

# Lands of the Dark Wicche

by JC. CONNORS

## About the Adventure

*Lands of the Dark Wicche* is a *GURPS Middle Ages* folklore-inspired horror adventure set in early 15th century Germany. The adventure can easily be adapted to other fantasy game systems (a *Call of Cthulhu* and *5E* version is also available at [www.1shotadventures.com](http://www.1shotadventures.com)).

*Lands of the Dark Wicche* is suitable for three-to-six 100 point characters, though more heroic 150-point characters can also work with some minor tweaks. The end of this adventure includes six pregenerated characters so GMs and players can get started right away.

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 PCs, 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.

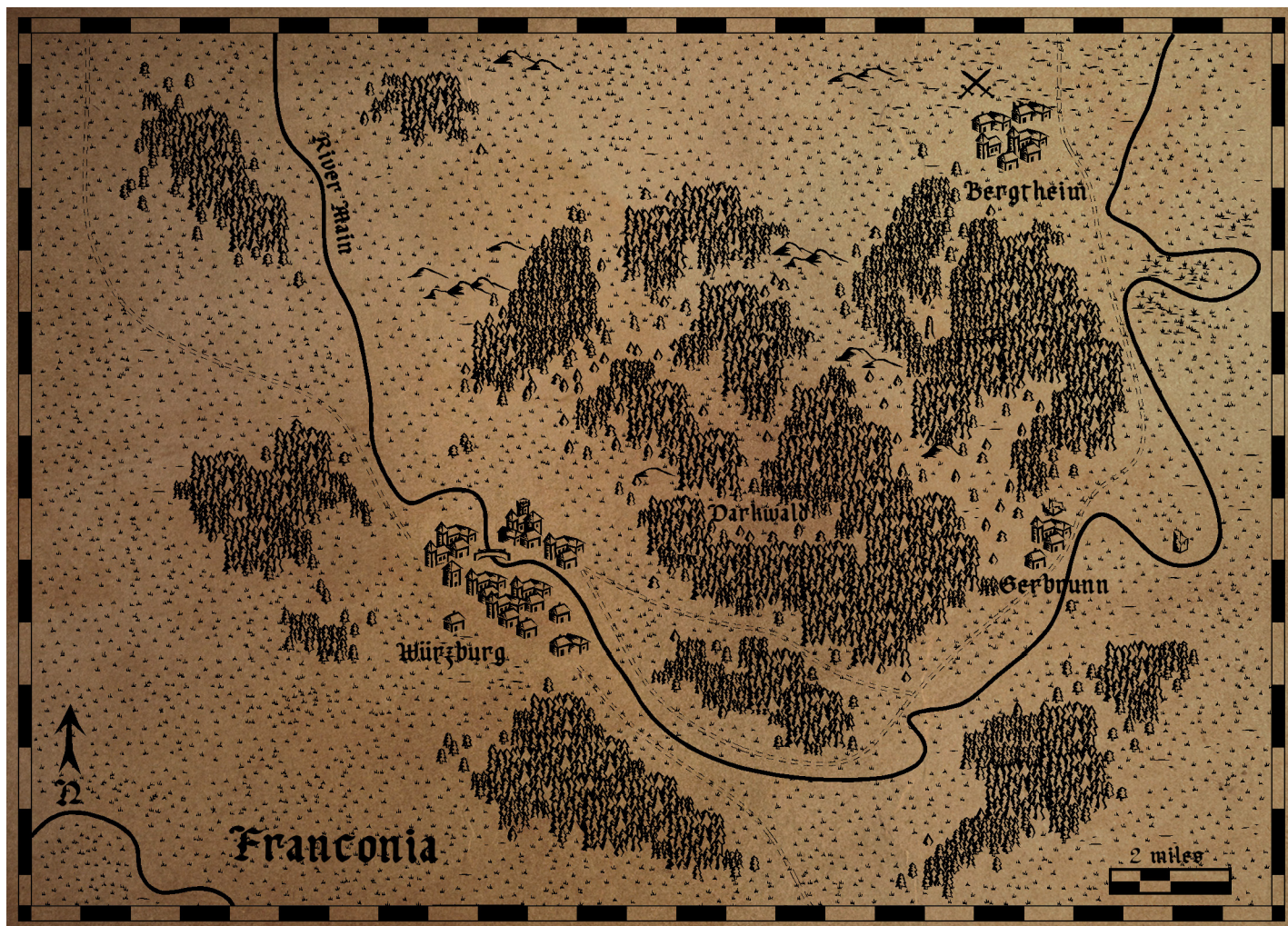
The adventure is centered in Franconia, near the town of Würzburg. Just a few years ago, the town fought for independence against its ruler, elderly Bishop Gerhard. Angry at him for harsh taxes, the town destroyed his new fortress and occupied his cathedral, hoping the king would intervene on their behalf. 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 PCs 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 PCs 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 PCs take rest in the village of Gerbrunn. There, some villagers 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 PCs confront a witch and her evil noble husband who live in the fort.

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

In part five, the PCs must 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 PCs 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 HT roll every 10 seconds or start coughing terribly, causing -3 to DX and IQ.

Locating Jakob requires a PERCEPTION (HEARING)-3 roll to hear his shouts. Otherwise, rescuers must fumble around looking for him, losing 1d6 FP from smoke inhalation (3d6 on a critical 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 PERCEPTION (VISION)-4 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 PCs 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 rushes the PCs. This grotesque sight causes a FRIGHT CHECK -3!

If the PCs defeat the possessed creature, they find Jakob still trapped under the heavy wooden beam. The beam is 250 lbs., requiring someone with ST 13 to lift off him (or ST 12 with a good LIFTING roll).

Unfortunately, Bergomaster Jakob is dead. In addition to being partially crushed by the beam, the witch-possessed servant stabbed him multiple 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

ST	14	HP: 14
DX	12	Will: 12
IQ	9	Per: 10
HT	10	FP: 10

Basic Speed: 6.0	SM: 0
Move: 6	Claws: 1d cut
Dodge: 10	Knife: 2d-2 cut
Parry: 10	



**Traits:** Appearance (Hideous); Bloodlust; Claws (Sharp); Combat Reflexes; DR 1; Extra Attack 1; High Pain Threshold; Hard to Kill 3; Hard to Subdue 3. Smells of bile. Fears holy men.

**Skills:** Brawling-14; Knife-14.

**Gear:** Large knife (2d-2 cut, reach C, 1; 1d imp, reach C; Parry 10).

**Description:** 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 vs. the men-at-arms PER 8 (modified due to dark-

ness and distraction). As they dash into the streets, Friar Corbinian gives one of the PCs a supportive look... perhaps even distracting one of the knight's men so the PC 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.

- The investigators 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 PCs, along with 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.
- The PCs 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 PCs attack or kill Giebelstadt and his men, the friar will find the PCs later that night. GM's 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 PCs 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

## Wilhelm Giebelstadt

### FRANCONIAN KNIGHT

ST	12	HP: 13
DX	12	Will: 12
IQ	11	Per: 11
HT	12	FP: 12

Basic Speed: 6.0 SM: 0  
Move: 5 Punch: 1d-1 cr  
Dodge: 9 Hammer: 1d+6 imp  
Parry: 11U



**Traits:** Bad Back; Bully; Combat Reflexes; Duty (Bishop Gerhard); High Pain Threshold; Intolerance; Phobia (Devilry); Status 3.

