

# **T**rials and **R**etribution



*By*

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## ntroduction

*Trials and Retribution* is a comparatively simple 'whodunit' style adventure intended for players in their first careers. Set in the small monastery of Eggerswald, on the banks of the river Egger in southern Talabecland, this scenario mostly dispenses with combat, though this is still possible if the players wish, in favour of brainpower and imagination. Intended to be played as either a 'one-off diversion' for PCs on the road within another campaign or as a 'stand-alone' adventure in its own right, I have purposely left some unanswered questions/ threads to enable GMs to use *Trials and Retribution* as the foundation for

their own campaign. While I have set Eggerswald monastery on the Old Forest Road between Lieske and Hermsdorf, a little work and thought will enable GMs to locate this adventure almost anywhere within the Empire.

I have split this scenario into three unequal parts; firstly a synopsis of the basic storyline and some background on their surroundings, essentially setting the scene for the second instalment, the adventure itself, ending with a few appendices, NPCs, a plan and descriptions of the various parts of the monastery etc.

## *Synopsis*

Even after twenty years, the memories still had not faded. The dull greying sky slowly filling with smoke and Frau Meyer trying to cover his eyes were what he remembered the most, as if his own mind was trying to excise the worst of that day. However, unbidden the memories always became clearer; the baying mob as his mother and sister were dragged to the wooden pyres at the centre of the village. The tall gaunt figure of witch hunter Johannes Gottheld holding the flaming branch that was to 'purify' his mother's soul. His father, held back by the crowd, now on his knees inconsolable with grief. Finally, he recalled the smug features of Udo von Zutzen. Son of the local noble, rejected suitor of Katrin, Farel's elder sister, and jealous denouncer.

After Farel Reites, mother and sister were burned as witches in the cleansing fires his world fell apart. His father, an industrious man, the village blacksmith no less, could no longer work his forge without seeing his wife in every flame and now leads a lonely life as a toll keeper. Farel himself was taken into the monastery of Eggerswald where he was given shelter by the monks and repaid their kindness by entering the Order of the Anvil. Now at the age of twenty-eight he has recently returned after eight years further study and prayer in the monastery of Salzenmund, only to find that

the events of his past will not let him go. For in his absence two new Brothers have taken their vows and entered the orders ranks at Eggerswald.

After a revelatory and maddening voice showed him the error of his ways, Brother Johannes Gottheld extinguished his purifying flames and entered the order six years ago. He seems to be truly repentant and dedicated to atoning for his past crimes, something that Farel finds hard to acknowledge. Brother Udo von Zutzen is different however. He is Sekretar Wilhelm's understudy and is being groomed as a future abbot of the Order.

Farel has tried to rebuild his life with the help of the Order of the Anvil but he cannot, perhaps will not, forget the relics of his past. Now the two main architects of his families' destruction are a part of his own brotherhood, if Sigmar cannot punish their deceit and duplicity Farel will!

In the depths of winter, a group of travellers, following the directions of a strange toll keeper, beg shelter for themselves and aid for their frostbitten companion. Ensnared in the orgy of bloody murder and retribution that has engulfed the monastery of Eggerswald, the travellers will be asked by the abbot to navigate the petty internal divisions and monastic politics of Eggerswald and prevent further killings. Assisting Sekretar Wilhelm the PC's must

follow the murderers bloody trail; probe the monks murky pasts for clues, decipher the conflicting evidence and using their

investigative skills bring the perpetrator to face Sigmar's holy justice

## *Location, location, location*

Rising in the shade of the Farlich Hills, the swift river Egger flows through the shadowy Great Forest, cutting its way through its mysterious depths towards its confluence with the Stir at Wurtbad. Nearing its juncture with the Stir, between the pitiable and meagre hamlets of Lieske and Hermsdorf, the Egger passes through the Eggerswald, a verdant and lush region of the Great Forest, straddling the Egger as it runs southwards, parallel with the Old Forest Road. Nestled under the eaves of the Eggerswald forest, between the banks of the river Egger and the Old Forest Road, lays the monastery of Eggerswald. Roughly halfway between the towns of Hermsdorf and Lieske and clearly apparent from both road and river, with its stone tower rising virtuously above the abundant canopy, Eggerswald monastery is nevertheless, usually overlooked by the many passing travellers.

Constructed, on land donated to the Order of the Anvil by the then Earl of Lieske, Klemens von Trautenau, in 2202 from the grey Farlich stone transported down the river from the Hills, the monastery has dedicated itself to augmenting the Sigmarite doctrine through the research of holy Sigmar's life. Excluding itself from the murky

world of Sigmarite politics and therefore not enjoying the profile of other monasteries, such as the one established at Salzenmund, the monks of Eggerswald have continued to enhance their reputation through the inscription of beautifully illuminated volumes propagating Sigmar's word. Now flanked by the lands of the Barons of Lieske and Hermsdorf, the monastery enjoys a privileged, tax exempt position due to the donation of its land by the Trautenau family three hundred years before, a situation not appreciated by either Baron.

As all historic but functional buildings, Eggerswald has seen structures added throughout the years, most notably reasons of space or security have necessitated the construction of the outer walls and related structures which have transformed the original buildings into the spiritual 'heart' of Eggerswald.

All Sigmarite establishments have a rule that states; only magic of the Lore of Sigmar may be cast within their wall under pain of death and Eggerswald is no exception. While most magi characters will be welcomed they will be told upon entry, clearly and directly, of the consequences of any magic's cast during their sojourn.

## *The Company of Eggerswald*

The company of Eggerswald consists of twenty or so monks of the Order of the Anvil, an arm of the Sigmarite religion dedicated to the study and interpretation of Sigmar 'lore' and its influence on religious doctrine. Due to the nature of its vocation, the Order of the Anvil is renowned throughout the Empire for its great monastic libraries, overflowing with centuries of research into all aspects of blessed Sigmars existence, the monastery of Eggerswald is no different, stocked with many rare volumes the library of Eggerswald is a bibliophile's paradise.

The spiritual leader of Eggerswald is Abbot Rupprecht Beck-Eshemann, an aged

and, until recently, still vigorous man who has seen many changes at Eggerswald, however age has now begun to weary Rupprecht; he has now delegated all administrative duties to Sekretar Wilhelm and has increasingly retreated from view.

Sekretar Wilhelm is the administrative head of the monastery and almost all decisions pertinent to the management of the monastery are made by him. A middle-aged man from a humble background, Wilhelm is a practical, unpretentious figure who is held in great respect by all those around him unlike his new understudy Brother Udo.

One of Rupprecht's last decisions of note, against more prescient advice, was to allow Brother Udo von Zutzen to become a full member of the order after a noviciate of only three years. Other senior monks of Eggerswald lambasted this blatant disregard for Sigmarite protocol at the time and warned of the possible friction this judgement may have upon monastic harmony. Sadly, this has proved to be so, with Brother Udo's attitude and conduct only exacerbating the situation. Eggerswald has now become divided, reduced to two dissenting factions, one supporting Brother Udo and the other, unwillingly headed by Konrad Malysz, implacably opposed.

Brother Konrad Malysz is a renowned authority on the life of Sigmar and is the shining beacon of Eggerswald, famed throughout the Order of the Anvil for his

knowledge and impartial interpretation of centuries old sources. Devoted to his studies but also a kind and generous man, Konrad has accepted the mantle of the 'anti-Udo' clique more through reluctance to say no, than through any real support for their cause.

Many other characters can be found going about their duties within the grim, grey walls of Eggerswald, Brother Adalbertus Gottlieb, the gatekeeper, for example; with his strange pinched rat-like features, Brother Bastian Lahm, the resident medicus, a knowledgeable man dedicated to his herb garden and beehives or the strangely withdrawn scribe, Brother Farel.

Reasons of space preclude me from describing all the monks of Eggerswald here, but for descriptions of the main protagonists please see **Charakterliste**.

## *Getting Started*

The proximity of the Old Forest Road, a major trade route throughout the year, gives GMs numerous opportunities for a plausible yet imaginative prelude in which to steer PCs in the right direction to begin Trials and Retribution. For merchants and those in their employ traverse the main arteries of the Empire carrying goods of all shapes and sizes to all corners of the Old World, even in the depths of winter.

If playing the scenario as written, set in the Eggerswald between Lieske and Hermsdorf in the height of winter, then the PCs could be employed in Talabheim, for example, to escort a delivery of some kind to Taal's Bowers in Lieske, a well-known

tavern that houses a group of road wardens. Then make their own way south along the Old Forest Road toward Wurtbad, the nearest large town, only to be caught in a sudden blizzard and forced to seek shelter in Eggerswald monastery. If playing the adventure somewhere else within the Empire then the same theory holds true, as long as the setting is near a relatively busy road.

Finally, I leave it to individual GMs to compose a fitting preamble to Trials and Retribution, almost certainly more imaginative than the example given above, good luck and enjoy.

