of a middle-aged lumberjack.

A MEDICINE roll identifies that the man died from some kind of heart attack. Inexplicably, however, his body is far colder than one would expect from a recent and sudden death.

A search of the lumberjack's belongings finds a large knife, some rope, a woodsman's axe and saw, and a healthy supply of dried boar meat. A few yards away, just off the road, is a bronze coin of some sort, hammered and carved with the portrait of a nun holding a saint (see [Handout A](#)).

A RELIGION roll identifies the pendant as a **Representation of Saint Milburga**, an 8th century nun who is venerated for her

ability to convince sinners to repent. She is also surrounded by fantastic stories, including that she had mysterious influence over birds. Another story tells how she prayed beside the body of a dead child. Suddenly, “fire from heaven” engulfed the child. When the flames abated, the child was alive, and his mother was overjoyed. At the Keeper’s option, anyone possessing this trinket and showing it veneration receives the one-time benefit of either surviving a precipitous fall, or a similar crushing death blow (whichever is needed first!).

The Fiery Man

About an hour outside of Gerbrunn, a rainstorm forms and begins pouring down rain. The light fades to what feels like dusk, and there is an acrid smell of ash and sulfur in the air.

Suddenly, a hundred or so yards into the wood a glowing light appears. A man stands there, his body blackened and wrapped in cloth strips, but surrounded in flickering flames. An OC-CULT roll identifies this as the FIERY MAN, a spirit, sometimes thought to be a *kobold*, that leads men home for three silver thalers.

If the investigators enter the woods, the Fiery Man starts walking away from them, as if leading them somewhere. Finally, within five minutes, the investigators see the man enter a ramshackle hovel located in the woods, and closes the door behind him.

The hovel looks to be fifty or more years old. It is made of rotting gray wood and has a drooping thatched roof. There is a single window on its side, but the window is boarded up.

A small bucket sits outside the door. A handful of silver thalers (18 to be exact) are scattered the bottom of the bucket. The door itself is locked.

The only way to open the door is to put more than three coins into the bucket. Then, the investigators hear footsteps and the door opens. Otherwise, no amount of strength or cleverness can open the door. It is magically sealed.

If the investigators each pay the three coin fee, the door is opened by a short, ugly creature. The creature may be a man, but it is hard to tell, as it is the size of a child, its face is bearded and withered, and it has coal-black eyes. Though he rarely speaks, this dwarf’s name is OSENBERG, and he is the loyal servant of the Fiery Man.

The inside of the cottage is sparse. A cot lies in the corner, neatly made, and a warm fire is lit in the fireplace, an iron pitcher warming beside it.

Sitting in a wooden chair near the fire is the Fiery Man. He looks like a normal man, tired and aged, but there is something otherworldly about him. The back half of his body is fringed with black soot; he moves with a lightness unnatural to a man, almost with the agility ashes float on the wind. He invites his guests to sit with him by the fire while the dwarf Osenberg serves them warm beer from the pitcher.

- The Fiery Man introduces himself as “The Man at Arms of the Woods” and says he’s lived in these woods for many, long years, guiding men back safely to their homes. He compliments his dwarf Osenberg as a “fine chef and good caretaker.”
- He seems familiar with the investigators mission to return Jakob’s body to the bishop. He says he has heard that a witch has struck down Jakob, and that “...her vengeance is fueled by dark magic as a fire is fueled by black pitch.”
- The man does not know where the witch is, though “he has seen her at one of the dozens of Block Mountains that lie in the woods”. He warns the investigators that one of the bishop’s closest allies is in league with the witch, and that “you will know him by the **hourglass scar upon his arm.**”
- The Fiery Man cannot touch priests or blessed items, and shies away from them. If threatened with words or violence, he will politely ask his guests to leave.

Once the investigators have warmed themselves, the Fiery Man says that he is busy and politely asks them to leave, “...for you have much to do this day and must tarry no more.”

Osenberg’s special beer has healing qualities too, healing 1D4 hit points.

If the strangers attack the Fiery Man, a storm of ash will suddenly blow from the fire, engulfing the room. All within must make a Hard CON roll or be blinded for several minutes. The Fiery Man uses that distraction to escape into the woods, moving quickly and stealthily (treat him as having Move 9, Stealth 80%). *Keeper’s Note: If the investigators haven’t yet gotten the hint about the traitor with the hourglass scar, the mark is burned into the table after this event.*

Part Three

Gerbrunn Village

The small, rundown settlement of Gerbrunn was charged with building the bishop's new fortress, located just a couple miles east of the village. However, just a few months into construction, the region revolted and the structure was burned. The locals do not go near the fortress now, believing it is a place of ill-luck that has been taken over by a Satan-worshipping prince, BLACK TOBE, and his men-at-arms.

Symon & Enn

The head of the Gerbrunn town council, SYMON, along with his kind wife, ENN, greet the investigators as they enter the village. Symon is a nervous man who only earned his council position because he was visiting his sick mother in Mecklenburg during the year of the revolt. Because he was uninvolved, he was able to stay on the bishop's good side.

If the investigators inquire about lodging, the couple tells them that there is no functioning inn in Gerbrunn, but Enn points them to an abandoned house they can make their own. Enn volunteers their teenage daughter, ILSE, to bring them a venison supper later that day. Conversing reveals a few tidbits:

- Symon explains how the town was prosperous while they were building the bishop's fortress. While the men grumbled about the work, it made them wealthier. "However, their emotions took hold of them and they burned it down shortly after having begun it..."
- There are few men left in town since the revolt. Mostly the old and the young. Enn's family was killed in the revolt. The whole village hates the bishop and Herr Giebelstadt.
- The northern road to Bergtheim is reasonably safe. The brigands and bandits prowl the road to Würzburg instead.
- If asked about the occult or witchcraft, Symon becomes frightened. He quickly tells the investigators about the ruins of the fortress, which has been occupied by a vicious noble from Freiberg named Black Tobe, along with his wife and men. While Symon does not know for certain the man is a devil-worshipper, he would not be surprised, based on the rumor that the man killed a priest in Freiberg. Separately, Enn also has heard stories of witches in the forest, dancing around Block Mountains, but has not seen such sights with her own eyes.

Corpse Theft

If Symon sees that the investigators are bearing the body of Burgomaster Jakob, he will spread this news to his friends

in his town. These men will attempt to steal the body away from the investigators, if left with an opportunity. Hating the burgomaster, they do not wish the body to be buried on consecrated ground, and will instead take it to the old, abandoned fortress, where they believe the devil will take it.

If the investigators do not leave an easy opportunity for the theft of the corpse, the men arrange a distraction. They set one of the abandoned stables on fire on the outskirts of the village, and then run to the investigators for help. If the investigators rush to the sight, the men will attempt to steal Jakob's body if left behind.

If the men cannot lure the investigators away from Jakob's body, they give up their task. This does not affect the events of the adventure.

Black Tobe's Keep

If the villagers steal the body of Jakob, the investigators will have no choice but to recover it. The Keeper can handle this in a few ways. The simplest is that the investigators find the body outside the abandoned keep. Perhaps it is half-eaten by scavengers, requiring the investigators to have a good story when they get to Bergtheim. Or, the villagers may still be hauling it away when the investigators catch up, giving them an opportunity for diplomacy or combat.

Finally, a lengthy, optional side-quest is laid out in the next few pages, giving the investigators the opportunity to confront Black Tobe and his dangerous wife.

Villager

COMMON RABBLE

STR	60	APP	50
CON	60	POW	50
SIZ	45	EDU	30
DEX	60	SAN	40
INT	50		

HP: 9
Build: 0
Armor: Winter clothes (1D2-1)

Brawl	55% (27/11), damage 1D4 (knife)
Hatchet	50% (25/10), damage 1D6
Dodge	45% (22/9)

Skills: Animal Handling 30%, Climb 50%, Drive Horses 45%, Natural World 35%, Status 10%, Track 35%.



Black Tobe's Black Keep

A Side Adventure

The investigators may be lured to the ruined fortress outside of Gerbrunn for two reasons. The men of Gerbrunn may have stolen away the body of Jakob, and deposited it here believing the devil will claim it. Or, the investigators may want to talk to Black Tobe to understand more about the occult in this region.