**Skills:** Animal Handling (Equines)-12; Axe/Mace-14; Brawling-14; Broadsword-14; Intimidation-12; Knife-14; Law-10; Occultism-10; Riding-12; Savoir-Faire-11; Strategy-11; Tactics-11; Theology (Catholicism)-9; Two-handed Axe/Mace-14.

**Gear:** Warhammer (1d+6 imp, Reach 1,2, Parry 11U, 7 lbs.); medium brigandine torso armor (DR 5, 20 lbs.); leather arms and leg armor (DR 2, 21 lbs.), brigandine helm (DR 4, 4 lbs.)

**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

ST	10	HP: 10
DX	10	Will: 12
IQ	12	Per: 12
HT	12	FP: 12

Basic Speed: 5.5 SM: 0  
Move: 5 Punch: 1d-3 cr  
Dodge: 8



**Traits:** Clerical Investment; Curious; Wanderlust.

**Skills:** Hiking-12; Occultism-12; Religious Ritual (Catholic)-12; Riding-10; Theology-12.

**Description:** 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.



behind. The Fiery Man lit the way back to Würzburg for 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 PCs deliver the body to Bishop Gerhard at Bergtheim. He orders the PCs 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 PCs 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 Friar 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 PCs to Bergtheim.

If the PCs ask around town to investigate the night’s events, a STREETWISE 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 PC’s 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 PCs on their journey from any witchcraft or black magic, but urges the PCs 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 GM’s option, any devout character who venerates the relic can receive +1 to a HT 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 PCs down. An appropriate AREA KNOWLEDGE or NAVIGATION 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 AREA KNOWLEDGE, CURRENT AFFAIRS, or STREETWISE roll will know this.

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. A CURRENT AFFAIRS roll locates a traveler who recently made the journey. The traveler thinks that taking a wagon down that muddy riverside road is folly.

Regardless of which road the PCs take, they encounter the Fiery Man (below). Additionally, GMs 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 PCs 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 SEARCH 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. A CURRENT AFFAIRS roll recalls gossip that the man kept two wives, one in each city.

A few minutes later, the PCs hear men talking on the road ahead. A PERCEPTION (HEARING) 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. If they catch the PCs, they will happily club them on the skulls and take all of their belongings!

If the bandits are questioned – either captured after a fight, or if somehow the PCs 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 PCs 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 PCs abandon the wagon carrying the body of Bergomaster Jakob, they will arrive many hours later. Additionally, the party must make a DX-based SURVIVAL roll or suffer 1d-2 damage from slippery falls, battered knees, and twisted ankles. Similarly, the party's teamster handling the wagon must make a TEAMSTER roll or the wagon's horse ends up breaking a leg, further causing troubles.

About an hour down the road, the PCs see another wagon trapped in the mud. A CARPENTRY 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 PCs approach, they see that the man's visage under the hood is identical to Jakob's! When they come closer, the man points at the PCs, and speaks in a gravelly voice.

## Wald Bandits

### MURDEROUS OUTLAWS

ST	12	HP: 12
DX	11	Will: 10
IQ	10	Per: 10
HT	11	FP: 11

Basic Speed: 5.5 SM: 0  
Move: 5 Punch: 1d-2 cr  
Dodge: 8



**Traits:** Fit; Social Stigma (Fugitives); Status -1; various.

**Skills:** Axe/Mace-12; Bow-12; Brawling-12; Intimidation-11; Knife-12; Shield-11; Spear-12; Stealth-11; Survival-11.

**Gear:** Varies. One wields a two-handed axe (1d+5 cut, Parry 9U, 4 lbs.), another a spear (1d+4 imp, Parry 9). Kiczold carries a shield and a cheap shortsword (DB+2, 1d+2 cut or 1d-1 imp). Another man has a regular bow (1d imp, Acc 1, Range 180/240, Shots 1(2)). All men carry small knives on their belts (1d-2 imp, Parry 8).

**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 One:** The wounded man, KITE, with only 2 HP, flees into the woods at the sight of trouble.

*"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. 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 DIAGNOSIS roll finds 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 THEOLOGY 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 GM’s option, anyone possessing this trinket and showing it veneration receives the one-time benefit of either Catfall or Hard to Kill 1 (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 OCCULTISM 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 PCs enter the woods, the Fiery Man starts walking away from them, as if leading them somewhere. Finally, within five minutes, the PCs 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 PCs hear footsteps and the door opens. Otherwise, no amount of strength or cleverness can open the door. It is magically sealed.

If the PCs 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 PCs 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 PCs 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 individuals or items, and shies away from them. If threatened with words or violence, he will politely ask his guests to leave.

Once the PCs 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 1d-1 HP (minimum 1 HP).

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 HT-5 roll or be blinded for 1 minute for each point by which the roll was missed. The Fiery Man uses that distraction to escape into the woods, moving quickly and stealthily (treat him as having Move 7, Stealth-15). *GM’s Note: If the PCs 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 PCs 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 PCs 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. Talking to the two 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 PCs 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 PCs 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 PCs, 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 PCs 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 PCs for help. If the PCs rush to the sight, the men will attempt to steal Jakob's body if left behind.

If the men cannot lure the PCs 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 PCs will have no choice but to recover it. The GM can handle this in a few ways. The simplest is that the PCs find the body outside the abandoned keep. Perhaps it is half-eaten by scavengers, requiring the PCs to have a good story when they get to Bergtheim. Or, the villagers may still be hauling it away when the PCs catch up, giving the PCs an opportunity for diplomacy or combat.

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

### Villager

#### COMMON RABBLE

ST	10	HP: 10
DX	10	Will: 10
IQ	10	Per: 10
HT	10	FP: 10

Basic Speed: 5.0 SM: 0

Move: 5

Dodge: 8

**Traits:** Varies. Most will be Fit.

**Skills:** Axe/Mace-9; Area Knowledge-10; Farming-11; Knife-10; Survival-10.

**Gear:** Most have woodsman's axes (1d+2 cut, Parry 8U), improvised clubs (1d+1 cr, Parry 8), or large knives (1d-2 cut, Parry 7).



# Black Tobe's Black Keep

## A Side Adventure

The PCs 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 PCs 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. A CURRENT AFFAIRS 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

ST	12	HP: 12
DX	12	Will: 11
IQ	11	Per: 11
HT	12	FP: 12

Basic Speed: 6.0 SM: 0  
Move: 5 Punch: 1d-2 cr  
Dodge: 8

**Traits:** Acute Hearing 1; Compulsive Lying; Duty (Black Tobe); Fit; High Pain Threshold; On the Edge; Social Stigma (Ignorant); Wealth (Struggling). Mumbles.

**Skills:** Axe/Mace-12; Brawling-13; Intimidation-11; Knife-12; Spear-13; Stealth-11; Survival-11; Tracking-10.

**Gear:** He keeps a dagger and spear near him at all times (1d+2 imp, reach 1-2, 4 lbs); medium hardened leather torso armor (DR 2); medium leather cap (DR 3); padded cloth elsewhere (DR 1).