## he Toll Bridge

*It would have been spectacularly pretty if it were not so cold. Reflecting off the shroud of snow masking the ground, the cold sunlight brightens up the landscape. As the company breast the summit of the small hill they have been climbing, the clouds of exhaled breath slowly dissipate to reveal a wonderful view of the ice crusted river Egger as it glistens its way through the Eggerswald and the tollhouse sitting by the river barring the way over the bridge. The snow laden ground crunches underfoot as the band of travellers carefully descend the berg supporting their frostbitten companion. Whilst the sky is beginning to darken with the onset of dusk; ahead, further south, clouds are forming laden with the next fall of snow, how long will the weather hold?*

**To give the PCs another reason to seek shelter at Eggerswald monastery I believe it would be a good idea for one of the players to be suffering from frostbite. This will dramatically impede the PCs capacity to walk unaided and he**

**will have to be supported by the others, a simple die roll will suffice to determine which of the PCs should be affected. The afflicted PC will suffer -20 to all agility and toughness related tests until shelter and medical attention are sought.**

*On closer inspection the tollhouse, until now seemingly solidly constructed, now appears slightly decrepit, decaying as if no repairs or maintenance had been undertaken for many a moon. Passing under a crumbling stone archway into a narrow uncovered corridor the group of friends huddles together, partly through the confines of the passage and partly for warmth. Banging on the small wooden shutter that acts as a paying hatch results in nothing but an echo reverberating around the area until silence resumes. Then a slight scraping noise from behind the hatchway can be heard and a click as the small wooden casement is unlatched.*

*The small door swings back to reveal a set of metal bars encased in the mouldering stone but all attention is drawn to the strange figure behind them, for the toll keeper has a pallid, cadaverous appearance reminiscent of the undead.*

The GM should take the part of the toll keeper as the PCs pay the fare and negotiate the toll bridge. The following points should be taken into consideration during any ensuing interaction.

- The toll itself is a few silver coins to be passed through the hatch to the toll keeper. If the PCs offer no conversation, the man will ask them where they are heading.
- At this point it will start to snow, only a few fat flakes at first but the longer they tarry the faster and thicker the snow will fall.
- Seeing these flakes the toll keeper will offer his thoughts, delivered in a kind of hoarse whisper, on the coming weather and the nearest shelter. These will run along the lines of "I should find somewhere to shelter if I were you, there's a blizzard coming, 'specially if he's as bitten as he looks" gesturing at the ailing PC. Pointing further south along the Old Forest Road "an hours hence there's a monastery of Sigmar, they'll take you in and feed ye, and aid ye friend".
- If the PCs ask to shelter in the tollhouse the keeper will refuse, citing lack of room, lack of beds and most importantly his worry that the PCs might rob an old man such as himself. Also a rotten stench seems to be emanating from the man, apart from looking like a corpse he smells like one too.

- There is no other shelter nearer than the monastery, the nearest village is almost a days journey back, (where the PCs started from that day) and any attempt to build their own shelter will end in failure.
- The GM should do everything possible to convince the PC's to shelter in the monastery, as not doing so will lead to a very short adventure. Emphasising the cold and their companions need for rest, warmth and good food may help swing the balance otherwise the threat of experience point deductions or at worst the death through exposure of the frostbitten character.
- Just in case some tight-fisted players try to traverse the river by crossing the ice, they will find it not as thick as it looks. The ice will crack and there is a 70% chance that at least one random member of the group will fall in. **(PC tests galore; for those in the icy water -10 strength tests if have swim skill, -20 if not, failure = -10 from strength & agility due to exposure. If the unlucky swimmer is the frostbitten PC then double all modifiers).** This course of action will result in a possible case of hypothermia for the unfortunate sodden swimmer and a further reason for a sojourn at Spa Eggerswald.

Once the players have decided on their next course of action and have paid the toll the keeper will unbolt the formidable looking gate over the bridge and allow the PCs to cross the bridge and continue on their way. The players will have to fight their way along the road into the teeth of a biting wind, whipping stinging flakes of snow into PCs faces. If they PCs tried to

## *Sigurd Reite*

*The toll keeper is actually Farel Reite's father, who, unlike his son, has not been able to push the memories of the loss of his wife and daughter from his mind. While Farel has suffered from nightmares and memories ever since their deaths it is only now, with the arrival of Johannes and Udo at Eggerswald, that these episodes are beginning to encroach on his waking life; Farel's father has endured this 'encroachment' ever since that fateful day. First neglecting his position as village blacksmith, he saw his wife burning in every flame; he spent his days' drink sodden and alone. After a rare moment of sobriety convinced him to leave Farel at Eggerswald monastery, he descended further into a pit of alcohol-fuelled self-pity, railing against religion and anything else that caught his attention. Finally managing to return to sanity his health has suffered incredibly, his skin carries an almost transparent yellowish tinge and his bones protrude from his emaciated body. His sheer will to live, to see his families' killers brought to justice, is all that is keeping him alive.*

cross the ice then this will a very unpleasant and draining walk taking much longer than an hour. **(A successful, challenging -10 perception test taken by any of the PCs during the walk to Eggerswald will result in them realising they are being followed, though the snow and wind will prevent them from seeing anything else).**

## **R**est & Recuperation

*On the eaves of the Eggerswald, amid fields blanketed by unsullied snow and bordered with dry stone walls, lies the monastery.*

*The helter skelter flurry of the, rapidly falling snow partially obscures the view, but the grim, grey walls of the monastery can be momentarily glimpsed through the whirling flakes; providing a stark contrast to the slowly enveloping whiteness drifting down from the darkening skies. Only the stone tower reaching above the walls to the heavens gives any indication as to the nature of this otherwise dour building. A well-trodden path leaves the Old Forest Road and without deviating, enters the monastery under a pointed stone archway, guarded by two large wooden doors.*

A simple hammering on the doors will result in a delay until a small panel opens with an unlubricated squeal, to reveal a small face with rat like features. This face will enquire as to the travellers business and upon receipt of a sensible answer will open a doorway, again set within the larger doors, to let the PCs in out of the weather. Stepping out of the, now, driving snow into the monasteries' gatehouse the players will immediately feel a relief at the respite gained from the elements outside. The rat faced little man will cheerfully introduce himself as Brother Adalbertus and upon seeing the frostbitten PC will begin to fuss over him, asking for details, where does it hurt, how long has it been like this etc? Seeming genuinely concerned, Adalbertus will beckon to an, until now unseen armed man (**see panel, right**) and give instructions for the PC to be taken to the infirmary. (**see panel top page 9**). With the departure of the PC to the infirmary, Adalbertus will explain to the others that he is just waiting for the arrival of Father Wilhelm, the sekretar.

### *Ordenswache*

*The armed man was a member of the Ordenswache, literally Order Watch. Like many other monasteries, Eggerswald employs a small number of armed men to protect the monastery from any unsavoury elements, such as bandits, robbers and agents of Chaos. Led by Hauptmann Gustav Brecker, the men of the Eggerswald Ordenswache are recruited for their martial prowess not their intelligence.*

The gatehouse itself is little more than an enclosed space between two pairs of large barred gates, with a smaller open door, giving access to the monastery courtyard, in the second of the two sets. Set into the stonewall is another doorway toward which Adalbertus is gesturing, indicating a room where the PCs can warm themselves while awaiting Father Wilhelm. After a short delay, a hooded figure will enter the room and after knocking the snow from his booted feet will introduce himself as Father Wilhelm Lucke, sekretar of the monastery.

A short discussion should now begin between the PCs and the GM acting as

Wilhelm, with possibly an interjection or two from Adalbertus. Once Wilhelm is satisfied that the PCs are genuine; remember 'these are difficult times', he will formally welcome them and invite them to partake of supper after Vespers.

Once this conversation has ended, Adalbertus will show the players to their lodgings and explain that though they are unable to attend Vespers they should feel free to explore the monastery buildings, someone will call to guide them to the refectory at the appropriate time. For detailed descriptions of monastery buildings, please see page 21.

## *Infirmary*

Once the frostbitten PC arrives at the infirmary, he will be greeted cordially by Brother Bastian Lahm, the medicus. He will be warmed by a fire and have his infirmity examined, bathed and lathered with an evil smelling salve before being dressed with a clean bandage. The infirmary itself is home to a host of herbs, roots and other natural ingredients with which Brother Bastian produces medicines for the ills of the monastery. The treatment given by Brother Bastian will negate most of the -20 modifier to agility and toughness tests suffered by the PC; modifier should now be reduced to -5 this last modifier will be recovered after sleep. Brother Bastian will prescribe immediate rest, perhaps PC should 'sit-out' until 'The Last Supper' for more details of the infirmary see.

## *The Last Supper*

The bare unadorned stone of the refectory walls seems to reflect the muted atmosphere, as the monks file in and take their places at the equally austere and coarse trestle table that is the focus of the room.

The PCs led, again, by Adalbertus will be seated at the table and will be rejoined by their friend, whose frostbitten limb is heavily bandaged. Plain, wholesome hot food will be placed upon the table; bread, soup, cheese etc sending their appetising vapours into the frosty air, and once a prayer has been offered to Sigmar, the players will be encouraged to eat their fill.