The bishop's fortress was largely destroyed when the villagers burned it in 1400. Only a corner of the two-story keep is left amidst the ash. While its original roof collapsed, it has recently been repaired. The building is black with ash and smoke damage.

The ruined keep is occupied by Black Tobe, a devil-worshipping son of a count from Freiberg. Banished from the land by his father, Tobe settled here with his commoner wife, OSTERHILDIS, and five of his loyal men. An OWN KINGDOM roll recalls that when confronted by his father and a priest for being a corrupted man, Tobe stabbed his father, killed the priest, and fled into the country with his friends.

Pec

MAN-AT-ARMS

STR	70	APP	45
CON	70	POW	50
SIZ	60	EDU	30
DEX	65	SAN	20
INT	45		

HP: 12 DB: +1D4

Build: 1 Move: 8

Armor: Leather and cap (1D3)

Brawl	75% (37/15), damage 1D4+1D4 (knife)
Spear	80% (40/10), damage 1D6+1D4
Dodge	45% (22/9)

Skills: Animal Handling 50%, Climb 50%, Drive Horses 45%, Listen 50%, Natural World 45%, Spot Hidden 40%, Status 10%, Track 45%.

Gear: Loyal Pec keeps his spear near him at all times.



When the investigators arrive at the keep, Black Tobe and four of his men are gone, out for the day hunting black deer east of the river. Only Osterhildis and one man, PEC, are here.

If the investigators approach quietly, they will observe Pec digging in the ashen remnants of an old storage shed. It looks as if he has found something there, and is pulling timber out to get closer to whatever it is he has found. If the investigators lost Jakob's body, it is this corpse he has discovered.

Pec is loyal to Black Tobe and his wife. He is charged with guarding Osterhildis until Black Tobe returns, and will become violent with anyone who approaches, saying that there are many men inside the keep, and threatening horrible torture and death to any who go near it. He freely admits he worships the devil, and threatens that black magic hangs over the place.

This last fact is somewhat true. During this entire scene at the keep, the Keeper should inflict unlucky events upon the investigators. Folk will slip in the mud, bow strings will break, and an ill-fog will roll in unexpectedly, causing them to cough and choke.

The Black Keep

The entry into the keep is a charred wooden door, its hinges recently repaired.

The lower keep is a simple open room. It is scattered with wool blankets, stale bread, and the worthless personal belongings of Tobe's men. A spiral staircase winds upwards.

As the investigators near the stairs, they hear singing. A fair voice from upstairs sings "The Fat Pidgeon Engelwan". An Int roll recalls it as a song that tells of a fat commoner clumsily emulating a nobleman, often sung as a lesson for common folk not to rise above their station.

The door to the upstairs chamber is made of heavy wood and is locked. A large keyhole, however, allows the investigators to see inside.

Black Tobe's Black Keep

(Cont'd)

Osterhildis

The beautiful wife of Black Tobe sits on a chair in the well-furnished upper chamber. Horrifically, however, her head lies in her lap. She combs her head's hair with a fine wooden comb. Where her head should be on her shoulders is the head of a black goat. This sight causes a Sanity Check (1/1D8)!

Osterhildis, like her husband, is a practitioner of dark magic. Confident in the abilities her master has given her, she has no intent to parlay with strangers, or even let them into her room.

The door can be forced open with a STR roll. A crowbar or such adds a bonus die to the roll (an improvised tool can be found in the remnants outside with a SPOT HIDDEN roll). The door can also be picked with a REPAIR/DEVISE roll.

When the investigators enter the room, Osterhildis appears normally – her beautiful head on her shoulders where it should be!

If the investigators talk to the witch, they find it is difficult to get her to divulge information. She is fearless, seductive, and manipulative, and has no intention of giving strangers help:

- She warns them that her husband will be home soon, with several of his bloodthirsty men-at-arms. "Perhaps they found meat for supper tonight, perhaps they need more," she threatens ominously.
- If asked about events in the towns, she only says that she has spies everywhere, and knows much. She will not, however, claim responsibility for the death of Jakob. "You think us fools if you believe we want the bishop knocking at our door," she explains.
- If asked about other witches, she says, "I care little for the hedge witches of the forest."
- If threatened, she warns the investigators that she commands great power, and that she has no issues giving her husband a gift of their corpses when he returns. At this point, a large goat will suddenly clamber up the side of the tower and leap into the tower room from a window. The thing sidles up close to Osterhildis, protectively, as she scratches it under the chin.

Osterhildis

WITCH

STR	60	APP	80
CON	70	POW	70
SIZ	40	EDU	50
DEX	75	SAN	40
INT	80		

HP: 11
Build: 1

DB: none
Move: 8

Brawl 75% (37/15), damage 1D4+1 (fine dagger)
Dodge 65% (32/13)

Skills: Insight 60%, Intimidate 60%, Listen 65%, Natural World 80%, Occult 60%, Own Kingdom 40%, Persuade 60%, Potions 55%, Religion 45%, Status 50%.

Gear: She keeps a fine dagger in the folds of her dress. In the corner of her room is a lock box with 300 silver thalers.



Daemon Goat

STR	70	INT	15
CON	90	POW	50
SIZ	40		
DEX	60		

HP: 11
Build: 0

DB: +1D4
Move: 9

Armor: 1 (hide)

Brawl 75% (37/15), damage 1D4+1D4 (horns)*
Dodge 60% (30/12)

Skills: Climb 95%, Listen 50%, Spot Hidden 40%, Status 10%, Stealth 50%, Track 35%.

* Anyone hit by this bad tempered goat must make a STR roll to stay on their feet.



Black Tobe's Black Keep

(Cont'd)

If forced into combat, she calls upon her dark master to help. This creates a blast of wind that rushes from one window of the tower to the other, doing 1D4 damage and blowing foes back. Anyone near a window when the jet occurs must make a Luck roll or tumble from the keep. This fall from the window into the soft dirt below does 1D6 damage.

Black Tobe Returns

If the investigators linger around the tower too long, Black Tobe and his hunting party will return. Keepers who want to dangerously complicate this entire side encounter can have Black Tobe return *while* the investigators are inside the tower talking to his wife.

Black Tobe is a murderous, intolerant, and haughty noble. He has holed up in the keep with his wife to plot revenge against his father in Freiberg. He is fiercely in love with his wife, and also intrigued by her dealings in black magic.

From their hunt, the men are bringing back a deer carcass as well as an unconscious maid, the goatherd MARY, who they cruelly plan on enslaving to do the cooking and cleaning for Osterhildis (and likely sacrificing to their dark masters, in time).

If the investigators have harmed Osterhildis, there will be no stopping her husband's vengeance. If the investigators have done no harm to her, Black Tobe is willing to have a brief conversation, though his aim is to drive the strangers away from his keep. If he suspects the investigators will turn against him, he'll order his men to chase after them and ambush them later that day. (Keepers can use Pec's statistics to represent the ruthless men-at-arms).

If the investigators rescue Mary from the evil fugitives, she will plead that they escort her back to Gerbrunn, where she has an uncle who will see her back to her village east of the river.

Black Tobe

FUGITIVE NOBLE

STR	80	APP	50
CON	80	POW	60
SIZ	60	EDU	65
DEX	65	SAN	30
INT	60		

HP: 14

DB: +1D4

Build: 1

Move: 8

Armor: Hardened leather and helm (1D6+1)

Brawl	80% (40/16), damage 1D4+1D4 (knife)
Spiked mace	75% (37/15), damage 1D6+1D4
Bow	70% (35/14), damage 1D6+1D2
Dodge	50% (25/10)

Skills: Animal Handling 40%, Climb 50%, Fighting (Shield) 40%, Insight 40%, Intimidate 80%, Navigate 60%, Occult 25%, Own Kingdom 45%, Religion 35%, Status 70%, Stealth 50%.

Gear: 50 thalers, hunting bow.

Notes: While the son of a deeply religious count, Black Tobe will never speak of his father. He deeply hates the clergy, and insults religion every chance he gets. He's deeply loyal to Osterhildis, and will fiercely protect her.