When the PCs 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 PCs 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 PCs 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 GM should inflict Unluckiness upon the PCs. 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 single spiral staircase winds upwards.

As the PCs near the stairs, they hear singing. A fair voice from upstairs sings "The Fat Pidgeon Engelwan". An IQ-based SINGING 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 PCs 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 FRIGHT CHECK-4!

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 ST roll against the hinges' ST 17. A crowbar or such adds +2 to the roll (an improvised tool can be found in the debris outside with a SCROUNGING roll). The door can also be picked with a LOCKPICKING roll.

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

If the PCs try talking to the witch, it is difficult to get her to divulge information. She is fearless, seductive, and manipulative, but has no intention of giving strangers any useful 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 PCs 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

ST	13	HP: 11
DX	12	Will: 13
IQ	12	Per: 13
HT	12	FP: 12

Basic Speed: 6.0	SM: 0
Move: 5	Punch: 1d-2 cr
Dodge: 8	Knife: 1d imp

**Traits:** Appearance (Beautiful); Combat Reflexes; Fit; Hard to Subdue 1; High Pain Threshold. Arrogant and narcissistic.

**Skills:** Alchemy-12; Gardening-13; Holdout-13; Intimidation-12; Knife-14; Occultism-13; Sleight of Hand-11; Survival-12.

**Gear:** She keeps a fine dagger in the folds of her dress (1d imp, Parry 9). In the corner of her room is a lock box with 300 silver thalers.



### Daemon Goat

ST	12	HP: 12
DX	12	Will: 10
IQ	4	Per: 12
HT	12	FP: 12

Basic Speed: 6.0	SM: 0
Move: 7	Horns: 1d+1 cr
Dodge: 10	Kick: 1d-1 cr

**Traits:** Bad Temper; Clinging (with hoofs); Combat Reflexes; DR 1 (tough skin); Discriminatory Smell; Enhanced Move 1/2; Hooves; Leaper 5; Night Vision 8; Peripheral Vision; Parabolic Hearing; Perfect Balance; Quadraped; Striker (horns); Terrain Adaptation; Ultrahearing; Wild Animal.

**Skills:** Brawling-14; Climbing-14; Intimidation-11; Jumping-13; Stealth-12; Survival-12; Sumo Wrestling-13.



# 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 6d cr knockback-only damage. Anyone near a window when the jet occurs must make a DX roll or tumble from the keep. This fall from the window into the soft dirt below does 1d cr damage.

### Black Tobe Returns

If the PCs linger around the tower too long, Black Tobe and his hunting party will return. GMs who want to dangerously complicate this entire side encounter can have Black Tobe return *while* the PCs 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 PCs have harmed Osterhildis, there will be no stopping her husband's vengeance. If the PCs 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. (GM's can use Pec's statistics to represent the ruthless men-at-arms).

If the PCs 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

ST	13	HP: 13
DX	12	Will: 13
IQ	12	Per: 12
HT	12	FP: 12

Basic Speed: 6.0	SM: 0
Move: 5	Punch: 1d cr
Dodge: 9	Mace: 2d+2 cr
Parry: 11U	



**Traits:** Callous; Combat Reflexes; Enemy (Freiberg); Fit; High Pain Threshold; Intolerance; Luck; Reputation -3 (Murderous Traitor); Sadism; Sense of Duty (Osterhilde); Social Stigma (Fugitive); Status 3 (Son of a Count). Won't speak of his deeply religious father. Can't help but insulting the clergy every chance he gets.

**Skills:** Animal Handling (Equines)-12; Axe/Mace-14; Bow-12; Brawling-14; Broadsword-13; Fast-Draw (Knife)-13; Intimidation-13; Knife-13; Law-10; Leadership-12; Occultism-11; Riding-12; Savoir-Faire-12; Shield-12; Stealth-12; Tactics-11; Theology (Catholicism)-10; Tracking-12; Two-handed Axe/Mace-14.

**Gear:** Spiked mace (2d+2 cr, Reach 1, Parry 11U, 5 lbs.); heavy hardened leather torso armor (DR 3, 19 lbs.); leather arms and leg armor (DR 2, 21 lbs.); large knife (1d-1 imp, reach C, Parry 9); heavy boots (DR 2); pouch of 50 silver thalers.



## 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 PCs 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 roll causes a servant to schedule a short meeting with FATHER MATTIO, the bishop's dotting 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 PCs 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 PCs to be wary, for the devil's eyes are everywhere. Vick questions them for details about the events in Würzburg.

## 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 dotting. 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.

burg, 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 PCs 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 PCs may find a clever way to uncover the hourglass scar upon Vick's arm before the midnight kidnapping.
- The PCs may awaken the next morning to discover that the bishop has been kidnapped. The PCs can track Vick into the woods, or search his quarters to find clues to the witch's location.
- If the PCs 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 PCs, and then flee into the woods to Otilie. It does not matter whether Vick dies at the hands of the PCs or lives to kidnap the bishop and bring him to the witch. What is important is that the PCs get a clue to the witch's location.

*GM's Note: If the PCs 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 Or-*

*dulf to help dig Jakob's grave in the cemetery behind the church. If befriended with a Very Good or better reaction roll, Low Ordulf can mention to the PCs 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 PCs don't take the opportunity to help Ordulf with the grave, that's okay too. The PCs 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 PCs 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 PCs kill the witch and destroy her with fire. Otherwise, Father Mattio will play this role, pleading with the PCs 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 PCs 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 PCs 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 THEOLOGY 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 PCs 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 eerily quiet, but at night, hungry wolves howl too close.

A NATURALIST or SURVIVAL roll can discover edible berries while in the forest. An HERB LORE roll finds *moonwort*, a small fern with a magical reputation for opening locks and helping with horse care. GMs may give PCs +1 to a LOCK-PICKING or ANIMAL HANDLING roll if they know how to prepare and apply the fern.

#### Vick of Volkmanshagen

##### TRAITOROUS CAPTAIN

ST	13	HP: 13
DX	12	Will: 11
IQ	11	Per: 11
HT	12	FP: 12

Basic Speed: 6.0 SM: 0  
Move: 4 Punch: 1d cr  
Dodge: 8



**Traits:** Appearance (Attractive); Combat Reflexes; Fearlessness 1; High Pain Threshold; Legal Enforcement Powers; Secret (in the witch's thrall); Status 1; Stubbornness; Sense of Duty (Otilie); Coughs a lot, from the witch's influence. Has a strange hourglass-shaped scar on his shoulder.

**Skills:** Animal Handling (Equines)-11; Broadsword-14; Brawling-14; Crossbow-13; Fast-Draw (Sword)-13; Fast-Talk-11; Intimidation-11; Knife-13; Poisons-10; Riding-12; Shield-12; Soldier-12; Spear-13; Stealth-11; Survival-10; Tactics-11.

**Gear:** Longsword (2d cut, reach 1; 1d+2 imp, reach 1,2; Parry 11, 4 lbs.); medium brigandine torso armor (DR 5, 20 lbs.); leather arms and leg armor (DR 2, 21 lbs.); light plate pot helm (DR 3, 3 lbs.); small, balanced knife (1d-1 imp, reach C, Parry 9); composite crossbow (1d+5 imp, Acc 4, Range 325/390, Shots 1(4), RoF 1, Bulk -5, 10 lbs). Pack with food, various personal belongings.