This is an ideal time to introduce the PC's to the inhabitants of Eggerswald and as time passes and more and more monks enter the room the mood will lighten and several conversations will take place.

Most of the main protagonists are among the attendees at supper, including Farel Reite, Udo von Lammerbeck, Wilhelm Lucke, Rupprecht Beck-Eshemann and Konrad Malysz, though Johannes Gottheld does not attend. Also present are Adalbertus Gottlieb, Joachim Schiffer and Bastian Lahm among others. **GMs should feel free to engage the PCs in idol conversation with any of the above and use Gossip tests heavily to see what the PCs can find out about Eggerswald and its inhabitants. If any of the tests are successful feed PCs snippets from 'Charakterliste' e.g. infighting caused by Udo's behaviour, Abbot Rupprecht's scandal etc.**

- Topics of conversation will be many and varied, from monks politely enquiring as to the PCs professions and further plans (***if any of the PC's have any experience with the Watch or any related skills, this will be probed further during the conversation, the initiator of the conversation will also bring more monks into the discussion***) to tales of Sigmar and theological debate.
- Farel Reite will appear taciturn and uncommunicative throughout his short presence, if PCs try to engage him in conversation he will politely answer them in as few words as possible and then resume his silence. Farel will seem preoccupied and nervous, casting furtive glances at Johannes and Udo until soon after arriving, he will whisper a word of thanks to Sigmar for his half-eaten meal, rise and leave to prepare for Komplet.

### *Behind the scenes*

Any PCs who happen to be outside immediately after Farel's departure will notice him involved in an animated discussion with Brother Marten Forster, another native of Friedenmuhl who knows of Farel's past and who is in the process of blackmailing him. Upon noticing their conversation being observed they will lower their voices and move elsewhere. It is upon the conclusion of this argument, when he is sure that no one is looking that Farel will strangle Marten and dump his body in the mausoleum, his past will remain secret a little while longer!

During supper Sigurd Reite, who until then has secreted himself in the stable, also waits until 'the coast is clear' and then accosts Brother Johannes while he crosses the darkened courtyard on his way to the Refectorium and lures him into the nearby storeroom. Here Sigurd will quickly and silently cut Johannes' throat and wait briefly for his son to arrive, after disposing of Brother Marten. Farel will then help Sigurd move Johannes' body to the tree in the centre of the courtyard.

- Seated near the PCs, Brothers Joachim and Bastian will be quietly discussing one of the legends of Sigmar, of his dooming day spent shut in his grandfather's barrow. Across the table from them, Konrad will 'prick up his ears' and listen with interest. At a suitable pause in the conversation Konrad will begin to tell a different version of Sigmar's dooming day, one without mention of his grandfather's tomb. While Konrad doesn't indicate any particular belief in this different version of the tale, in some quarters this rendering of an old favourite is akin to blasphemy, and unfortunately Brother Joachim sits firmly in one of these quarters. Joachim will now raise his voice along the following lines, "This is surely blasphemy! How can you say these words here of all places, Sigmar's own house". Konrad will try to defuse the situation "I meant no irreverence, I only thought you'd find it interesting" etc. But there is no placating Joachim now his ire is aroused, he will storm from the room, which is now deathly silent, shouting, "No matter, I will make you eat those words".

This heated exchange seems to signal the end of the meal, but before anyone else can rise and leave the room,

Brother Joachim noisily re-enters the room yelling "fire, quick outside; fire!"

## he First

Outside all eyes are relentlessly drawn to the conflagration brilliantly devouring the lonely tree in the centre of the courtyard and the inert figure slowly being consumed by the pyre. After a brief pause while the assembled monks and members of the Ordenswache comprehend the scene of coal black night and contrasting virgin snow slowly melting under the influence of the lurid orange blaze, the loud authoritative voice of Wilhelm barks above the crackle of the scarlet flames, “water, the well, douse the flames, now!”



Unless determined not to, the PCs will become involved in the effort to douse the flames, directed by Sekretar Wilhelm. With the well nearby, the flames will be

quickly extinguished and the blackened figure, still recognisable as Brother Johannes Gottheld, cut down and taken to the infirmary.

*The pungent charnel reek of the seared corpse overpowers the myriad of competing smells in the small infirmary; while, with the aid of a small waxen candle, Brother Bastian examines the unnaturally dead flesh of Johannes Gottheld. The guttering finger of flame from the candle illuminates the charred, soot-stained skin as Bastian slowly follows the contours of Johannes' face to his neck; where a gaping grimace lined with dark blood congealed by the heat of the fire is torn into the jugular, the crimson maw still oozes with a viscous flow of bright red life as it grins malevolently at the observers. The import of this gruesome detail is slowly absorbed by the fidgety group of curious monks until; again, Wilhelm ends the silence “go, pray for his poor soul”. As the monks begin to disperse, Wilhelm motions, with a vague gesture, for the PC's to stay. Soon the makeshift morgue is as quiet and still as the grave; Wilhelm beckons the players and his assistant, Udo von Lammerbeck, outside into the now still, cold winter's air.*

## *Plots and Plausibility*

During the following discussion between Wilhelm, Udo and the PCs, Wilhelm will attempt to enlist the help of the PCs in unmasking Johannes' murderer. If the players refuse to take on the responsibility then they not only considerably shorten the scenario, they also

become no more than casual witnesses, missing any opportunity to 'stamp their mark' upon the game. Crucial though this interaction may be, it must be plausible; for without this any semblance of continuity or realism will disappear.

- Wilhelm will open the discussion by pleading relative ignorance and inexperience of situations such as this, being cloistered away from the outside world for so long has robbed him and the other monks of any relevant skills that would be needed to find the killer. He will also argue that being from the 'real world' gives the PCs the correct outlook on life; in other words a healthy dose of cynicism, a hardened world-weariness that the monks sadly lack.
- When asked why the Ordenswache cannot investigate Johannes' death, as surely this is what they are here for, Wilhelm will contend that the majority of the Ordenswache do not have the wit or intelligence to successfully apprehend the killer, but he will also reveal another concern. He will relate his instinct that something other than petty monastic politics is occurring at Eggerswald; he will tell of the intangible, brooding atmosphere that has pervaded the air recently, an undercurrent of trepidation, of dread that something is about to happen. Due to this 'atmosphere' he would be much more comfortable if someone independent of the monastery searches for the murderer.
- If the PCs are playing the pre-rolled characters (**Charakterliste page 26**) then Wilhelm will remark upon the professional skills and experience as possibly discussed during 'the Last Supper' (**page 9**), why have amateurs investigate when someone of Heidric's ilk is present?
- If the PCs are NOT playing the characters provided and have no relevant skills or experience then Wilhelm will once again assert the monks' even greater lack of ability. He will also make clear that the monks, if through some strange quirk of fate they did discover the identity of the killer, would be under intolerable pressure to brush any results 'under the carpet'; as the killer must, almost certainly, be a member of the Order of the Anvil.
- The more the PCs stall and prevaricate throughout the conversation the more obvious Udo's impatience and ire will become; to add realism to the discussion it may be worth adding a few short snapped words from Udo to illustrate his petulance until an exasperated Wilhelm sends him away.
- In the end, persuading the players to investigate the murder is the GMs responsibility, if the GM believes he needs added incentives to 'sweeten the pill', then that is fine, as long as they are in keeping with the overall 'tone' of the scenario. For example, trying to bribe the PC's with gold is not the action a monk of many years service would consider, but an offer of patronage for the PCs, perhaps through contacts within the church would be permissible.

## ownward Spiral

Where to begin; clues for those nascent Sherlock's unsure as where to start. The following points are to be used as a guide and not used to dictate the order and pace of events, the PCs should be given time to

settle into their task and make their own plans on what to do next; bearing in mind as the body count starts to increase then so will the pressure on them to uncover the killer.

- Johannes' gruesomely lacerated gullet shows that he was dead before the fire was started and that the leering garnet grin still oozed fresh blood proves that he hadn't been dead for long. It is therefore an easy, and correct, assumption to make that Johannes must have been murdered during supper.
- The similarity between Johannes' mode of death and his profession 'before he felt the hand of Sigmar upon his heart', clearly points towards the motive of the killer. Some kind of retribution has obviously taken place for Johannes' past crimes and therefore a few enquiries into Johannes' past may be rewarded. However, of course, there are only four people who know the actual motive, Johannes – already dead, Brother Farel & Marten – disappeared and Brother Udo – who, at the moment, is not saying anything.
- Establishing the whereabouts of all the monks at the time of Johannes' murder, especially those not present at the evening meal, will go a long way to reducing the number of suspects. Perhaps organising a search of the monastery by the Ordenswache would be beneficial, to ensure all monks can be accounted but also to confirm that there are no 'undesirable aliens' present. **If the PCs don't initiate a search then Wilhelm will organise one himself with the aid of the Ordenswache.**
- Depending on what the PCs intend to do, will determine what happens next. If they do organise a search and take part themselves then the players will stumble upon the next body; if not then, after an appropriate period, Wilhelm accompanied by members of the Ordenswache will inform the players of their grisly discoveries.
- Any search of the monastery by the PCs at this time may reveal a few things of interest, not least, two more bodies (**see page 14**), the route any search takes will govern the sequence in which the two corpses are found. At this time Farel will be cowering in his priest hole in the scriptorium (**a successful very difficult -30 perception test will reveal him; Farel will come without a struggle but will say nothing**). Sigurd Reite will be equally as difficult to find concealed in the stable (**a very difficult -30 perception test opposed by Sigurds own concealment test**). GMs should do their utmost, within reason, to keep both Sigurd and Farel hidden, as this will ensure that the identity of the killer remains in doubt.