Part Four

Bergtheim

Bergtheim is a poor farming village at the northern edge of the woods. The village is surrounded by acres of oat and cabbage fields. There is not a surplus here, the fields produce just enough for the village and some of the surrounding folk.

The center of the small village is a sturdy Romanesque church built on the remnants of an old monastery. The fortified churchyard here is large enough that it is often used to store excess grain for all of Würzburg. Each year, the bishop visits to bless the grain before it is stored away for winter.

When the investigators arrive, old Bishop Gerhard is resting inside a small residence on the church property. As the ruler of Würzburg, he is accompanied by a dozen or so servants at all times, and guarded by a half-dozen men-at-arms.

It is not difficult to get an audience with the bishop. A sincere reason and a good reaction causes a servant to schedule a short meeting with FATHER MATTIO, the bishop's doting attendant. Father Mattio is diligent and has many questions, but

will be inclined to grant an audience with the bishop. This is automatic if the investigators inform any of the bishop's servants that they bear the body of Burgomaster Jakob, his illegitimate son.

Audience with Bishop Gerhard

Bishop Gerhard is 87 years old, frail, but still sharp of mind. He is always tended to by Father Mattio and two additional servants, VICK OF VOLKSMANHAGEN, his coughing bodyguard, and LOW ORDULF, his loyal, but dim-witted footman.

The bishop is deeply horrified that his son has been killed, and demands to know what happened. At first, he suspects the death was from another peasant uprising. Soon, he suspects witchcraft, and immediately falls into a useless, catatonic state, which soon evolves into deep prayer. He has long suspected that a witch would come for his soul, and this has frightened him deeply.

While the bishop remains in quiet prayer, Father Mattio urges the investigators to be wary, for the devil's eyes are everywhere. Vick questions them for details about the events

The Bishop's Attendants



FATHER MATTIO DEL BRUN - Mattio is the bishop's diligent gatekeeper; no one is allowed to see him without Mattio's approval. Mattio is an infinitely patient man, and always seems to have "just one question more" before he grants a meeting with the bishop. Mattio is a devout, middle-aged Italian priest who advises and tends to Bishop Gerhard. Mattio is sour but doting. He loves the bishop and worries about the aging man all the time. He is also concerned because he knows the bishop is declining fast, and that his successor, Adam of Osnabrück is a corrupt man. Mattio is trying to convince Bishop Gerhard to write a letter to Rome to reject Adam as his successor, but so far, his attempts have failed.



VICK OF VOLKMANSHAGEN - Vick is the bishop's arrogant, chief bodyguard. He's been recently assigned to look after the bishop after his last bodyguard fell ill in Marienberg. Vick is a veteran of the recent wars, and enjoyed the bloody work. Vick seems to have chest problems, as he is always coughing and clearing his throat. If asked about his cough, he blames the cold winter weather.



LOW ORDULF - Low Ordulf is the bishop's hardworking footman. He tends to the bishop's everyday needs, fetching him food, changing his chamber pot, grooming his favorite horse, and running simple errands at the bishop and Mattio's request. As befits his nickname, Ordulf is seen as kind but simple. Ordulf follows orders well, but both the bishop and Mattio know not to overcomplicate any instructions.

in Würzburg, and calls for several strong men in the village to protect the church, in the event of a similar attack.

Father Mattio takes it upon himself to arrange for the burial of Burgomaster Jakob. He asks Low Ordulf to begin digging a grave behind the church, in a cemetery already overfull with the dead from the Battle of Bergtheim.

Finding the Traitor

If the investigators received the warning from the Fiery Man, they will know one of the bishop's servants is a traitor, marked by an hourglass-shaped scar on his arm, and is in league with the witch. Since all of the bishop's advisors are dressed warmly for the winter, it's impossible to tell which one is the witch's agent from eyesight alone.

The traitor is Vick of Volksmanhagen. Vick met the dark witch, Otilie when he stumbled upon her cottage in the forest during a hunting trip. She seduced him, and gave him poisons so that he could murder the bishop's loyal bodyguard and take his place. Since then, she's been using Vick to spy on the bishop, and has told him that when the bishop is dead, he will be promoted as a chief advisor to the new bishop assigned to Würzburg.

Otilie has told Vick that when the bishop's son is dead, that is his cue to kidnap the bishop and take him to her in the woods. Once Vick sees that Jakob is dead, he plots to steal the bishop away in the middle of the night.

The next section of the adventure can play out in several ways:

- The investigators may find a clever way to uncover the scar upon Vick's arm before the midnight kidnapping.
- The investigators may awaken the next morning to discover that the bishop has been kidnapped. The investigators can track Vick into the woods, or search his quarters to find clues to the witch's location.
- If the investigators suspect the bishop is in danger, they may catch Vick in the act of trying to hurry the bishop away.

If confronted prior to his kidnapping attempt, Vick becomes aggressive. He will never admit to being in league with a witch, knowing it means certain death. If he can't kidnap the bishop, he'll attack the investigators, and then flee into the woods to Otilie. It does not matter whether Vick dies at the hands of the investigators or lives to kidnap the bishop and bring him to the witch. What is important is that the investigators get a clue to the witch's location.

Keeper's Note: If the investigators entirely missed the clue about the traitor and his scar, there is another opportunity to discover that Vick is the traitor. Father Mattio will ask them to accompany

Low Ordulf to help dig Jakob's grave in the cemetery behind the church. If befriended, Low Ordulf can mention to the investigators that Vick has a "pretty girlfriend who lives in the woods." This worries Ordulf, because Vick keeps his visits into the woods a secret from his wife, who Ordulf knows would be mad. If the investigators don't take the opportunity to help Ordulf with the grave, that's okay too. The investigators will likely awake the next morning to discover the bishop has been kidnapped, and Vick is missing, forcing them to track him into the woods.

The Kidnapping

As the bishop retires to his quarters – a small house near the church – Vick grabs a sturdy villager to keep guard over the bishop. He refuses to let the investigators help him guard the bishop, saying that the bishop doesn't trust them.

Shortly after midnight, Vick orders the villager to get his horse. He kills the villager upon his return, wakes the bishop, and then takes him into the woods to deliver him to Otilie.

If confronted, Vick will do everything in his power to bring the bishop to Otilie, even threatening to kill the bishop if he is stopped (which he will not do – he knows Otilie will be furious). However, if all is lost, he will do his best to escape into the woods and return to Otilie by himself.

If the bishop escapes the ordeal, he commands the investigators kill the witch and destroy her with fire. Otherwise, Father Mattio will play this role, pleading with the investigators to recover the bishop and kill the witch.

The Cloister

Vick, Father Mattio, and Low Ordulf live in a small stone building in the church's yard. The structure was originally built to house two elderly monks, but they died while traveling to Bergtheim. Now, Mattio and Ordulf share a small room, and Vick has a room to himself.

If the investigators search Vick's room, they find two items of interest. One, an undelivered note on the window sill is written to a woman named LYS, who bakes bread for the town (see [Handout B](#)). It instructs her to take a delivery of bread to Otilie in the woods. This gives the investigators a solid clue where to find the witch!

In a dirty towel on the floor is a finger bone attached to a silver chain. On the chain is written "Dymphna." A RELIGION roll identifies this as a **Relic from Saint Dymphna**, an Irish saint who is patron to the sick and mentally unstable. Vick had stolen this from a church in Marienberg to ward off the cough that he had developed.

Part Five

The Dark Wicche

The dark witch Otilie lives in a cottage a two miles south of Bergtheim. The investigators can find her location in the woods either because they followed or tracked Vick into the woods, or found the directions intended for the village's baker woman in Vick's quarters.

The dark woods are aptly named. Massive fir trees create an canopy that seals out light and chills the air. The trails are narrow and winding, making it easy to get lost. Sharp hills make visibility difficult. During the day, the forest is eerly quiet, but at night, hungry wolves howl too close.

A NATURAL WORLD roll can discover edible berries while in the forest. A Hard success finds *moonwort*, a small fern with a magical reputation for opening locks and helping with horse care. Keepers may give a bonus die to lockpicking attempts or ANIMAL HANDLING roll if they know how to prepare and apply the fern.