Tracking Vick in the woods requires a TRACKING roll (modified by darkness penalties if it is the middle of the night). A failure means the PCs are lost for hours in the woods, and arrive at the witch's location later than anticipated – which the GM can penalize accordingly, perhaps with the bishop already dead, or the witch having time to prepare defenses as her animal spies have alerted her. *GM's Note: If the PCs are all terrible at tracking, Low Ordulf may volunteer to help; he knows the forest reasonably well and has Tracking-12.*

### 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 OCCULTISM or SURVIVAL (WOODLANDS)-3 roll identifies Block Mountains places as ancient locations where witches and cultists often perform dark ceremonies.

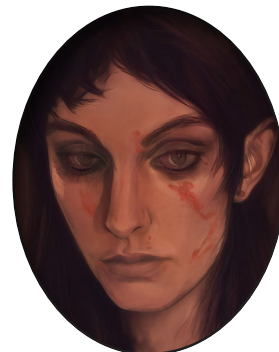
Small heaps of viscera are scattered around the hill, each buzzing with loathsome and large flies. It is clear that this place has been recently used for rituals. A collection of stumps forms a kind of table in the middle of the ring of stones.

#### Otilie

##### THE DARK WICCHE

ST	12	HP: 12
DX	13	Will: 13
IQ	12	Per: 12
HT	12	FP: 16

Basic Speed: 6.25 SM: 0  
Move: 6 Claws: 1d-1 cut  
Dodge: 10 Knife: 2d-2 cut



**Traits:** Appearance (Attractive); Bad Temper; Combat Reflexes; DR 1 (tough skin); High Pain Threshold; Obsession (Kill Bishop Gerhard); Social Stigma (Witch); Loves freshly baked bread.

**Skills:** Alchemy-11; Area Knowledge-13; Bow-12; Brawling-14; Fast-Talk-13; Gardening-12; Herb Lore-14; Hidden Lore (Demons)-15; Knife-14; Naturalist-12; Occultism-14; Poisons-13; Sex Appeal-12; Shadowing-13; Spear-13; Theology-11.

**Gear:** Javelin (1d-1 imp, reach 1, Parry 10, 2 lbs.); small knife (1d-2 imp, reach C, Parry 10). She wears winter clothes, which provides DR 1 vs. cutting. In a small pouch under her dress, she carries a couple of alchemical pastilles which can cause deep sleep if burned (though she has become immune to them).

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



When the PCs 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 Gamin, below.
- If the PCs 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** – She can surround Block Mountain in a whirlwind of debris, with her acting as the eye of the wind-

storm. Anyone within the windstorm must roll vs. ST every second or be knocked over. Additionally, all DX-based skills are at -5, and ranged attacks are at -10 for every yard they pass through.

**Strike Sinners Blind** – Otilie can strike men blind. Treat this as the Strike Blind spell, with Otilie having skill 16. The spell is resisted by HT, lasts 10 seconds, and costs 4 FP to cast, 2 to maintain.

**The Devil's Stone Heart** – Otilie can only use this ability when the bishop (or some other clergyman) has been slain by her hand; she can only use it a single time. Treat this as a regular spell with a casting time of 2 seconds, and Otilie having a skill of 16. Victims may resist with HT. If the spell succeeds, their heart turns into stone, dropping them to -FP, and killing them within 3 minutes.

 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.

## Gamin

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



## Gamigin

### DEMON PRINCESS

ST 19 HP: 20  
DX 13 Will: 13  
IQ 13 Per: 13  
HT 13 FP: 13

Basic Speed: 6.5 SM: 0  
Move: 6 (12) Claw: 2d cut  
Dodge: 10 Bite: 2d pi+

**Traits:** Appearance (Monstrous); Charisma 1; Claws (Sharp); Combat Reflexes; DR 3 (tough skin); Enhanced Move 1 (loses hands, ground speed 12); High Pain Threshold; Omnilingual; Teeth (Beak); Terror 6; Unaging; Unfazeable. Cannot attack holy people or relics; hooves; talks from the second head under her belly.

**Skills:** Brawling-15; Hidden Lore (Demons)-15; Occultism-15; Politics-15; Savoir-Faire-15; Spear-15; Teaching-13; Traps-13; Writing-14. Various other liberal arts skills.

**Gear:** None, although she enjoys a good pitchfork if she can find one (2d+3 (0.5) imp, reach 1,2, Parry 11U, 5 lbs. Targets have -1 to Dodge, +1 to Block or Parry)

**Description:** 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.




of sheer carelessness, or simply because the GM wants to terrorize the PCs 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 FRIGHT CHECK-6!

An OCCULTISM, HIDDEN LORE (DEMONS), or THEOLOGY-3 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 quick contest of EXORCISM or THEOLOGY-3 vs. Gamigin's Will will mentally stun the creature. A critical success will banish it from the world. Roll at +4 if the demon's name is known.

 Like with the witch's spells, the demon is unable to harm anyone who is Blessed or 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 LOCKPICKING roll or smashed open with a FORCED ENTRY roll vs. its ST 14. 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 1d-2 burn 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 3d burn damage and is mentally stunned.

## 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 PCs 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 PCs will find her in her cottage preparing supper. She will legitimately be surprised to find the PCs 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 PCs 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 (roll HT-3 to resist), so that she can dispatch them.

With a good plan, the PCs 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 FRIGHT CHECK-4!

For completing the adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance, such as defeating the witches and saving the bishop.

GMs 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 PCs 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](http://thispersondoesnotexist.com) and [artbreeder.com](http://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](http://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](http://1shotadventures.com) or tweet @SageThalcos on Twitter.