## *The Body in the Library*

*Upon entering the library, the PCs will find the following scene of horror. The room itself is lit only by the light from the moon augmented by the reflection of the moonlight off the snow outside; this comes from two windows on the far wall. This light only illuminates two areas immediately in front of the windows and does not chase the shadows from the other book-lined walls; a long wooden table encircled by chairs occupies the centre of the room. Brother Konrad is sat upright in one of these chairs facing the door, directly in front of one of the windows. His head is thrown back so his face cannot be seen and the pale moonlight lights up his figure; as they get closer, they will see it also gives his skin a waxen appearance.*

Upon closer inspection, the PC's will notice that his hands have been nailed to the arms of the chair and he has sheets of paper pushed down his throat. His eyes bulge and are lifeless. He is already dead, though not long as his skin is still relatively warm. A book, 'Die Geschichte des Ostland' lies open on the table near the body, several pages have been ripped out and been pushed into Konrad's throat, (**challenging -10 Intelligence test, knowledge of the volume and its proscription by Die Index Theogonische, see panel page 15**). If the PCs remove the pages from his throat and try to match them to the tattered remains of the book they will find two pages are missing. In addition, the removal of the pages from Konrad's throat will reveal that his tongue has a greenish tinge. This is because he was drugged to keep him quiet during his murder, as no cries had been heard; the PC's might realize that 'something' must have been used to keep him quiet. If asked, Brother Bastian the medicus, will reveal that the drug used was Cowslip, a common plant often used to soothe the insane that will induce sleep if a large enough dose is used. Bastian keeps some Cowslip in the infirmary for use as a calming draught and has recently noticed his stocks dwindling.

## *An Unexpected Guest*

*Shrouded under a crisp layer of snow glittering in Mannslieb's icy radiance, the dome of the mausoleum can just be discerned, as desolate and solitary as its aged stonework suggests. The archaic crumbling archway beckons sinisterly into the gloom below, down the fractured broken stair into the crypt itself; the arachnid inhabitants of the lifeless interior scuttle away from the torch brandished by the PCs to reveal the slumped remains of Brother Marten Forster. Eyes wide, staring vacantly into oblivion, his pallid features disturbed by the distended blue tongue lolling from his lifeless lips; Brother Marten lays on his back on the mausoleum floor, an unexpected guest for the more permanent residents.*

*The PC's will find some ugly red welts around his neck which are suspiciously akin to strangulation marks and his fingers, now distorted into claws by the cold, are scratched and mottled with blood at the tips, (**easy +10 perception test**) as if they bit deep into the flesh of his adversary during a struggle.*

There is more than one murderer stalking Eggerswald monastery this dark night, though the PCs will not realise this until later. The death of Brother Marten is only slightly linked to the ruthless murder and immolation of Brother Johannes. As though he was not directly involved in the death of Farel's mother and sister, as a native of Friedenmuhl, he is well aware of the link between Johannes, Farel and Udo.

To ensure their motives remain secret until their grisly task is complete, Farel and his father must ensure Marten's silence.

The unexpected death of Konrad, however, is different in many ways, the principle difference being the forethought and arrangements that were made for the murder of Konrad. While Sigurd and Farel have struck upon a vague plan, the killings committed by them are opportunistic; they

strike whenever the chance arises. Konrad's murder is different, a sedative was correctly prepared, and administered and while Konrad's hands may have been nailed to the chair, there is no sign of the ferocity used to kill both Johannes and Marten. Conspiracy

theorists among the PCs may come up with the idea that the murders of Johannes and Marten were planned to mask the murder of Konrad; this is not the case. If anything, the reverse is true with Konrad's killer using the other deaths to cover his own crimes.

### *Der Index Theognische*

*Often referred to as 'Der Index Kantzoisch' after Grand Theogonist Jochen Kantz, the originator of the Index in 2102; the index itself is little more than a long list of books banned by the authorities for varying reasons, usually heresy or propagating Chaotic beliefs. The Index is nominally to be upheld by all followers of Sigmar but, in reality, is only implemented by zealots and the Inquisition who will destroy all volumes featured on the Index immediately. To be found in possession of a manuscript appearing on the Index, especially by an Inquisitor, is usually a very 'tortuous' and painful experience concluding either in death or a very long sojourn at Sigmar's pleasure!*

*Some of the titles featured on the list are-*

#### *Die Geschichte Des Ostland (The History of Ostland) by Harald Meinecke*

*An exceedingly tedious academic tome describing the history of Ostland from the time of the Udose tribe until the present day, its only point of interest is that it claims that Sigmar left a male heir after his death. Proscribed due to political necessity at the time of Schaferin heresies, there were fears at the time that this book could help fuel an attempt by Ostland to break from the Empire, if ever this book were to become common knowledge in Ostland it would cause riots, possible secession and most importantly withheld taxes!*

#### *Die Jugendzeit Der Sigmar (The Early Life of Sigmar) By Arminius Varuseld*

*Drawn from supposedly contemporary oral histories of the Unberogen tribe at the time of Sigmar's birth, passed from generation to generation, 'Die Jugendzeit' is an incredibly old and rare book that purportedly debunks much of the commonly held facts of the Sigmarite doctrine. For example revealing that Sigmar was not shut in his grandfather's tomb on his Dooming Day and 'proving' that the tale of a young Sigmar defeating the boar was false. Banned for heresy this volume has not been seen for many years and all copies are now believed to have been destroyed.*

## he Usual Suspects

*Words of defiance, of persistence in the face of adversity and of how Lord Sigmar works in mysterious ways are uttered by a visibly disturbed Abbot Rupprecht and hang in the silent wintry air. The sounds of his quaking voice, his intonation of eulogies for the dead, drift up into the vaulted ceiling, wrapping themselves around the old wooden beams and mixing with an atmosphere of palpable fear and panic as his words are largely ignored by the monks before him, assembled for the service of Mette. Though Rupprecht waxes lyrical about the souls of good men departing to a better place, most thoughts within the chapel are concerned with the events of the last few hours. For the truth is that three men, each devoted to Sigmar, have been mercilessly slain in six short hours. That the killer is still at large and may even be here, in the monasteries own chapel among the bewildered monks as they pray for forgiveness and for their lives, hounding his next victim like a foul beast of Chaos. As the ceremony drags to sullen close; the gathered mourners kneel and follow the Abbot in offering a final prayer to holy Sigmar to conduct the departed souls of their cruelly taken Brothers to the east, to find an eternal resting place at Sigmar's right hand.*

Having been specially invited to Mette, it would be advisable, though not obligatory, for the PCs to attend, for during the service the players may note one or two things worthy of attention; for example, all surviving Brothers are present except for Farel Reite, also Udo von Zutzen appears uncharacteristically nervous, visibly pale and fidgeting in his seat. Upon completion of the

ceremony, Udo will hurry straight to Sekretar Wilhelm and pull him to one side, where he will begin to whisper something into Wilhelm's ear. Wilhelm will noticeably stiffen during this murmured conversation and with Udo, trudging disconsolately behind him will soon approach the PCs and utter, 'please come to my office, Brother Udo has something to get of his chest'

*The tightly shuttered window keeps out most of the bitterly cold glacial air, but still the candles gutter and falter under the influence of the penetratingly raw draughts that dodge the wooden slats; obscurity and illumination fight countless split-second battles over the paper strewn desk, as the flames flick to and fro. Bare stone walls enclose the room; a monotony of grey blocks surrounding the few items of furniture, except for an age dulled wall-hanging depicting a supplicating captive, prone before the resplendent Emperor Sigmar. Almost blending into the encircling walls, an ashen faced and uncommonly reticent Udo peers shamefacedly around the room, purposely avoiding eye contact with the other individuals within Rupprecht's office; still hoping to avoid the confession that is to come.*

The confession is, of course, that Udo believes he knows the identity of the killer and his reasons for embarking upon this orgy of bloody murder. Udo will need to have this knowledge dragged from him for, as the PC's will see, the revelations do not leave Udo showered in glory.