Vick of Volkmanshagen

TRAITOROUS CAPTAIN

STR	75	APP	70
CON	55	POW	70
SIZ	60	EDU	35
DEX	65	SAN	30
INT	50		

HP: 11 DB: none
Build: 0 Move: 8
Armor: brigandine and helm (1D8)

Brawl	80% (40/16), damage 1D4 (knife)
Longsword	75% (37/15), damage 1D8
Crossbow	65% (35/14), damage 1D8+2
Dodge	60% (30/12)

Skills: Animal Handling 40%, Fighting (Shield) 60%, Intimidate 70%, Navigate 70%, Occult 35%, Own Kingdom 85%, Religion 30%, Status 40%, Stealth 70%, Tracking 70%.

Gear: 10 thalers, pack with various personal belongings.

Notes: Vick has developed a nasty cough. While he does not yet realize it, this is due to his association with his love, Otilie. He bears an hour-glass shaped scar on his left shoulder, which he claims is a scar from an arrow wound, but was actually caused by the witch's nails.



Tracking Vick in the woods requires a TRACK roll (Hard difficulty if it is the middle of the night). A failure means the investigators are lost for hours in the woods, and arrive at the witch's location later than anticipated – which the Keeper can penalize accordingly, perhaps with the bishop already dead, or the witch having time to prepare defenses as her animal spies have alerted her. *Keeper's Note: If the investigators are all terrible at tracking, Low Ordulf may volunteer to help; he knows the forest reasonably well and has Track 70%.*

The Block Mountain

Otilie has built the house on the edge of a *blocksberg*, or a "Block Mountain" – a forested hill ringed with old stones. An OCCULT roll identifies Block Mountains places as ancient locations where witches and cultists often perform dark ceremonies.

Small heaps of viscera are scattered around the hill, each buzzing with loathsome and large flies. It is clear that this place has been recently used for rituals. A collection of stumps forms a kind of table in the middle of the ring of stones.

Otilie

THE DARK WICCHE

STR	50	APP	60
CON	90	POW	80
SIZ	50	EDU	40
DEX	75	SAN	00
INT	80		

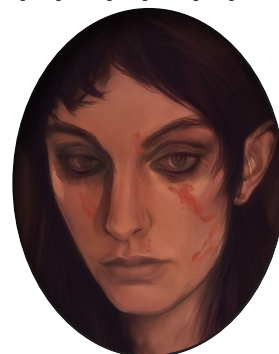
HP: 14 DB: none
Build: 0 MP: 16
Move: 8 Armor: leather (1D2)

Brawl	75% (37/15), damage 1D6 (large knife)
Javelin	70% (35/14), damage 1D6
Dodge	65% (32/13)

Skills: Insight 70%, Intimidate 60%, Listen 70%, Natural World 80%, Occult 70%, Own Kingdom 50%, Persuade 80%, Potions 55%, Religion 55%, Status 50%, Tracking 30%.

Gear: In addition to her knife and javelin, she keeps a small pouch under her dress. Inside, she carries a couple of alchemical pastilles which can cause deep sleep if burned (though she herself has become immune to them).

See p.15 for details on Otilie's dark powers.





When the investigators enter Otilie's grove, there are three likely setups:

- If Bishop Gerhard has been kidnapped, he will be bound to the stump table, weeping and praying, with Otilie prepared to sacrifice him, and Vick standing guard with his crossbow. The witch dances lewdly around the bishop, chanting to the devil, and preparing to gut him with a wicked-looking javelin.
- If Vick escaped the Bergtheim without the bishop, Otilie will be inside her cottage with Vick standing guard outside. Otilie is too overconfident to flee her domain! But she has summoned the daemonic entity, GAMIGIN, to protect her and Vick. See the information about Gami-gin, below.
- If the investigators stopped Vick and found their way here on their own, they likely catch Otilie unawares in her cottage. She is still dangerous, however...

Otilie's Defenses


Otilie is a powerful witch who has sold her soul to the devil. She has murdered strangers that have wandered into her glen before, and she will do it again, especially if her plans to replace the bishop look threatened. Otilie has three supernatural powers that she will use to defend herself:

The Devil's Storm – For 6 MP, Otilie can surround Block Mountain in a whirlwind of debris, with her acting as the

eye of the windstorm. Anyone within the windstorm must roll vs. STR every turn or be knocked over. Additionally, all dexterity-based skills and ranged attacks are penalized with a penalty die due to the windstorm.

Strike Sinners Blind – Otilie can strike men blind when they are a few paces away. The spell costs Otilie 4 MP. The spell is resisted by Con; otherwise, blindness lasts 10 turns.

The Devil's Stone Heart – Otilie can only use this ability once the bishop (or some other clergyman) has been slain by her hand; she can only use it a single time. It costs no MP to cast, as the energy comes from hell itself. A victim within a few paces away must make a CON roll. If the roll fails, their heart turns into stone. They will die within three minutes, but may make a CON roll each turn to stay conscious until that happens.

 However, anyone carrying any of the three relics found previously in the adventure (the Skull of St. Kilian, the Fingerbone from Saint Dymphna, or the Pendant of Saint Saint Milburga) is immune to Otilie's dark magic. If Otilie discovers this, she will order Vick, if he's there, to steal and discard the relic.

Gamigin

Additionally, if Otilie knows that the investigators are coming and has had time to prepare – either because Vick told her,

Gamigin

DEMON PRINCESS

STR 100 INT 90
CON 70 POW 90
SIZ 65
DEX 90

HP: 13 DB: +1D6
Build: 1 Move: 10
Armor: 4 (demon hide)
Sanity Loss: 1D3/1D10

Brawl 80% (40/16), damage 1D4+1D6 (beak)
Dodge 60% (22/9)

Skills: Climb 80%, Listen 60%, Spot Hidden 80%, Stealth 60%, Track 65%. Gamigin is omnilingual, and possesses most knowledge and craft skills at 60%.

Gear: None, though she enjoys a good pitchfork if she can find one (treat as a spear, 80%, 1D6+1d6 damage).

Notes: Gamigin possesses vast knowledge, and will use her near-omniscience to terrorize her foes. She'll threaten eternal torment, remind men of the names of their helpless children and wives, and ask them about their past sins. She talks from the second head under her belly, making this all the more disconcerting. Gamigen, however, cannot attack holy people or those carrying blessed relics.




or because of sheer carelessness, or simply because the Keeper wants to terrorize the investigators with a more difficult final encounter – she will have sacrificed her mule to summon a demon, Gamigin, to keep watch. In exchange for a day's protection from the devil, she has vowed to sacrifice her lover Vick to the demon afterwards – obviously something Vick does not yet know!

Gamigin is a tall, upright creature that is somehow a cross between a goat and bird, with a sharp beak, two tongues, and a second face that can appear where her crotch would be. She will lounge atop the witch's house, grotesquely gnawing on the thatch on her roof. Seeing the unholy devil causes a Sanity Check (1D3/1D10).

An OCCULT or RELIGION roll identifies Gamigin, and also that she is an intelligent demon princess known for teaching men dark languages. This roll also reveals that the witch has likely made a bargain with it, and that the demon will only break the bargain if a better one is made.

A successful exorcism and a Hard RELIGION roll will mentally stun the creature. An Extreme success will banish it from the world! A bonus die may be rolled if the demon's name is known.

 Like with the witch's spells, the demon is unable to harm anyone who carries a saintly relic.

The Cottage of the Witch

A dozen or so yards away from the Block Mountain is Otilie's cottage, a primitive cruck wooden cottage with one window and two rooms. The main room is the central living room, the other is a smoky room containing a stone oven.

The door to the cottage is flimsy (DR 1, 25 HP), but has been equipped with a primitive lock, which can be picked with a REPAIR/DEVISE roll or smashed open with a Hard STR roll. The door is usually kept open during the day, unless Otilie expects trouble.

The floors of the cottage are strewn with white ash. The living room has a large bed frame with a wool-stuffed mattress and blankets made of sheepskin. Oily and foul-smelling candles provide illumination for Otilie's work. Otilie keeps a sharp javelin leaning near the door, as well as a *stang* – a pronged stick with a black antler tied to its top. The stang burns the first person who touches it, causing 1D3 burning damage.