## Disclaimer Stuff

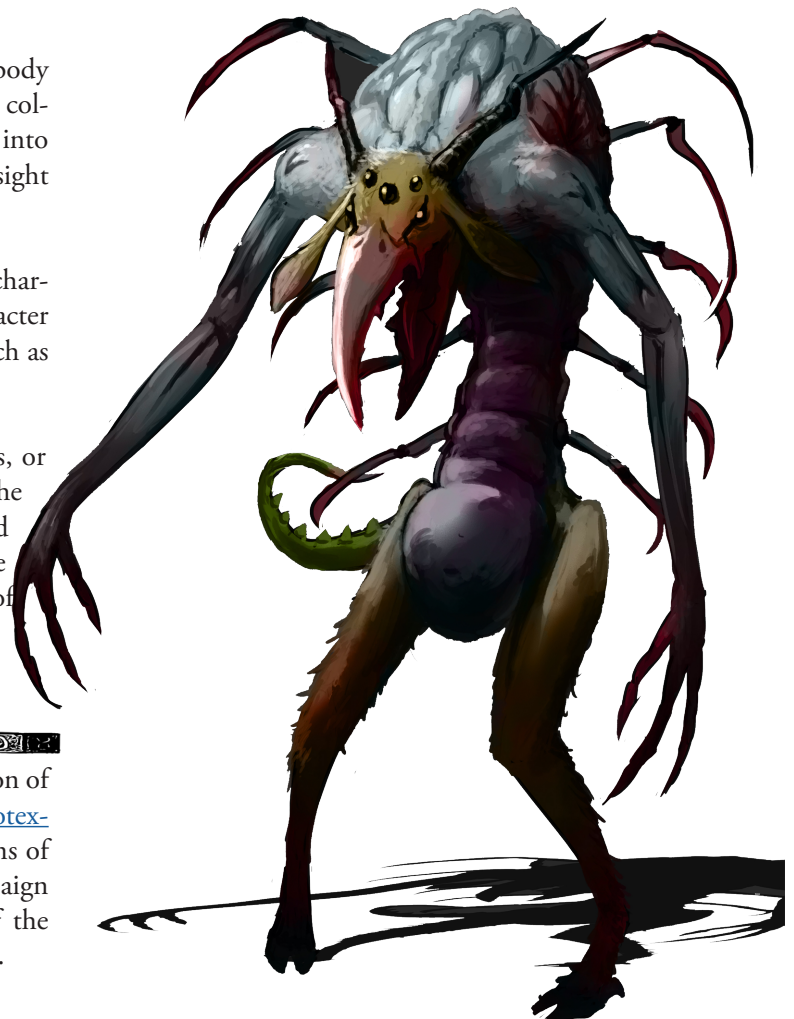
The material presented here is an original creation, intended for use with the *GURPS* system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games. *GURPS* is a registered trademark of Steve Jackson Games. All rights are reserved by SJ Games. This material is used here in accordance with the SJ Games [online policy](#). If you're not familiar with *GURPS*, a free lite version of the rules can be found [here](#).

## Change Log

v1.0 - Original release (February 2021)

v1.1 - Fixed a date error

v1.2 - Minor edits and character updates (December 2021)



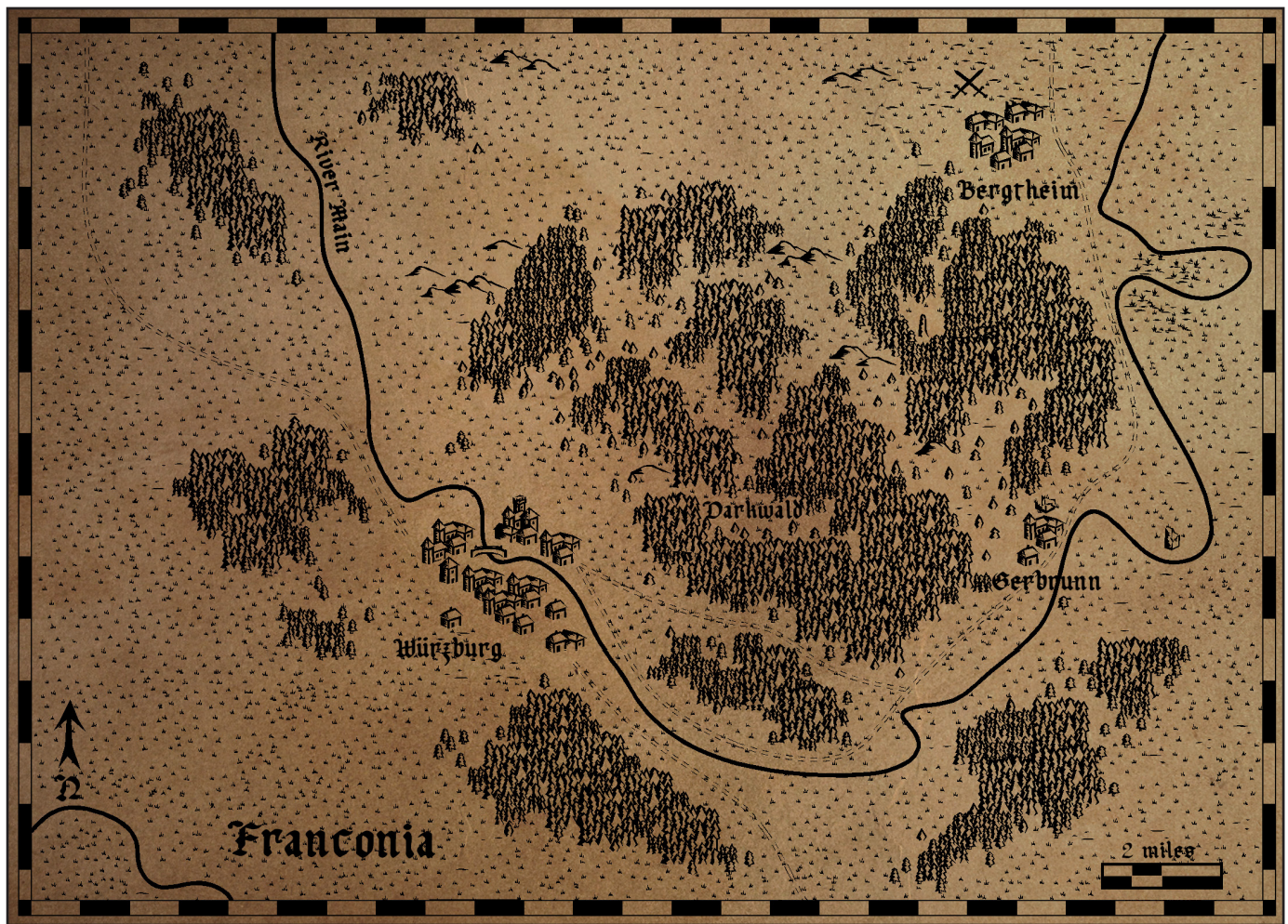


## Map - Jakob's Manor





## Map - Würzburg and Surrounding Area





# Handouts



Handout A - Representation of  
Saint Milburga

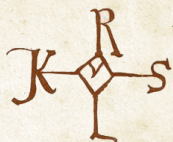
Beyillin-

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

Name NIKOLAUS PRESSEL Player \_\_\_\_\_ Point Total 108

Ht 5'10" Wt 240 Size Modifier 0 Age 24 Unspent Pts -

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

ST	13	[ 30 ]	HP	13	[ 0 ]	MOVE 5
DX	11	[ 20 ]	Will	10	[ 0 ]	
IQ	10	[ 0 ]	Per	10	[ 0 ]	DR 1 (cutting only)
HT	12	[ 20 ]	FP	12	[ 0 ]	



BASIC LIFT (ST × ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED 5.75 [ 0 ] BASIC MOVE 5 [ 0 ]

Encumbrance	
None (0) = BL	<u>34</u>
Light (1) = 2 × BL	<u>68</u>
Medium (2) = 3 × BL	<u>102</u>
Heavy (3) = 6 × BL	<u>204</u>
X-Heavy (4) = 10 × BL	<u>340</u>

## Active Defences

Dodge	Parry	Block
8	90 (Axe)	—

## Reaction Modifiers

Appearance +1  
 Status \_\_\_\_\_  
 Reputation \_\_\_\_\_  
 +1 from Merchant (buying or selling)  
 -2 from Reputation (when known)  
 +2 from Master Builder (workmen)