Udo will begin by describing the events in Friedenmuhl that took place so long ago; he will reveal the joy with which Johannes Gottheld, witch hunter as he then

was, tormented Ingrid and Katrin Reite as their pyres were being piled around them. How Johannes bated the coarse, baying mob that until yesterday would have happily chatted to the wretched victims in the village streets. He will, if pressed, faithfully recount the foul smell of scorched flesh and the way items of clothing suddenly flared as the flames caught and joined the throng of incinerating, incandescent fire as it cleansed the poor souls of the forsaken. Under further

persuasion, he will describe in, in illicit detail, the faces of those left behind, forced to watch their loved ones die a slow, suffocating and excruciatingly painful death as the vivid scarlet flames danced around them. How Farel Reite, for it was his loved ones, watched his mother and sister die, burned at the stake accused of witchcraft; how a grief-stricken Sigurd Reite wept uncontrollably as his beautiful, beloved wife and daughter, now blistered and seared by the blaze, were taken from him.

Under additional coercion, Udo will finally reveal his shame, that it was he who falsely denounced Ingrid and Katrin Reite to the witch hunter; that he too revelled with the mob before the pyres, venting his

frustrations after being rejected by Katrin the previous day. Udo will also convey the rapid disintegration of the rest of the Reite family; how Sigurd Reite, former blacksmith, escaped his grief and loss by losing himself in ale. How Farel, now no longer a child was forced to look to himself, how he persevered with life and buried his nightmare's deep within.

Nearing the end of his admission, Udo will also reveal that Brother Marten was a fellow native of Friedenmuhl and would have been well aware of Farel's past. In addition, the news of Brother Marten's murder confirmed the suspicions he had formed after Johannes' brutal immolation.



*Sekretar Wilhelm*



*Udo von Lutzen*

- Where does Udo's confession get the PCs? If nothing else, it confirms their suspicions of Farel, and by revealing the likely motive completes the 'picture' of Farel being somehow involved in the murder of his fellow monks. Many players may fall into the trap of now assuming Farel is the killer, this may or may not be the case (**see Grand Finale**), but it is safe to conclude that Farel is in some way linked to their deaths.
- Is it possible that the confession is an elaborate ruse to throw the PCs off the trail of Udo as the killer, trying to eliminate all those who know his secret? Anything is possible and if PCs wish to believe this then it may be worth the GMs time to indulge them. However, this reasoning would only make sense if the PCs were close to proving that Udo is the killer, which he is not, so if the players are close to somehow proving their case against Udo then they are in for a surprise!
- PCs are, almost certainly, going to conceive of many ingenious theories as to the identity of the killer, involving many different members of the company of Eggerswald and all as plausible as the one detailed within this scenario. I urge GMs to make use of these theories as 'red herrings' and enable PCs to wander into 'blind alleys' if they so choose, though only to a certain extent; too many 'brick walls' may lead to a drop in enthusiasm.

## he Grand Finale

*A thin crust of innumerable ice particles has formed on the flawless, untainted mantle of snow, catching the fleeting glimpses of light from Mannslieb and gently gleaming in these last hours of darkness. The almost unbroken veil of virgin white improves the usually grim, dismal buildings of Eggerswald, capping them all with an untouched sheet of pale flakes, blurring the harsh lines of the uninspiring drab structures and enhancing the familiar colourless grey façade.*

*Silence reigns; the peace and serenity of the scene, broken only by a few hardy birds, contrasts profoundly with recent events, as if the bitter temperatures have briefly frozen the landscape immobile while the world takes a breath, a momentary respite before the horrors still to come. Listing strangely as if unsure which way to fall, the remnants of the blackened tree stand isolated, desolate and forlorn in the centre of a rutted and well-trodden patch of sludge, petrified by the cold; a reminder for those observing the present subdued panorama of the devastating deeds performed just a few fleeting hours ago.*

- It is almost time for Laudes, the first service of the monastic day; monks will slowly start to awake and ready themselves for the coming day, hoping the impending daylight will bring a halt to the horrors of the last twelve hours. Invited to attend the previous night, Sekretar Wilhelm will ensure the PCs are present at Laudes, if necessary he will dispatch someone to awaken them. The following scene should begin just as the first monks are arriving at the temple doors, the players arriving soon after to enter accompanied by Wilhelm.
- No matter what arrangements the PCs may have made for Udo's security he will still die. Facing death, a consequence of his lies so many years ago, he will prostrate himself in the temple before Sigmar and plead for his life and for forgiveness. It is here he will meet his end after insisting any bodyguards leave him in the protection of Sigmar.
- Obviously, it is vitally important that the PCs attend the last set-piece scene during which Johannes' killer will confess his guilt. As well as missing the most dramatic part of the adventure, gaining this information second-hand would be quite an anti-climax.
- As with all the scenic descriptions, the PCs should feel free to interrupt and ask questions, and as I will certainly have failed to answer all, or even half, the possible questions the GM should feel free to use as much dramatic licence as they see fit. After all, my descriptions are only supposed to give the PCs a mental image of their surroundings; I have not attempted to give enough detail to answer every query, that is what books are for!

*The tranquil illusion of normality is brusquely shattered by a blood-curdling, wailing scream emanating from the gaping doors of the temple, quickly fading into a strange muffled croak. Usually anyone hearing a disturbance of this nature, here at Eggerswald, would be struck by the sheer incongruity, the absurdity of such a noise interrupting the early morning preparation for Laudes, but unfortunately this latest portent of further dread fits only too well with recent macabre events.*

*Figures in the dimly lit temple interior can just be discerned through the yawning doors, there is little movement and no calls for aid, the vague outlines just waiting, resting as if a chore has finally been completed. Inside the temple, light from torches, one ensconced on each wall, illuminate the scene. A trail of dark blood evilly reflected the glow from the torches begins half way down the aisle and ends in a shallow pool between the legs of a corpse slumped in front of Sigmar's statue. Facing the door, so those entering the holy temple can see the mutilated features and bloodied habit, the body is barely recognisable as Udo von Zutzen, the face already pale and anaemic, drained of the blood that has pooled between his legs and surrounds a lump of raw and bloody flesh, which hideously, seems to be his severed tongue.*

*From the shadows to the side of the statue emerges another disturbing sight, a peculiar almost malformed figure dripping blood from a self-inflicted cut to one of his wrists and from a large sharp knife carried in his other hand. Though emaciated and discoloured the strange figure, through his smug expression and haughty bearing, displays all the arrogant sense of self-righteousness that personifies those who believe 'the end always justifies the means', no matter what atrocities are committed along the way.*

Given the chance the strange figure, who the PCs may remember (**standard perception test, no modifier**) as Sigurd Reite the toll keeper, Farel's father; will launch into a polemic against everything and everyone he holds to blame for the death of his wife and daughter. Starting calmly and showing no remorse, he will openly admit to killing Udo & Johannes, for 'they deserved to die, just as my precious wife and my beautiful Katrin died'. Glossing over the death of Brother Marten he will hotly refute any accusations of murdering Brother

Konrad, pointing out that as Konrad was not involved in the events at Friedenmuhl fifteen years ago he had no reason to kill him. If Sigurds motives are questioned his face will darken and contort as he launches into a vitriolic rage, eyes bulging and spittle flying. 'Where was my justice? Where was the great Sigmar when this', pointing at Udo's remains "placed my family on their pyres with his lies! So-called divine Sigmar even took the murderers into his bosom, they deserved their fates and Sigmar deserves naught from me but contempt. "

- After he composes himself after his rant, it becomes apparent that Sigurd Reite is rapidly nearing his end, his blood is rapidly draining from his wrist and his usually pale features are noticeably more insipid than usual. If the PCs do not seize the initiative Sigurd will soon collapse and expire, but I'm sure many players will be able to invent a scheme whereby he can be taken alive and nursed back to health before standing trial for his crimes!
- In the end, no matter how close the PCs get to identifying the killer, they will be put out of their misery during 'the Grand Finale'. But is he the only killer? Does Sigurds denial ring true? Sigurd, though cruel and ruthless, was driven by revenge for the destruction of his family, as Konrad had no connection with the witches' trial in Friedenmuhl it is safe to say Sigurd Reite is not Konrads killer. Then who is? I have deliberately left this loose end to dangle, to enable GMs to perhaps turn this scenario into a campaign, **for more information please turn to *Playing the Aftermath***.
- There is still one more murder to solve, that of Brother Marten Forster. As another native of Friedenmuhl and well aware of the link between Farel Reite, Johannes and Udo he would, upon Johannes' death, almost certainly realised the motive for the slayings and possibly saved Udo's life. Therefore, to enable Sigurd to complete his revenge, Martens death was inevitable. But again was Sigurd the murderer? Again no, we already know that Farel strangled Marten soon after leaving 'the Last Supper' and then dumped his body in the mausoleum. If captured alive in his 'priest hole' Farel will freely admit his guilt and even if he succeeds in taking his own life or escaping the monastery (GMs discretion again see ***Playing the Aftermath***) his signed confession will be left for all to see. (see **appendix A**)