The other room in the cottage contains a stone oven. A suckling pig roasts inside the oven, though an examination of it reveals that the creature has a fifth leg jutting from its side.

A bow and quiver of arrows is kept in this room. A shovel and short pitchfork is also here, which Otilie uses for her garden behind the cottage.

A nice, locked cedar box is kept near the stove. Unlocking the box reveals a withered heart covered in ash. An OCCULTISM roll identifies this horrific item as part of her pact with the devil; and something that should be destroyed. Indeed, this heart belonged to one of Otilie's early victims; his murder sealed the deal she made with the devils to grant her dark magical knowledge. If the heart is burned in the stove or some other fire, Otilie herself takes 2D8 burn damage and is stunned for a turn.

The Finale

Otilie is an intelligent, vengeful, and arrogant woman. She has ultimate faith in her powers, believing that they will easily help her overcome any strangers entering her glen. This is especially true if she has the bishop in her grasp.

If Otilie's sacrifice is interrupted, she will hiss and berate the interlopers, threatening them with the devil's magic if they do not retreat into the woods like the cowardly dogs that they are. She is not stupid however, and if she thinks she is about to get overrun by a superior force, she will kill the bishop, order Vick to guard her retreat, and then escape into her cottage in order to summon her magical defenses.

Otilie will use similar tactics if she does not have the bishop, but either knows the investigators are coming from Vick, or hears them coming. She holes up in her cottage, summons her magic, and prepares to make her stand.

If Otilie is *entirely* taken by surprise, the investigators will find her in her cottage preparing supper. She will legitimately be surprised to find the investigators there, and will claim to be a simple woman, a refugee from the Battle of Bergtheim. She says that her husband was drowned in the river after he fought against the bishop (which is true), and that she is afraid to return to civilization. If she thinks her ruse is working, she'll invite the investigators to stay, perhaps seducing one of them, but in the middle of the night she'll release a pastille from her oven which is meant to put them into a deep sleep (a Hard CON roll can resist), so that she can dispatch them.

With a good plan, the investigators can defeat Otilie and cast her body and soul back to the devil. When she is slain, her body collapses to the ground and her bones are gruesomely pulled into the earth, leaving only her pale white skin behind. This sight causes a Sanity Check (1/1D6)!

For surviving the adventure, investigators receive a 1D4 SAN reward, or 1D6 if they showed excellent performance, such as defeating the witches and saving the bishop.

Keepers should freely confer various reputations, contacts, or patrons for befriending any of the influential folk in the adventure. The bishop and Wilhelm Giebelstadt would make powerful patrons, while if the investigators left the adventure with any witches alive, they may have earned an enemy of them.

Special Thanks

Special thanks hafizaprilio on Fiverr.com for his illustration of the evil demon Gamigin. Thanks also to thispersondoesnotexist.com and artbreeder.com for helping create illustrations of the various characters. The map was created with Campaign Cartographer. Finally, special thanks to the creators of the 1992 PC game *Darklands*, which inspired this adventure.

For more free one-shot adventures and their VTT assets, please visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or tweet @SageThalcos on Twitter.

Disclaimer Stuff

The material presented here is an original creation, intended for use with the *Call of Cthulhu* system from Chaosium Inc. This material is not official and is not endorsed by Chaosium Inc. If you're not familiar with *Call of Cthulhu*, a free lite version of the rules can be found [here](https://www.chaosium.com/call-of-cthulhu).

Change Log

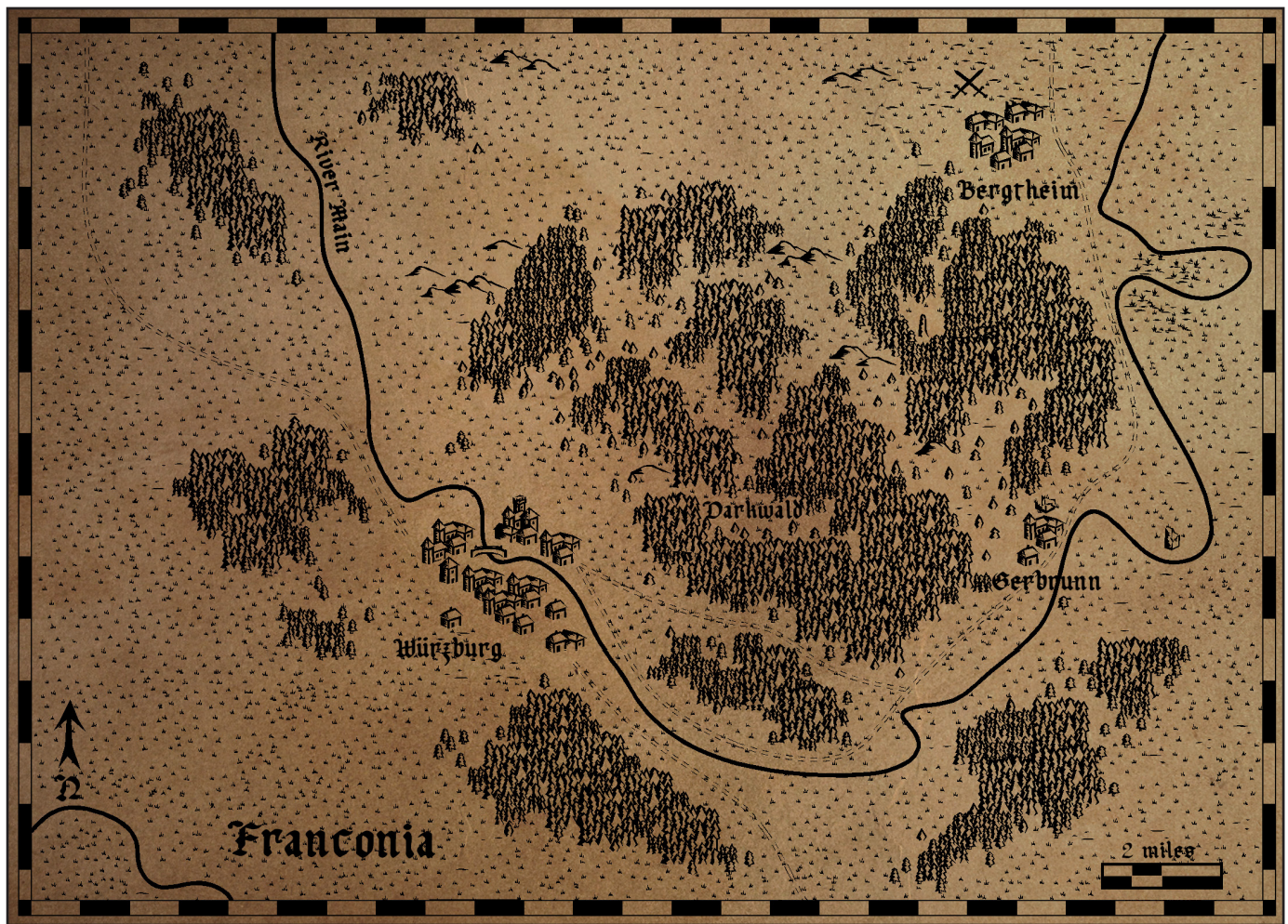
- v1.0 - Original release (February 2021)
- v1.1 - Fixed some stat errors (February 2021)
- v1.2 - Minor edits (December 2021)



Map - Jakob's Manor



Map - Würzburg and Surrounding Area



Handouts



Handout A - Representation of
Saint Milburga

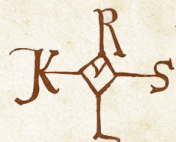
Beyillin-

The bishop commands you to make a delivery to a poor widow woman who lives alone in the woods. This is for Charity as the Lord does command.

Deliver four brot loaves, six apples & a honeyed loaf of barley to a cottage.