## Advantages & Perks

Appearance (Attractive)	[ 4 ]
Contact Group (Timber Guild, Effective Skill 12, 9 or less)	[ 5 ]
High Manual Dexterity +1	[ 5 ]
High Pain Threshold	[ 10 ]
Master Builder 2	[ 10 ]
Wealth (Comfortable)	[ 10 ]
Alcohol Tolerance	[ 1 ]
German (Native, Literate)	[ 0 ]

## Disadvantages & Quirks

Bad Back (Mild. If hurt, -3 DX until you rest, or First Aid-2)	[ -15 ]
Chummy (-1 to IQ skills when alone)	[ -5 ]
Fat	[ -3 ]
Pacifism (Reluctant Killer)	[ -5 ]
Reputation -2 (Hires Criminals, 10 or less)	[ -5 ]
Too kind a judge of character	[ -1 ]
Respectful of the clergy	[ -1 ]
Dream is help build a guild hall	[ -1 ]
Always on the look out for a wife	[ -1 ]
Fears the woods at night (brother vanished in them)	[ -1 ]

## Skills

Name	Level
Animal Handling (Equines)	10 [ 2 ]
Architecture (includes +2 from Master Builder)	12 [ 2 ]
Area Knowledge (Franconia region)	11 [ 2 ]
Axe/Mace	12 [ 4 ]
Bow	10 [ 1 ]
Brawling	13 [ 4 ]
Carpentry (includes +2 from Master Builder)	13 [ 2 ]
Cooking	9 [ 1 ]
Forced Entry (includes +2 from Master Builder)	14 [ 2 ]
Knife	11 [ 1 ]
Mechanic (Wagon)	10 [ 2 ]
Merchant	10 [ 2 ]
Professional Skill (Cooper)	10 [ 2 ]
Teamster (Equines)	10 [ 2 ]
Two-handed Axe/Mace	11 [ 2 ]



# Dark Ages

Name SISTER MARGRYTE TROSCH Player \_\_\_\_\_ Point Total 107

Ht 5'6" Wt 130 Size Modifier 0 Age 20 Unspent Pts -

Appearance A capable, learned novice nun whose family was all executed after a failed revolt.

ST	11	[ 10 ]	HP	11	[ 2 ]	MOVE 5
DX	11	[ 20 ]	Will	12	[ 0 ]	
IQ	12	[ 40 ]	Per	12	[ 5 ]	DR 1 (cutting only)
HT	11	[ 10 ]	FP	12	[ 3 ]	



BASIC LIFT (ST × ST)/5 34 lbs DAMAGE Thr 1d-1 Sw 1d+1  
 BASIC SPEED 5.5 [ 0 ] BASIC MOVE 5 [ 0 ]

Encumbrance	
None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

## Active Defences

Dodge	Parry	Block
8	-	-

## Reaction Modifiers

Appearance +1
Status +1, -1 from Social Stigma
Reputation +1 from Clerical Investment
+1 from Blessed (devout folk)

## Advantages & Perks

Appearance (Attractive)	[ 4 ]
Blessed (you receive visions)	[ 10 ]
Clerical Investment (Nun)	[ 5 ]
Craftiness I	[ 5 ]
Fit (+1 to all HT rolls)	[ 5 ]
Status I	[ 5 ]
Latin (Written, Literate)	[ 2 ]
French (Accented, Literate)	[ 4 ]
German (Native, Literate)	[ 0 ]

## Disadvantages & Quirks

Discipline of Faith (Monasticism)	[ -10 ]
Miserliness	[ -10 ]
Pacifism (Self-Defense Only)	[ -15 ]
Phobia (Wolves)	[ -5 ]
Social Stigma (Second-class Citizen)	[ -5 ]
Enjoys eavesdropping	[ -1 ]
Nervous stomach	[ -1 ]
Distrusts civil authority	[ -1 ]
Has an ethereal look to her	[ -1 ]
Regrets not traveling more before she became a nun	[ -1 ]

## Skills

Name	Level
Acting (includes +1 from Craftiness)	13 [ 2 ]
Animal Handling (Dogs)	12 [ 2 ]
Area Knowledge (Würzburg area)	13 [ 2 ]
Current Affairs (People)	13 [ 2 ]
Diplomacy	11 [ 2 ]
Esoteric Medicine	12 [ 4 ]
Farming	11 [ 1 ]
Gardening	12 [ 1 ]
Heraldry	12 [ 2 ]
Herb Lore	10 [ 2 ]
Knife	11 [ 1 ]
Naturalist	12 [ 4 ]
Religious Ritual (Catholic)	10 [ 1 ]
Riding (Equines)	10 [ 2 ]
Sewing	11 [ 1 ]
Stealth (includes +1 from Craftiness)	11 [ 1 ]
Theology (Catholic)	12 [ 4 ]
Writing	11 [ 1 ]





# Dark Ages

Name VOLRAD WARNEKOUW Player \_\_\_\_\_ Point Total 104

Ht 5'9" Wt 175 Size Modifier 0 Age 26 Unspent Pts -

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

ST	13	[ 30 ]	HP	13	[ 0 ]	MOVE
DX	12	[ 40 ]	Will	9	[ 0 ]	
IQ	9	[ -20 ]	Per	10	[ 5 ]	DR
HT	11	[ 10 ]	FP	11	[ 0 ]	

(cutting only)



## Reaction Modifiers

Appearance \_\_\_\_\_  
 Status -2  
 Reputation +2 from Reputation (when known)  
+2 from Sense of Duty (with clergy, in danger)  
+3 from Street-Smart (shady types)

## Encumbrance

None (0) = BL 34  
 Light (1) = 2 × BL 68  
 Medium (2) = 3 × BL 102  
 Heavy (3) = 6 × BL 204  
 X-Heavy (4) = 10 × BL 340

## Active Defences

Dodge	Parry	Block
8	9 (Mace)	—

## Advantages & Perks

Acute Hearing +3 [ 6 ]  
 High Pain Threshold [ 10 ]  
 Reputation +2 (Loyal Servant, churchmen) [ 3 ]  
 Street-Smart 3 [ 15 ]  
 Doodad (Once per game, pull out an utterly common object) [ 1 ]  
 German (Native, Semi-literate) [ -2 ]

## Disadvantages & Quirks

Bloodlust [ -10 ]  
 Callous [ -5 ]  
 Sense of Duty (Clergy) [ -5 ]  
 Social Stigma (Criminal Record) [ -5 ]  
 Status -1 [ -5 ]  
 Unluckiness [ -10 ]  
 Fidgety and nervous [ -1 ]  
 Afraid he'll lose his job and have to farm oats [ -1 ]  
 Steals sacramental wine - thinks it gives him luck [ -1 ]  
 Enjoys hunting alone in the forest [ -1 ]  
 Always shares his dreams - thinks they have meaning [ -1 ]