## aying the *Aftermath*

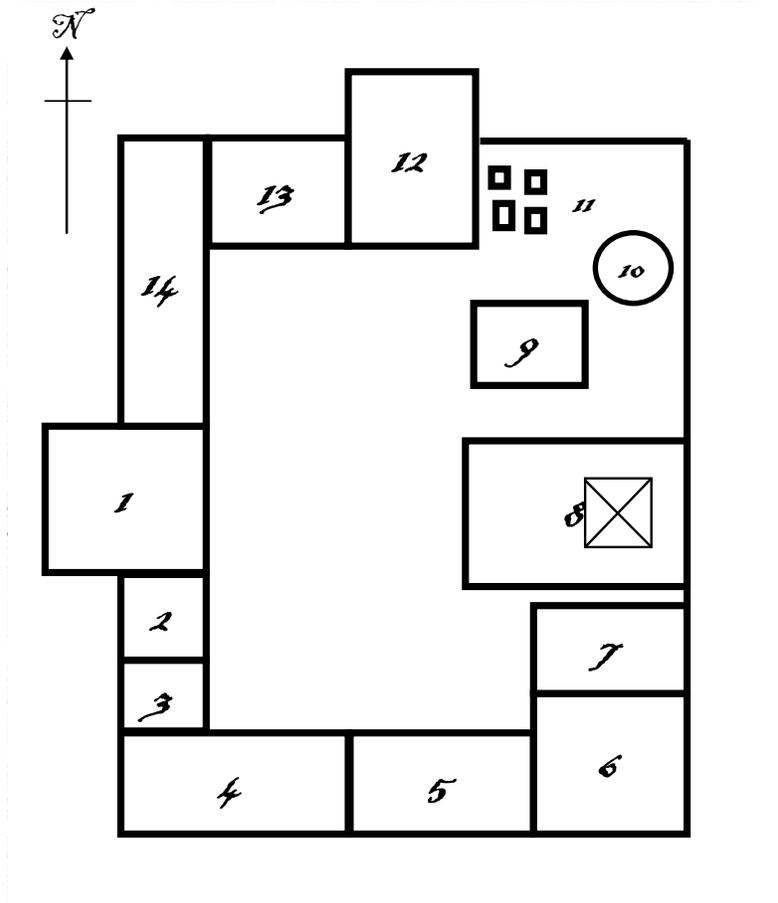
The conclusion of *Trials and Retribution* will hinge heavily on how successful the PCs were in unmasking the killers and whether they were captured alive. For Sigurd Reite has no intention of living now that his task is complete and therefore PCs will find it very difficult, though not impossible, to keep him alive to face justice. Farel is a slightly different proposition in that if found cowering in his priest hole he will put up no resistance to the players and 'come quietly' seemingly resigned to his fate, though he will continue to proclaim, loudly and often, his newfound certainty in the 'cause' and genuinely seem to have renounced his ties to the Order. If the PCs fail to find Farel then the GM has two options depending on whether the adventure is being played as a 'one off' or if the GM wishes to extend it into a mini-campaign, does Farel kill himself or does he escape? If the scenario is, being run as a stand-alone adventure then it may be advisable to have Farel commit suicide so as to tie up 'the loose end', there is a suicide note contained within the appendices. However, if *Trials and Retribution* were being played as part of a campaign, I believe it would better to let Farel escape, as an NPC of Farel's precarious mental state is always an interesting character for the GM to have up his sleeve.

Whatever the GM decides over the murderer's mortality, the coming day and break in the weather will enable Abbot Rupprecht to send for the road wardens quartered at Taal's Bowers in Lieske. Perhaps, if the PCs were able to capture either Sigurd or Farel, or both, they would like to see their prisoners brought to trial, a

further task for GMs but a credible and realistic conclusion to proceedings.

Another aspect to be considered is the identity of Brother Konrad's assailant. Who was it and why kill Konrad? There is no link between Konrad and the immolation of Katrin and Ingrid Reite so what is the motive behind his brutal asphyxiation. I have deliberately left the whole subject of Konrad's death as ambiguous as possible, both Sigurd and Farel will deny having anything to do with it, though Farel may have seen or heard something while hiding in his hole. Konrad was a renowned expert of Sigmar's life, did he stumble across something he shouldn't while immersed in his research, or was his murder just the ultimate escalation of petty internal politics. Again, I think the answer to this lies with the GM and how he is running the game. If an unconnected solitary adventure then the latter would probably be the best option, perhaps during Udo's confession he could admit his part in Konrad's death either by his own hand or through exhorting another susceptible accomplice to commit the crime for him. But I think the more interesting motive for Konrad's murder is that he found out something he shouldn't have, I have linked this to the pages from *Die Geschichte Des Ostland* found pushed down his throat and the *Schaferin Heresies*. This opens up many further possibilities in terms of plot; for example, the PCs could find themselves in the border marches of Ostland searching for proof of Lothar Meinhof's teachings or in Altdorf, the centre of the Sigmarite clergy, dodging the Inquisition while trying to find the powerful cabal that ordered Konrad's murder.

# The Monastery of Eggerswald



## Legend

- |                        |                |
|------------------------|----------------|
| 1 Gatehouse            | 8 Temple       |
| 2 Gatekeepers Lodging  | 9 Infirmary    |
| 3 Storeroom            | 10 Mausoleum   |
| 4 Kitchen/ Refectory   | 11 Herb Garden |
| 5 Dormitory            | 12 Stable      |
| 6 Library/ Scriptorium | 13 Smithy      |
| 7 Chapterhouse         | 14 Barrack     |

## *Gatehouse*

Entered under a large pointed stone archway guarded by two stout, and invariably barred, wooden gates; the gatehouse itself is little more than a gap between these outer gates and a further set of smaller wooden doors which lead to the central courtyard. Between these two doors a further two openings are cut into the grey, melancholy stone; the right leading to the Ordenswache barrack, the other to Brother Adalbertus' lodging. Due to the almost permanent closure of both sets of doors, little light filters into the gatehouse, producing an oppressive dark, dank and damp atmosphere, as well as the odd growth of fungus, which does little for the first impression.

## *Storerooms*

Huddled between the gatehouse and kitchen, this storeroom contains only dry provisions flour, salt etc for use in the kitchen and is kept locked whenever the kitchen is unattended.

## *Refectory & Kitchen*

Taking up the whole of the southwestern corner of the monastery, the kitchen/ refectory are purely functional areas with the only the bare minimum in the way of furnishings. The refectory, for example, is a large bleak room, cold even in summer; littered with trestle tables and chairs and devoid of life except for mealtimes; the refectory is an especially lonely place and is thus usually shunned by the monks. The room sparks into life, though, three times a day, when the brotherhood comes to share its food; conversation flows, though not raucously, as the assembled monks gratefully accept the nourishing fare prepared for them by Brother Gustavus.

Gustavus himself spends most of his working day, except for prayer, in the kitchen baking bread, stirring soup boiling upon the fire or skinning meat culled from the monasteries livestock. Gustavus' repasts are of simple wholesome fare, bread, vegetables and meat and fruit when available. Unlike some monasteries, there is no brew house on site, much too some monks chagrin and the main drink is fresh water, drawn from the well, which in turn is fed by the nearby Egger.

## *Dormitory*

Adjacent to the scriptorium, the dormitory is divided into two parts, the main dormitory and the Novicehaus housing very different inhabitants. A small corridor, accessible from either the scriptorium or the main entrance facing the courtyard, leads to the individual lodgings of the main dormitory where the ordained monks sleep, occasionally relax and offer private prayer. Allowed no private possessions the monks' cells are very stark, severe colourless rooms with only a cot, nightstand, table and chair to oppose the austerity.

Climbing the stair by the main entrance leads to the Novicehaus, here separated into small three bed dormitories are the initiates of the Order and those children, pitied by the Abbot, who have been taken in to receive an education. Slightly more boisterous than downstairs, the atmosphere in the Novicehaus is still subdued as Brother Abelhardt, the Master of Novices, keeps a strict rein on his charges at all times.

## *Library/ Scriptorium*

The library is on the first floor of an imposing building, which also houses the scriptorium on the ground floor and adjoins the main dormitories. Built from the same sad stone as the rest of the monastery, the dull weather beaten exterior gives little clue to the wonders that can be found within; for, ironically, inside the monotonous grey masonry works of art are created and kept. Brothers Konrad and Farel, librarian and head scribe respectively, contemplate or embellish their dusty tomes and beautifully illustrated manuscripts for the greater glory of Sigmar and to chronicle his life, lest we forget.

Upon entering the scriptorium, the room is brightened by the light from the two large glassed windows on the far wall. In the absence of sunlight, a number of large yellow beeswax candles are used to illuminate the room; these are produced within the monastery throughout the summer months and when lit radiate a warm orange glow and subtle fresh smell reminiscent of honey. Interspersed with the stone columns bearing the load of the room above are a number of small rough hewn wooden tables, at which the scribes practice their art, the scriptorium is usually a busy, though hushed, environment throughout the day; the lack of adequate light and other monastic duties usually mean the room is empty in time for Vespers. At the far end of the room is a small door leading to the adjacent main dormitory, next to the doorway a flight of steps leads upwards to Brother Konrad's domain, the Library. Hidden within the scriptorium is a priest-hole, a small compartment with barely enough room for a man to stand. Part of the original construction, its purpose is to conceal a monk from any marauding fiends of chaos.