Take the deer trail one mile until you find a split fir tree. Then take the shorter path south until you see a brook. Follow the brook down for a mile to the cottage near a block Mountain. The woman's name is Otilie. Deliver the charity and return henceforth.

herr Vick



Handout B - Letter the baker,
Beyillin, from Vick, showing
the whereabouts of Otilie's cottage

dark ages investigator

Name NIKOLAUS PRESSEL

Player _____

Occupation Cooper

Age 24 Sex Male

Residence Würzburg

Birthplace Würzburg

Characteristics

STR 80 ⁴⁰/₁₆ DEX 50 ²⁵/₁₀ POW 50 ²⁵/₁₀
CON 70 ³⁵/₁₅ APP 60 ³⁰/₁₂ EDU 40 ²⁰/₈
SIZ 60 ³⁰/₁₂ INT 50 ²⁵/₁₀ Move Rate 8



major wound

13 MP

temp. insane

mind. insane

50

Max

Insane 01 02 03 04 05 06 07

hit points

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
20			

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

sanity

CALL OF CTHULHU

10 MP

luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

skills

<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Own Kingdom (20%) <u>Franconia</u>	<input type="checkbox"/> Sleight of Hand (25%)
<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Own Language (EDU) <u>German</u>	<input type="checkbox"/> Spot Hidden (25%) <u>45</u> ²² / ₉
<input type="checkbox"/> Appraise (05%) <u>20</u> ¹⁰ / ₄	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (15%)	Status (00%) <u>45</u> ²² / ₉
<input type="checkbox"/> Art / Craft (05%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> Pilot Boat (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> _____	<input type="checkbox"/> Library Use (05%)	<input type="checkbox"/> Ranged Weapons <u>Bow (10%)</u> <u>45</u> ²² / ₉	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/> _____	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Charm (15%) <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> R&W Language (01%) <u>11</u> ⁵ / ₂	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Climb (20%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
Cthulhu Mythos (00%)	<input type="checkbox"/> _____	<input type="checkbox"/> Repair/Devise (20%) <u>70</u> ³⁵ / ₁₄	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX) <u>25</u> ¹² / ₅	<input type="checkbox"/> Navigate (10%) <u>60</u> ³⁰ / ₁₂	<input type="checkbox"/> Religion (20%)	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Horse/Oxen (20%) <u>30</u> ¹⁵ / ₆	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Ride Horse (05%) <u>25</u> ¹² / ₅	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Other Kingdoms (10%)	<input type="checkbox"/> Science (01%)	<input type="checkbox"/> _____
<input type="checkbox"/> Fighting (Brawl) (25%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____ <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

armor

armor type	value
<u>Winter clothes</u>	<u>1D2-1</u>
shield type	dmg/armor
_____	____/____
_____	____/____

weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
Woodsman's Axe	50	25	10	1D6+db	-	1	-	-

Combat

Damage Bonus	<u>+1D4</u>
Build	<u>+1</u>
Dodge	<u>25</u> ¹² / ₅

backstory



Personal Description

Itinerant carpenter, cooper, and builder... slowly clawing his way up to middle class

Traits

Chummy
Reluctant to violence
Bad reputation (hiring criminals)

Ideology/Beliefs

Dream is help build a guild hall
Always on the look out for a wife

Injuries & Scars

Bad back

Significant People

Phobias & Manias

Too kind a judge of character
Fears the woods at night (brother vanished in them)

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

gear & possessions

Fitted gloves
Wagon loaded with barrels
Winter clothes
Boots
Donkey "Karotte"
Carpenter's hammer
Woodman's Axe

Cash & Assets

Spending Level

Cash 10 thalers

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You just bought land in Würzburg and built a small, but well-crafted house. Your business of selling barrels to local ale makers has been booming lately. Seems that most of the previous guildsmen doing the work died in the revolt last year, either at the Battle of Bergtheim or afterwards when the leaders were executed by Wilhelm Giebelstadt. Thank the heavens you were living north in Magdeburg at the time, visiting your sister, and so you missed out on the revolt and its bloody aftermath. Now, you just want to build a good reputation with Giebelstadt and the head of the town, Burgomaster Jakob, so you can earn a good living.

dark ages investigator

Name MARGRYTE TROSCH
 Player _____
 Occupation Nun
 Age 20 Sex Female
 Residence Würzburg
 Birthplace Würzburg

Characteristics

STR 50 ²⁵/₁₀ DEX 50 ²⁵/₁₀ POW 60 ³⁰/₁₂
 CON 50 ²⁵/₁₀ APP 70 ³⁵/₁₅ EDU 65 ³²/₁₃
 SIZ 40 ²⁰/₈ INT 75 ³⁷/₁₅ Move Rate 9



major wound

M 9 HP

temp. insane

mind. insane

60

Max

Insane 01 02 03 04 05 06 07

hit points	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

sanct

CALL OF CTHULHU

M 12 MP

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

luck

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

skills

<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Own Kingdom (20%) Franconia	<input type="checkbox"/> Sleight of Hand (25%)
<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Own Language (EDU) German	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (15%)	Status (00%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> Pilot Boat (01%)	
<input type="checkbox"/>	<input type="checkbox"/> Library Use (05%)	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/>	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> R&W Language (01%) German	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/> Latin	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Repair/Devise (20%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Horse/Oxen (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Religion (20%)	
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Other Kingdoms (10%)	<input type="checkbox"/> Ride Horse (05%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/>	<input type="checkbox"/> Other Language (01%) French	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

ARMOR

armor type	value
Winter clothes	1D2-1
shield type	dmg/armor
	/
	/

weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	mal.
Unarmed	35	17	7	1d3 + db	-	1	-	-

Combat

Damage Bonus	-
Build	+0
Dodge	30 ¹⁵ / ₆

backstory



Personal Description

A capable, learned novice nun whose family was all executed after a failed revolt
Has an ethereal look to her

Traits

Crafty and clever
Enjoys eavesdropping

Ideology/Beliefs

Regrets not traveling more before she became a nun

Injuries & Scars

Nervous stomach

Significant People

Reverend Mother Agathe - Mentor

Phobias & Manias

Distrusts civil authority

Meaningful Locations

Varenwerth Abbey, located at the edge of Würzburg

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

Has received visions

gear & possessions

Mother's silver crucifix
Winter clothes

Cash & Assets

Spending Level

Cash 10 thalers

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

After the tragedy, you spent most of your winter days tending to the fire in the abbey's calefactory. It is dull work, but at least you have earned the trust and respect of the elderly nuns in the abbey, including the Agathe, the Reverend Mother herself. When the Reverend Mother found out that a famous church investigator, Father Poncellet, was visiting Würzburg from France, she sent you to meet him at the cathedral to assist him translating from French to German. As it turned out, the priest did not need a translator, so you've decided to spend the week in Würzburg assisting him anyway. It is a welcome break from the monotony of the abbey.

dark ages investigator

Name VOLRAD WARNEKOW

Player _____

Occupation Gravedigger

Age 26 Sex Male

Residence Würzburg

Birthplace Würzburg

Characteristics

STR 80 ⁴⁰/₁₆ DEX 70 ³⁵/₁₄ POW 50 ²⁵/₁₀
 CON 60 ³⁰/₁₂ APP 50 ²⁵/₁₀ EDU 40 ²⁰/₈
 SIZ 50 ²⁵/₁₀ INT 40 ²⁰/₈ Move Rate 9



major wound

HP

temp. insane

mind. insane

50

Max

Insane 01 02 03 04 05 06 07

hit points	Dying	00	01	02	
	Unconscious	03	04	05	
	06	07	08	09	10
	11	12	13	14	15
	16	17	18	19	20

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

sanct

CALL OF CTHULHU

MP

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

luck

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

skills

<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Own Kingdom (20%) Franconia	<input type="checkbox"/> Sleight of Hand (25%)
<input type="checkbox"/> Animal Handling (15%)	<input type="checkbox"/> Insight (05%)	<input type="checkbox"/> Own Language (EDU) German	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Persuade (15%)	Status (00%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Jump (25%)	<input type="checkbox"/> Pilot Boat (01%)	
<input type="checkbox"/>	<input type="checkbox"/> Library Use (05%)	<input type="checkbox"/> Ranged Weapons	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/> Listen (25%)	<input type="checkbox"/>	<input type="checkbox"/> Swim (25%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Throw (25%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> R&W Language (01%) German	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Repair/Devise (20%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Horse/Oxen (20%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Religion (20%)	
<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Other Kingdoms (10%)	<input type="checkbox"/> Ride Horse (05%)	
<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Mace	<input type="checkbox"/> Other Language (01%)	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