## Skills

Name	Level
Animal Handling (Pigs)	8 [ 1 ]
Area Knowledge (Würzburg area)	10 [ 2 ]
Axe/Mace	12 [ 2 ]
Boating (Rowboat)	11 [ 1 ]
Bow	12 [ 2 ]
Brawling	14 [ 4 ]
Climbing	12 [ 2 ]
Holdout	10 [ 4 ]
Housekeeping	10 [ 2 ]
Knife	14 [ 4 ]
Knot-Tying	10 [ 2 ]
Leatherworking	13 [ 2 ]
Masonry	10 [ 2 ]
Professional Skill (Gravedigging)	11 [ 1 ]
Savoir-Faire (Servant)	10 [ 2 ]
Scrounging (includes +3 from Street-Smart)	14 [ 2 ]
Shadowing (includes +3 from Street-Smart)	12 [ 2 ]
Stealth	12 [ 2 ]
Streetwise (includes +3 from Street-Smart)	12 [ 2 ]
Survival (Woodlands)	10 [ 2 ]
Theology (Catholic)	7 [ 1 ]
Thrown Weapon (Knife)	14 [ 4 ]
Traps	9 [ 2 ]

Hand Weapons					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		
Brass knuckles	1d+1 cr	C	10	Skill 14	-	-
Round mace	2d+1 cr	I	9	Skill 12	\$35	4 lbs.
Small knife	2d-4 cut	C, I	9	Skill 14	\$30	0.5 lbs.
	1d-1 imp	C				

[illegible]

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

[illegible]This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. On the left side, there is a vertical margin line, creating a narrow left margin. The paper appears to be from a notebook or a standard ruled document. There is no handwriting or other markings on the page.

Totals:	\$ 180	10 Lbs.
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# Dark Ages

Name VEITT HEILINGSCHWERDT Player \_\_\_\_\_ Point Total 106

Ht 5'10" Wt 165 Size Modifier 0 Age 31 Unspent Pts -

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

ST	12	[ 20 ]	HP	12	[ 0 ]	MOVE 4
DX	12	[ 40 ]	Will	11	[ 0 ]	
IQ	11	[ 20 ]	Per	11	[ 0 ]	DR 3 (brigandine)
HT	11	[ 10 ]	FP	11	[ 0 ]	



BASIC LIFT (ST×ST)/5 34 lbs DAMAGE Thr 1d-1 Sw 1d+2  
 BASIC SPEED 5.75 [ 0 ] BASIC MOVE 5 [ 0 ]

Encumbrance	
None (0) = BL	<u>29</u>
Light (1) = 2 × BL	<u>58</u>
Medium (2) = 3 × BL	<u>87</u>
Heavy (3) = 6 × BL	<u>174</u>
X-Heavy (4) = 10 × BL	<u>290</u>

## Active Defences

Dodge	Parry	Block
7	10 <sub>U</sub>	11
(w/o Shield)	(Pollaxe)	(w/ Shield)

## Reaction Modifiers

Appearance	_____
Status	+3
Reputation	-2 from Bully
	-1 from Low Pain Threshold (when known)

## Advantages & Perks

Ambidexterity	[ 5 ]
Fit (+1 to all HT rolls)	[ 5 ]
Status 3 (Landless knight)	[ 15 ]
Wealth (Comfortable)	[ 10 ]
Polish (Broken, Spoken only)	[ 1 ]
German (Native, Literate)	[ 0 ]

## Disadvantages & Quirks

Alcoholism	[ -15 ]
Bully	[ -10 ]
Code of Honor (Soldier)	[ -10 ]
Compulsive Spending	[ -5 ]
Low Pain Threshold (doubles pain penalties)	[ -10 ]
Mortified about his war injury that causes dizziness	[ -1 ]
Enjoys carousing with commoners (when drunk)	[ -1 ]
Noticeable scar on his cheek	[ -1 ]
A truly terrible singer	[ -1 ]
Never learned to fight from horseback, won't admit it	[ -1 ]

## Skills

Name	Level
Animal Handling (Equines)	11 [ 2 ]
Axe/Mace	13 [ 4 ]
Brawling	13 [ 2 ]
Broadsword	12 [ 2 ]
Crossbow	13 [ 2 ]
Falconry	10 [ 1 ]
Fast-Draw (Sword)	12 [ 1 ]
First Aid	11 [ 12 ]
Knife	14 [ 4 ]
Navigation (Land)	10 [ 1 ]
Polearm	14 [ 8 ]
Riding (Equines)	12 [ 2 ]
Savoir-Faire (Military)	11 [ 1 ]
Shield	12 [ 1 ]
Soldier	10 [ 1 ]
Spear	11 [ 1 ]
Survival (Woodlands)	10 [ 1 ]
Tactics	9 [ 1 ]
Two-handed Axe/Mace	12 [ 2 ]

[illegible]

# Dark Ages

Name FR. PONCELLET Player \_\_\_\_\_ Point Total 108  
Ht 6'0" Wt 180 Size Modifier 0 Age 71 Unspent Pts -  
Appearance Strict Dominican investigator, returning from France after tracking the Cathar conspiracy

ST	11	[ 10 ]	HP	11	[ 0 ]	MOVE 5
DX	10	[ 0 ]	Will	12	[ 0 ]	
IQ	12	[ 20 ]	Per	13	[ 5 ]	DR 1 (cutting only)
HT	11	[ 10 ]	FP	10	[ -3 ]	



BASIC LIFT (ST×ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1  
BASIC SPEED 5.25 [ 0 ] BASIC MOVE 5 [ 0 ]

Encumbrance	
None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

## Active Defences

Dodge	Parry	Block
8	10 (Staff)	—

## Reaction Modifiers

Appearance \_\_\_\_\_  
Status +3  
Reputation +1 from Clerical Investment  
+2 for Truth-seeker (curious folk)  
-1 from Stubbornness

## Advantages & Perks

Clerical Investment	[ 5 ]
Night Vision +2	[ 2 ]
Religious Rank 3	[ 15 ]
Reputation +2 (Sharp-minded, clergy, all the time)	[ 3 ]
Status 3 (includes +1 from Religious Rank)	[ 10 ]
Truth-Seeker 2	[ 10 ]
French (Native)	[ 0 ]
German (Accented, Literate)	[ 4 ]
Latin (Literate)	[ 2 ]

## Disadvantages & Quirks

Curious	[ -5 ]
Light Sleeper	[ -5 ]
Pacifism (Cannot Kill)	[ -15 ]
Stubbornness	[ -5 ]
Vow (Priestly Vows - chastity, poverty, obedience)	[ -10 ]
Nitpicks details	[ -1 ]
Strict and no nonsense	[ -1 ]
Thinks he's far stronger than he actually is	[ -1 ]
Skeptical, especially of the supernatural	[ -1 ]
Doesn't drink	[ -1 ]

## Skills

Name	Level
Current Affairs (People)	11 [ 1 ]
Current Affairs (Politics)	13 [ 2 ]
Detect Lies (includes +2 from Truth-Seeker)	13 [ 2 ]
Diplomacy	11 [ 2 ]
Hidden Lore (Conspiracies) (inc. +2 from Truth-Seeker)	14 [ 2 ]
History (Europe)	11 [ 2 ]
Interrogation (includes +2 from Truth-Seeker)	13 [ 1 ]
Intimidation (may +/- Reputation bonus)	12 [ 2 ]
Law (local)	11 [ 2 ]
Navigation (Land)	12 [ 2 ]
Occultism	12 [ 2 ]
Public Speaking (Oratory)	12 [ 1 ]
Religious Ritual (Catholic)	11 [ 2 ]
Research (includes +2 from Truth-Seeker)	14 [ 2 ]
Riding (Equines)	9 [ 1 ]
Savoir-Faire (High Society)	12 [ 1 ]
Search	12 [ 1 ]
Staff	10 [ 2 ]
Stealth	10 [ 2 ]
Theology (Catholic)	13 [ 8 ]