Structurally the Library is very similar to the Scriptorium below, with two large glassed windows facing the courtyard and a number of stone pillars supporting the sweeping arches of the roof, the obvious distinction being the numerous books and manuscripts that line the walls and pile on the great wooden table in the centre of the room. Opposite the stair is a small room, with none of the necessities of comfort, in which Konrad sleeps as close as possible to his beloved books. As a librarian and noted scholar of Sigmar's life, Konrad can often be found sat in a corona of light from a nearby candle, poring over an obscure passage well into the hours of darkness.

## *Abbots Residence/ Chapter house*

Built from the same coarse undressed stone as the rest of the monastery, the building buttressed by the library/ scriptorium to one side and separated from the chapel by only a few metres on the other, comprises the Order of the Anvil chapterhouse and above, the few rooms in which the Abbot resides. Unlike the other monks with only single spartan cells to call their own; Abbot Beck-Eshemann has a relatively well-furnished bedchamber, office and personal garderobe at his disposal. Accessible only through the chapterhouse, Abbot Rupprecht allows Sekretar Wilhelm to utilise the office for his own administrative tasks, but any entry to the bedchamber or garderobe is strictly frowned upon. Due to a glassless, but usually shuttered, window; the office is bitterly cold throughout the long enduring winter months, but conversely with the shutters thrown open, the office offers a panoramic view over the southern half of the monastic compound; the northern half obscured by the walls of the nearby chapel.

Encompassing the entire lower floor, the chapter house is a single spacious room, used by the Order as a meeting place in which to discuss any matters of import in their daily lives. Inside the chapter house is sparsely furnished; indeed the only piece of furniture within the room is the Abbot's chair set throne-like toward the rear of the room facing forwards. The largely bare uneven walls, decorated with tapestries depicting scenes from Sigmar's glorious life, enclose the capacious open interior, interrupted only by the decorated columns of stone that support the upper level.

## *Temple*

Overshadowing the rest of the monastery, the chapel of Eggerswald monastery dominates the monastic compound and the surrounding area. Despite being constructed using the same unprepossessing melancholy stone, the chapel is the only building within the compound to appear aesthetically pleasing to the eye; numerous worn carvings surround the entrance to the vestibule and the chapel tower rises magnificently above the other lacklustre buildings as if to flaunt its majesty. Situated adjacent to the courtyard and standing aloof from the chapter house by a matter of metres, the chapel is the location for most of the devotions that take place throughout the monastic day. The main entrance through the vestibule door is never locked, enabling individual monk's opportunity to reflect in private prayer at all times of the day and night.

Inside, the chapel is arrayed in the standard Sigmarite manner, with the aisle flowing eastward under a high wooden roof, braced by mammoth matured beams that rest upon unyielding stone columns that march toward the altar. On each side of the aisle, beyond the pillars are the bare stone forms provided for worshippers to sit during long sermons; widely spaced to provide room for prostrate prayer, these benches are notoriously uncomfortable and are occasionally used as part of a penance for disobedient initiates. The altar comprises of a grandiose statue of a seated Sigmar holding Ghal-Maraz staring sternly back down the aisle, in front of which is a chest high wooden lectern, intricately carved with the twin comet motif.

Just behind the altar is a door that opens into a sparsely furnished small room with a stair that leads up to the tower, the stair slowly winds its way up until it concludes at another small room which contains nothing other than a rope hanging from above. The room itself is windowed on all four sides, giving the best views of the surrounding countryside in the whole monastery; the rope is connected to a large bell, which is used only to warn of encroaching chaos spawn and has only been heard twice.

## *Mausoleum*

Situated away from the main buildings, only a small part of the mausoleum walls and its domed roof can be seen above ground, the rest is hidden away under the earth. The only ingress is through a crumbling stone archway and down a few cracked and uneven steps to a black vault where the chill, lifeless forms of previous Earls of Lieske are entombed. Stipulated in the donation of land to the Order by Klemens von Trautenau, Earl of Lieske was the requirement to house the bodies of his descendents in perpetuity; though the family has since withered and died. Now the mausoleum, part of the original construction, is in a sad state of disrepair with its sagging dome, disintegrating masonry and general atmosphere of decay.

## *Infirmary & Herb Garden*

The domain of Brother Bastian Lahm, the infirmary is a small building that stands alone, a forlorn, solitary structure situated under the shadow of the walls separated from the stable by a jumble of hives and the herb garden. Inside, the patient's olfactory senses are accosted by a myriad of competing odours emanating from the many different roots, herbs and other natural ingredients that are drying, slowly pickling or bubbling away around the room. Over a threshold into the adjoining room, a small hearth can be found in which a small fire is usually lit to provide a steady supply of hot water for bathing wounds or boiling foul smelling concoctions. Brother Bastian is also the apiarist of the monastery, maintaining the hives next to the infirmary through all seasons and producing the beeswax candles, honey and other such necessities.

## *Stable*

Found in the northwestern corner of the monastery adjoining the Ordenswache barrack, the wooden stable is peculiarly half inside and half outside the outer walls. Separated by an archway roughly cut into the existing wall, the exterior half of the stable is used, during winter, to shelter the livestock from the worst of the weather, while the interior part houses the few horses kept within the monastery. Thus, the stable offers an unguarded means of access into the monastery for those wishing to avoid detection.

## *Smithy*

Conveniently situated close to the stable, the smithy is one of the few buildings within the monastery to possess a chimney. Dominated inside by the blackened furnace, the room is filled with all the tools and trappings essential for the forging of all the paraphernalia that the monastery requires. Brother Joachim can often be found sweating among his rasps and hammers, pounding malleable rods of glowing metal into pots and pans or shoes for the horses.

## *Barrack*

One of the more animated buildings of the monastery, the barrack houses the men of the Ordenswache, one of whom is always on duty in the neighbouring gatehouse with Adalbertus. Flanked by the gatehouse to one side and the stables to the other, the barrack is accessed either through the gatehouse door or from the main courtyard. Cramped and congested with cots fighting for space with the other accoutrements of fighting men, the barrack is rarely deserted and is often occupied with off duty 'wache' men cleaning their equipment or resting before their next watch. Adjacent to the stable wall is a small armoury, which stores all the Ordenswache armaments, from halberd and hammer to shield and sword.

## *Courtyard*

Apart from the infirmary garden, the courtyard is the only remaining spot within the walls to offer any natural respite from the bleak grey monotony of dreary stone that is Eggerswald monastery. A small patch of green grass surrounding a single tree contrasts brilliantly with the harsh brick buildings that encircle it and due to its situation at the physical heart of the monastery complex, in some ways the courtyard is as much a focal point as the chapel itself.

## *Karakterliste*

I have left the backgrounds and individual traits of the following pre-rolled PC profiles intentionally blank; I believe it would be more enjoyable for the players to 'flesh' these out themselves.

### Leticia Gluecks

### Entertainer

Race Human

Sex Female

Age 24

<u>Main Profile</u>							
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>WP</i>	<i>Fel</i>
<b>34</b>	<b>28</b>	<b>31</b>	<b>23</b>	<b>42</b>	<b>31</b>	<b>23</b>	<b>31</b>
<u>Secondary Profile</u>							
<i>A</i>	<i>W</i>	<i>SB</i>	<i>TB</i>	<i>M</i>	<i>Mag</i>	<i>IP</i>	<i>FP</i>
<b>1</b>	<b>10</b>	<b>3</b>	<b>2</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>3</b>

#### Skills

Animal Care, Blather, Charm, Common Knowledge (the Empire), Gossip, Perception, Performer (Actor & Singer), Speak Language (Reikspiel)

#### Talents

Lightning Reflexes, Luck, Mimic

#### Trappings

2d10 GC, Backpack, Breeches, Costume, Dagger, Instrument (PCs choice), Light Armour, Purse, Shirt, Tattered Cloak, Worn boots

### Diebold Sauerbruch

### Tomb Robber

Race Human

Sex Male

Age 20

<u>Main Profile</u>							
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>WP</i>	<i>Fel</i>
<b>30</b>	<b>35</b>	<b>32</b>	<b>30</b>	<b>31</b>	<b>37</b>	<b>33</b>	<b>26</b>
<u>Secondary Profile</u>							
<i>A</i>	<i>W</i>	<i>SB</i>	<i>TB</i>	<i>M</i>	<i>Mag</i>	<i>IP</i>	<i>FP</i>
<b>1</b>	<b>10</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>2</b>

#### Skills

Common Knowledge (the Empire), Evaluate, Gossip, Outdoor Survival, Pick Lock, Perception, Read/ Write, Scale Sheer Surface, Search, Speak Language (Reikspiel)