ARMOR

armor type	value
Winter clothes	1D2-1
shield type	dmg/armor
	/
	/

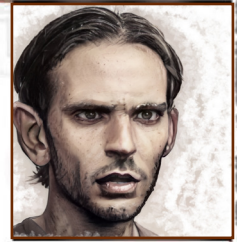
weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	mal.
Unarmed	70	35	14	1d3 + db	-	1	-	-
Knife	70	35	14	1d4+db	14	1	1	-
Rusty mace	45	22	9	1d6+db	-	1	-	-

Combat

Damage Bonus	+1d4
Build	+1
Dodge	55 ²⁷ / ₁₁

backstory



Personal Description

Ex-criminal, was sentenced to death, but saved by the bishop; now a loyal gravedigger

Traits

Street smart
Prone to violence
Fidgety and nervous

Ideology/Beliefs

Sense of duty to the clergy and religious folk
Always shares his dreams - thinks they have meaning

Injuries & Scars

Significant People

Phobias & Manias

Afraid he'll lose his job and have to farm oats
Steals sacramental wine - thinks it gives him luck

Meaningful Locations

Enjoys hunting alone in the forest

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

gear & possessions

Tin crucifix
Winter clothes, fur cap
Knife
Rusty mace (at home)

Cash & Assets

Spending Level

Cash 5 thalers

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You joined the revolt in 1400. Grabbed a bunch of your boys, found some weapons, and prepared to kill some of the bishop's men. Didn't go well. Most of your friends were killed by the knights at Bergtheim. Big Cuno spit in Herr Gebelstadt's face and was hanged on the spot. You fled into the woods. Barely survived. But when you got back to Wurzburg, you were arrested for treason. But the old bishop Gerhard said he saw "God's Grace in your eyes" and forgave you. Gave you a good job at the church, digging the graves and helping clean up the rectory. You don't know why you deserved that. Maybe the bishop confused you with someone else? Best not to ask some questions.

dark ages investigator

Name VEIT HEILINGSCHWERT
 Player _____
 Occupation Knight
 Age 26 Sex Male
 Residence Marienberg
 Birthplace Marienberg

Characteristics

STR 70 ³⁵/₁₄ DEX 65 ³²/₁₃ POW 50 ²⁵/₁₀
 CON 60 ³⁰/₁₂ APP 50 ²⁵/₁₀ EDU 50 ²⁵/₁₀
 SIZ 50 ²⁵/₁₀ INT 60 ³⁰/₁₂ Move Rate 9



major wound	<input type="checkbox"/>	temp. insane	<input type="checkbox"/>	mind. insane	<input type="checkbox"/>	50	Max	Insane	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
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hit	11	12	13	14	15	CALL OF CTAULAU																				M10MP					magic points																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
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CALL OF CTHULHU

<input type="checkbox"/> Accounting (10%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Own Kingdom (20%)		<input type="checkbox"/> Sleight of Hand (25%)	
<input type="checkbox"/> Animal Handling (15%)	40 ²⁰ / ₈	<input type="checkbox"/> Insight (05%)		<input type="checkbox"/> Own Language (EDU)	50 ²⁵ / ₁₀	<input type="checkbox"/> Spot Hidden (25%)	40 ²⁰ / ₈
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Intimidate (15%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Persuade (15%)		Status (00%)	60 ³⁰ / ₁₂
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Jump (25%)		<input type="checkbox"/> Pilot Boat (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Library Use (05%)		<input type="checkbox"/> Ranged Weapons	40 ²⁰ / ₈	<input type="checkbox"/> Swim (25%)	
<input type="checkbox"/> Climb (20%)	30 ¹⁵ / ₆	<input type="checkbox"/> Listen (25%)		<input type="checkbox"/> Crossbow (10%)		<input type="checkbox"/> Throw (25%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> R&W Language (01%)	40 ²⁰ / ₈	<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Dodge (half DEX)	50 ²⁵ / ₁₀	<input type="checkbox"/> Natural World (20%)		<input type="checkbox"/> German			
<input type="checkbox"/> Drive Horse/Oxen (20%)		<input type="checkbox"/> Navigate (10%)	40 ¹⁰ / ₄	<input type="checkbox"/> Repair/Devise (20%)			
<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Religion (20%)	30 ¹⁵ / ₆		
<input type="checkbox"/> Fighting (Brawl) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Other Kingdoms (10%)		<input type="checkbox"/> Ride Horse (05%)	60 ³⁰ / ₁₂		
<input type="checkbox"/> Axe (15%)	70 ³⁵ / ₁₄	<input type="checkbox"/> Other Language (01%)		<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> Sword (20%)	70 ³⁵ / ₁₄						

ARMOR

armor type	value
Brigandine	1D6+1
shield type	dmg/armor
	/
	/

weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	mal.
Unarmed	70	35	14	1d3 + db	-	1	-	-
Pollaxe	70	35	14	2d6+db	-	1	-	-
Broadsword	70	35	14	1d8+db	-	1	-	-
Crossbow	40	20	8	1d8+2	14	1/2	10	-

Combat

Damage Bonus	+1d4
Build	+1
Dodge	50 ²⁵ / ₁₀

backstory



Personal Description

Landless Teutonic knight, en route to Marienberg, gravely injured from his last battle

Traits

Compulsive spender
A truly terrible singer
Noticeable scar on his cheek

Ideology/Beliefs

Maintain's a soldier's code of honor
Enjoys carousing with commoners (when drunk)

Injuries & Scars

Suffers from a bad head wound
Alcoholic

Significant People

Phobias & Manias

Mortified about his war injury that causes dizziness
Never learned to fight from horseback, won't admit it

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

gear & possessions

Backpack and wool blanket
Brigandine armor, pothelm
Pollaxe
Broadsword
Crossbow

Cash & Assets

Spending Level

Cash 5 thalers

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

You've returned home to Würzburg after skirmishes in Prussia with nobles of the Lizard Union. Your last battle was a disaster. Your order's standard bearer prematurely lowered his banner, which accidentally signalled a retreat. Caught up in the confusion, you were hit in the head by a Prussian glaive. The weapon pierced your helm and knocked you clean out. Ever since then, the slightest injury causes you dizziness and head pain. You think the blow has also quickened your temper. At least Würzburg ale dulls the pain. But now, you're not sure if you'll reunite with your fellow knights in the spring in Poland. The pain and indecision weighs heavily on you.

dark ages investigator

Name PONCELLET

Player _____

Occupation Investigator

Age 21 Sex Male

Residence Lyon

Birthplace Paris

Characteristics

STR 50 ²⁵/₁₀ DEX 50 ²⁵/₁₀ POW 80 ⁴⁰/₁₆
CON 40 ²⁰/₈ APP 50 ²⁵/₁₀ EDU 70 ³⁵/₁₄
SIZ 60 ³⁰/₁₂ INT 60 ³⁰/₁₂ Move Rate 7



major wound

M10 HP

temp. insane

mind. insane

80

Max

Insane

01 02 03 04 05 06 07

hit points

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
20			

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

sanct

CALL OF CTHULHU

M16 MP

luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

skills

- ☐ Accounting (10%)
- ☐ Animal Handling (15%)
- ☐ Appraise (05%)
- ☐ Art / Craft (05%)
- ☐ _____
- ☐ _____
- ☐ Charm (15%)
- ☐ Climb (20%)
- ☐ Cthulhu Mythos (00%)
- ☐ Dodge (half DEX) 50 ²⁵/₁₀
- ☐ Drive Horse/Oxen (20%) 40 ²⁰/₈
- ☐ Fast Talk (05%)
- ☐ Fighting (Brawl) (25%)
- ☐ Staff (25%)
- ☐ _____

- ☐ First Aid (30%) 10 ²⁷/₁₁
- ☐ Insight (05%) 55 ²⁵/₁₀
- ☐ Intimidate (15%) 50 ²⁵/₁₀
- ☐ Jump (25%)
- ☐ Library Use (05%)
- ☐ Listen (25%)
- ☐ Medicine (01%)
- ☐ Natural World (20%)
- ☐ _____
- ☐ Navigate (10%)
- ☐ Occult (05%) 50 ²⁵/₁₀
- ☐ Other Kingdoms (10%)
- ☐ _____
- ☐ Other Language (01%) 60 ³⁰/₁₂
- ☐ _____
- ☐ _____