# Dark Ages

Name CKRISTINA OF ROSTOCK Player \_\_\_\_\_ Point Total 104

Ht 5'6" Wt 140 Size Modifier 0 Age 37 Unspent Pts -

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

ST	10	[ 0 ]	HP	10	[ 0 ]	MOVE 5
DX	11	[ 20 ]	Will	13	[ 5 ]	
IQ	12	[ 40 ]	Per	12	[ 5 ]	DR 1 (cutting only)
HT	11	[ 10 ]	FP	11	[ 0 ]	



BASIC LIFT (ST×ST)/5 20 lbs DAMAGE Thr 1d-2 Sw 1d  
 BASIC SPEED 5.25 [ 0 ] BASIC MOVE 5 [ 0 ]

Encumbrance	
None (0) = BL	<u>20</u>
Light (1) = 2 × BL	<u>40</u>
Medium (2) = 3 × BL	<u>60</u>
Heavy (3) = 6 × BL	<u>120</u>
X-Heavy (4) = 10 × BL	<u>200</u>

## Active Defences

Dodge	Parry	Block
8	-	-

## Reaction Modifiers

Appearance \_\_\_\_\_  
 Status +3  
 Reputation -1 from Social Stigma  
+2 for Truth-seeker (curious folk)  
-1 from Stubbornness

## Advantages & Perks

Acute Vision +2	[ 4 ]
Ally (Son Frics, 75 points, 15 or less)	[ 9 ]
Eidetic Memory	[ 5 ]
Serendipity	[ 15 ]
Status +3 (Viscount's Widow)	[ 15 ]
Honest Face	[ 1 ]
German (Native, Illiterate)	[ -3 ]

## Disadvantages & Quirks

Charitable	[ -15 ]
Impulsiveness	[ -10 ]
Obsession (Write a book about the suffering poor)	[ -10 ]
Social Stigma (Second-Class Citizen)	[ -5 ]
Loves mending and repairing things	[ -1 ]
Anxiously awaiting some kind of heavenly vision	[ -1 ]
Doesn't even pretend to miss her husband	[ -1 ]
Fond of horses	[ -1 ]
Distrusts the French	[ -1 ]

## Skills


Name	Level
Area Knowledge (Würzburg area)	12 [ 1 ]
Armoury (Armor)	12 [ 2 ]
Artist (Illustration and Drawing)	11 [ 2 ]
Cooking	11 [ 1 ]
Current Affairs (People)	14 [ 4 ]
Diplomacy	11 [ 2 ]
Esoteric Medicine	10 [ 1 ]
Heraldry	11 [ 1 ]
Hiking	11 [ 2 ]
Housekeeping	12 [ 1 ]
Observation	14 [ 1 ]
Public Speaking (Storytelling)	12 [ 1 ]
Riding (Equines)	11 [ 1 ]
Savoir-Faire (High Society)	13 [ 2 ]
Sewing	11 [ 1 ]
Singing	11 [ 1 ]
Swimming	11 [ 1 ]
Teaching	11 [ 1 ]
Theology (Catholic)	10 [ 1 ]



# Dark Ages

Hand Weapons					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		
Punch	1d-3 cr	C	8	Skill 10	-	-
Fine dagger	1d-2 imp	C	5	Skill 7	\$80	-

Ranged Weapons								Cost	Weight
Weapon	Damage	Acc	Range	RoF	Shots	Bulk	Notes		

Speed/Range Table			Hit Locations		Possessions		Cost	Weight
For complete table, see p. 550.			Modifier	Location	Item	Location		
Speed/Range Modifier	Linear Measurement (range/speed)		0	Torso	Fine winter clothes (DR 1 vs. cut)	Body	\$900	4 lbs.
			-2	Arm/Leg	Fur cloak	Body	\$60	3 lbs.
			-3	Groin	Boots	Feet	\$80	2 lbs.
			-4	Hand	Gold crucifix		\$50	-
			-5	Face				
			-7	Skull				
Close	0-5 yds	0*	<i>Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)</i>					
Short	6-20 yds	-3						
Medium	21-100 yds	-7						
Long	101-500 yds	-11						
Extreme	501+ yds	-15						
* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon			<b>Coins</b> \$50 					

## Frics

ST 12 HP: 12  
 DX 10 Will: 10  
 IQ 11 Per: 11  
 HT 12 FP: 12  
 Basic Speed: 5.5 SM: 0  
 Move: 4 Dodge: 8



**Traits:** Chummy; Compulsive Spending; Overconfidence; Sense of Duty (Family); Status 3; Wealth (Comfortable); Loves to dance; Never turns down a meal.

**Skills:** Animal Handling-10; Broadsword-11; Dancing-9; Falconry-10; Fast-Talk-10; Heraldry-10; Intimidation-10; Knife-10; Riding-10; Savoir-Faire-11; Shield-10; Tactics-9.

**Gear:** Broadsword (2d-1 cut, Reach 1, Parry 10); heavy leather armor (DR 3, 2 vs. imp); small shield (DB+1).

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, Frics, doesn't understand your passion, but he is a strong lad, a good listener, and obedient - so he has sworn to document your stories.

Totals:

\$ 1120

10 Lbs.

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# Nikolaus Pressel

Carpenter and Craftsman



Per 10 • Bad Back

---

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# Sister Margryte

Novice Nun



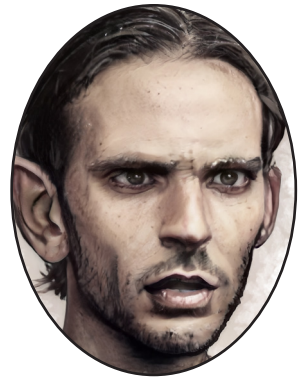
Per 12 • Blessed

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# Volrad Marnekouw

Gravedigger

Per 10 • Unluckiness



---

# Veitt Beilingschwerdt

Teutonic Knight

Per 11 • Low Pain Threshold





---

# Fr. Poncellet

Church Investigator



Per 13 • Light Sleeper

---

# Christina of Rostock

Chronicler of Suffering



Per 12 • Serendipity

Name \_\_\_\_\_ Player \_\_\_\_\_ Point Total \_\_\_\_\_  
 Ht \_\_\_\_\_ Wt \_\_\_\_\_ Size Modifier \_\_\_\_\_ Age \_\_\_\_\_ Unspent Pts \_\_\_\_\_  
 Appearance \_\_\_\_\_

**BASIC LIFT** (ST × ST)/5 \_\_\_\_\_ **DAMAGE** Thr \_\_\_\_\_ Sw \_\_\_\_\_  
**BASIC SPEED** \_\_\_\_\_ [     ] **BASIC MOVE** \_\_\_\_\_ [     ]

## Active Defences

## Reaction Modifiers

Appearance _____
Status _____
Reputation _____
_____
_____
_____
_____

[illegible]