- ☐ Own Kingdom (20%) France
- ☐ Own Language (EDU) 70 ³⁵/₁₄
- ☐ _____ French
- ☐ Persuade (15%)
- ☐ Pilot Boat (01%)
- ☐ Ranged Weapons
- ☐ _____
- ☐ _____
- ☐ R&W Language (01%) 60 ³⁰/₁₂
- ☐ _____ French/German
- ☐ _____ Latin
- ☐ Repair/Devise (20%)
- ☐ Religion (20%) 90 ¹⁵/₆
- ☐ Ride Horse (05%) 40 ²⁰/₈
- ☐ Science (01%)
- ☐ _____
- ☐ _____

- ☐ Sleight of Hand (25%)
- ☐ Spot Hidden (25%) 60 ³⁰/₁₂
- ☐ Status (00%) 60 ³⁰/₁₂
- ☐ _____
- ☐ Stealth (20%)
- ☐ Swim (25%)
- ☐ Throw (25%)
- ☐ Track (10%)
- ☐ _____
- ☐ _____

ARMOR

armor type	value
Winter clothes	1D2-1
shield type	dmg/armor
_____	____/____
_____	____/____

weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	mal.f.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Quarterstaff	25	12	5	1d6+db	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Combat

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>25</u> ¹² / ₅

backstory



Personal Description

Strict Dominican investigator, returning from France after tracking the Cathar conspiracy

Traits

Reputation as a sharp man

Nitpicks details

Curious

Ideology/Beliefs

Takes his priestly vows seriously

Pacifist - won't kill

Injuries & Scars

Significant People

Phobias & Manias

Light sleeper

Thinks he's far stronger than he actually is

Doesn't drink

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

Skeptical, especially of the supernatural

gear & possessions

Small pack

Fine winter clothes

Gold crucifix

Good shoes

Jean Froissart's Chronicles

Sturdy quarterstaff

Cash & Assets

Spending Level

Cash 50 thalers

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP;

Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Bishop Gerhard asked you to come to Würzburg because he believes he has an infestation of witches! You think not! In all your years as an investigator, you have never once encountered a real witch. Nor have you met a kobold, danced with a woodwife under the full moon, or traded rings with a dwarf in a cave. The likely truth is that the old bishop is paranoid and senile, and some poor girl is being accused of witchcraft by a jealous neighbor who envies her flaxen hair. But Gerhard carries much influence with Pope Boniface, so you agreed to make the journey from Lyon to Würzburg to question a few folk.

dark ages investigator

Name KRISTINA OF ROSTOCK

Player _____

Occupation Chronicler

Age 37 Sex Female

Residence Rostock

Birthplace Rostock

Characteristics

STR 40 ²⁰/₈ DEX 60 ³⁰/₁₂ POW 60 ³⁰/₁₂
CON 60 ³⁰/₁₂ APP 50 ²⁵/₁₀ EDU 70 ³⁵/₁₄
SIZ 50 ²⁵/₁₀ INT 70 ³⁵/₁₄ Move Rate 8



major wound

11 HP

temp. insane

mind. insane

60

Max

Insane

01

02

03

04

05

06

07

hit points

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	20

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

sanity

CALL OF CTHULHU

12 MP

luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

magic points

skills

<input type="checkbox"/> Accounting (10%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> First Aid (30%) <u>50</u> ²⁵ / ₁₀	<input type="checkbox"/> Own Kingdom (20%) <u>60</u> ³⁰ / ₁₂ Franconia	<input type="checkbox"/> Sleight of Hand (25%) _____
<input type="checkbox"/> Animal Handling (15%) _____	<input type="checkbox"/> Insight (05%) _____	<input type="checkbox"/> Own Language (EDU) <u>60</u> ³⁰ / ₁₂ German	<input type="checkbox"/> Spot Hidden (25%) <u>60</u> ³⁰ / ₁₂
<input type="checkbox"/> Appraise (05%) _____	<input type="checkbox"/> Intimidate (15%) _____	<input type="checkbox"/> Persuade (15%) <u>50</u> ²⁵ / ₁₀	Status (00%) <u>70</u> ³⁵ / ₁₄
<input type="checkbox"/> Art / Craft (05%) <u>50</u> ²⁵ / ₁₀ Drawing	<input type="checkbox"/> Jump (25%) _____	<input type="checkbox"/> Pilot Boat (01%) _____	<input type="checkbox"/> Stealth (20%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> Library Use (05%) _____	<input type="checkbox"/> Ranged Weapons _____	<input type="checkbox"/> Swim (25%) <u>40</u> ²⁰ / ₈
<input type="checkbox"/> _____	<input type="checkbox"/> Listen (25%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> _____	<input type="checkbox"/> Throw (25%) _____
<input type="checkbox"/> Charm (15%) _____	<input type="checkbox"/> Medicine (01%) _____	<input type="checkbox"/> R&W Language (01%) _____	<input type="checkbox"/> Track (10%) _____
<input type="checkbox"/> Climb (20%) _____	<input type="checkbox"/> Natural World (20%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
Cthulhu Mythos (00%) _____	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> Repair/Devise (20%) <u>30</u> ¹⁵ / ₅	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX) <u>30</u> ¹⁵ / ₅	<input type="checkbox"/> Occult (05%) _____	<input type="checkbox"/> Religion (20%) <u>50</u> ¹⁵ / ₆	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Horse/Oxen (20%) _____	<input type="checkbox"/> Other Kingdoms (10%) _____	<input type="checkbox"/> Ride Horse (05%) <u>40</u> ²⁰ / ₈	<input type="checkbox"/> _____
<input type="checkbox"/> Fast Talk (05%) _____	<input type="checkbox"/> Other Language (01%) _____	<input type="checkbox"/> Science (01%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Fighting (Brawl) (25%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

ARMOR

armor type	value
<u>Winter clothes</u>	<u>1D2-1</u>
shield type	dmg/armor
_____	____/____
_____	____/____

weapons

weapon	regular	hard	extreme	damage	range	attacks	ammo	mal.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Dagger	25	12	5	1d4 + db	-	1	-	-

Combat

Damage Bonus	<u>+0</u>
Build	<u>0</u>
Dodge	<u>30</u> ¹⁵ / ₆

backstory



Personal Description

A noble widow with a passion to help the suffering - and document the tale

Ideology/Beliefs

Charitable - cares deeply about the poor
Loves mending and repairing things

Significant People

Erics, her son and new viscount
Doesn't even pretend to miss her husband

Meaningful Locations

Treasured Possessions

Traits

Honest face
Impulsive
Fond of horses

Injuries & Scars

Phobias & Manias

Anxiously awaiting some kind of heavenly vision
Distrusts the French
Obsession- write a book about the suffering poor

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

gear & possessions

Fur cloak
Fine winter clothes
Gold crucifix
Soft winter boots
Fine dagger

Cash & Assets

Spending Level

Cash 50 thalers

Assets

Family estate in Rostock

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Soon after you visited Rome last year, your husband died last year of a withering illness. You just know he was struck down because he was miserly, and never gave an extra penny to the poor farmers who worked his land). You suddenly realized your life's work was to travel the country, account for all the ill and suffering, and write a book so that others may more deeply understand the Plight of Man. Your son, Erics, doesn't understand your passion, but he is a strong lad, a good listener, and obedient - so he has sworn to document your stories.

Nikolaus Pressel

Carpenter and Craftsman



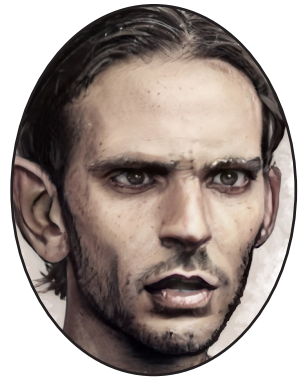
Sister Margryte

Novice Nun



Volrad Marnekouw

Gravedigger



Veitt Heilingschwerdt

Teutonic Knight



Fr. Poncellet

Church Investigator



Christina of Rostock

Chronicler of Suffering