### Talents

Marksman, Savvy, Sixth Sense, Trap finder

### Trappings

2d10 GC, Backpack, Breeches, Dagger, Lamp Oil, Lantern, Light Armour, Purse, Shirt, Sword, Tattered Cloak, Worn Boots, 10 yds rope, 2 sacks

### Heidric Wolf

### Watchman

Race Human

Sex Male

Age 28

<b><i>Main Profile</i></b>							
<b><i>WS</i></b>	<b><i>BS</i></b>	<b><i>S</i></b>	<b><i>T</i></b>	<b><i>Ag</i></b>	<b><i>Int</i></b>	<b><i>WP</i></b>	<b><i>Fel</i></b>
<b>40</b>	<b>33</b>	<b>28</b>	<b>36</b>	<b>32</b>	<b>34</b>	<b>37</b>	<b>29</b>
<b><i>Secondary Profile</i></b>							
<b><i>A</i></b>	<b><i>W</i></b>	<b><i>SB</i></b>	<b><i>TB</i></b>	<b><i>M</i></b>	<b><i>Mag</i></b>	<b><i>IP</i></b>	<b><i>FP</i></b>
<b>1</b>	<b>11</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>3</b>

### Skills

Academic Knowledge (Law), Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gossip, Intimidate, Perception, Search, Speak Language (Reikspiel)

### Talents

Night Vision, Savvy, Street Fighting, Strike to Stun, Strong Minded

### Trappings

2d10 GC, Backpack, Breeches, Dagger, Lamp Oil, Lantern, Light Armour, Purse, Shirt, Sword, Tattered Cloak, Worn Boots, 10 yds rope

### Klara Lorenz

### Student

Race Human

Sex Female

Age 23

<b><i>Main Profile</i></b>							
<b><i>WS</i></b>	<b><i>BS</i></b>	<b><i>S</i></b>	<b><i>T</i></b>	<b><i>Ag</i></b>	<b><i>Int</i></b>	<b><i>WP</i></b>	<b><i>Fel</i></b>
<b>23</b>	<b>35</b>	<b>35</b>	<b>32</b>	<b>28</b>	<b>34</b>	<b>37</b>	<b>25</b>
<b><i>Secondary Profile</i></b>							
<b><i>A</i></b>	<b><i>W</i></b>	<b><i>SB</i></b>	<b><i>TB</i></b>	<b><i>M</i></b>	<b><i>Mag</i></b>	<b><i>IP</i></b>	<b><i>FP</i></b>
<b>1</b>	<b>11</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>2</b>

### Skills

Academic Knowledge (Astronomy), Common Knowledge (the Empire), Consume Alcohol, Gossip, Perception, Read/ Write, Speak Language (Classical), Speak Language (Reikspiel)

### Talents

Etiquette, Hardy, Savvy, Seasoned Traveller, Strong Minded

### Trappings

2d10 GC, Breeches, Dagger, Light Armour, Purse, Shirt, Sling Bag, Tattered Cloak, Worn Boots, Writing Kit, 2 Astronomical Textbooks

*NPCs*

### Brother Farel Reite

### Scribe

<i><b>Main Profile</b></i>							
<i><b>WS</b></i>	<i><b>BS</b></i>	<i><b>S</b></i>	<i><b>T</b></i>	<i><b>Ag</b></i>	<i><b>Int</b></i>	<i><b>WP</b></i>	<i><b>Fel</b></i>
<b>36</b>	<b>30</b>	<b>33</b>	<b>34</b>	<b>36</b>	<b>41</b>	<b>29</b>	<b>35</b>
<i><b>Secondary Profile</b></i>							
<i><b>A</b></i>	<i><b>W</b></i>	<i><b>SB</b></i>	<i><b>TB</b></i>	<i><b>M</b></i>	<i><b>Mag</b></i>	<i><b>IP</b></i>	<i><b>FP</b></i>
<b>1</b>	<b>13</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>2</b>

### Skills

Academic Knowledge (History), Academic Knowledge (Theology), Common Knowledge (the Empire), Perception, Read/Write, Ride, Speak Language (Classical), Speak Language (Reikspiel), Trade (Calligraphy)

### Talents

Divine Lore (Sigmar), Hardy, Linguistics, Petty Magic (Divine)

Brother Farel is a native of the area, being born in Friedenmuhl (50 miles away, approx 3 days travel), and knows the monastery of Eggerswald well, having dedicated his life to Sigmar upon turning fifteen and joined the Order of the Anvil as a novice, renouncing all worldly possessions and taking the oath of obedience. Farel is genuinely devoted to his faith and has no real aspirations towards authority. In fact he loathes the politics and factionalism that seems to be becoming more and more a part of religious life but, being a pragmatic man, he is able to see 'which way the wind is blowing'.

However, Farel has a somewhat unfortunate past, which troubles him still. His mother and sister were denounced to the renowned witch hunter Johannes Gottheld by a jealous suitor of Farel's elder sister and were 'cleansed by the flames'. This devastating episode took place when Farel was twelve and for the next two years or so, he watched his father slowly fall apart. In a rare moment of sobriety, Farel's father decided to place him into the care of the monastery of Eggerswald where he could forget the miseries of the last few years. Realising that the knowledge of Farel's past could prejudice his life at the monastery (the son of a 'convicted' witch would be immediately expelled from the monastery) his father concocted a story worthy of pity for his son, of his mother's death through illness and his wish that his son be educated in the ways of Sigmar.

The events of that horrific night haunt him still and despite his faith, he cannot find it within himself to forgive those responsible. Condemned to silence, for he can never share his burden with others, this inability as a spiritual man to absolve the 'guilty', torments Farel's soul. Already this internal suffering is manifesting itself slowly with impatience, irritability and a tendency to solitude beginning to darken Farel's personality.

Having spent the last eight years in the great monastery of Salzenmund honing his craft of copying the word of Sigmar under the tutelage of Father Thomas Fischer, Brother Farel has now returned 'home' to Eggerswald to work under Brother Konrad in the monastery's library. But the revelation that holy Sigmar has seen fit to allow Johannes and Udo to join the Order after their past crimes and the presence of Martin Forster, who as a native of Friedenmuhl has full possession of Farel's secrets has only increased Farel's inner turmoil.

## Brother Konrad Malysz

## Scholar

<u>Main Profile</u>							
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>WP</i>	<i>Fel</i>
<b>43</b>	<b>32</b>	<b>36</b>	<b>34</b>	<b>33</b>	<b>48</b>	<b>34</b>	<b>44</b>
<u>Secondary Profile</u>							
<i>A</i>	<i>W</i>	<i>SB</i>	<i>TB</i>	<i>M</i>	<i>Mag</i>	<i>IP</i>	<i>FP</i>
<b>1</b>	<b>15</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>2</b>

### Skills

Academic Knowledge (History)\*2, Academic Knowledge (Philosophy), Academic Knowledge (Theology)\*2, Charm, Common Knowledge (the Empire)\*2, Common Knowledge (Kislev)\*2, Perception, Read/ Write\*2, Ride, Speak Language (Classical)\*2, Speak Language (Reikspiel)\*2

### Talents

Divine Lore (Sigmar), Etiquette, Hardy, Linguistics, Petty Magic (Divine), Seasoned Traveller

Konrad Malysz was born into a wealthy merchant family near the empire/ Kislev border. As the second son, he forsook the usual career in the army for a life gaining knowledge and joined the priesthood. Konrad has been a member of the Order of the Anvil for almost 30 years but spent his years as a novice in the abbey in Altdorf studying under the head librarian (official term). After graduating to the brotherhood Konrad continued to study under Marius Siebel gaining many friends and admirers for his diligence and industry. Konrad is still in contact with some of the friends gained during this period; namely Anton Lukacs, a diplomat from Kislev educated in Altdorf, and Henning Koch, a Verenitan in Wurtbad. A noted scholar of Sigmar's life

Konrad came to Eggerswald over fifteen years ago to care for the many books and scrolls and his popularity has never dimmed. In fact Konrad is seen by many as the natural successor to Abbot Rupprecht and, unwillingly, he has become the focus of a band of monks enraged by the behaviour of and favour shown to Udo. These monks are determined to undermine Udo's reputation and see Konrad as abbot.

Physically Konrad, though beginning to age, is a big man, powerfully built with a thatch of thinning blond hair. His large frame belies the delicate manner with which he handles the many tomes in the monastery's library but he has also learnt to use this same consideration in his dealings with others, another reason for his enduring popularity. Konrad has struck up a great friendship with Sekretar Wilhelm Luck, a man of similar personality, with whom he can often be found discussing some of the more intriguing aspects of routine church life. Though a placid man by nature, Konrad shows a more intense side of his character while at work. He has been known to work throughout the day only stopping to observe and participate in church services.

Father Wilhelm Lucke

Priest

<b><u>Main Profile</u></b>							
<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
<b>41</b>	<b>33</b>	<b>31</b>	<b>31</b>	<b>35</b>	<b>47</b>	<b>36</b>	<b>40</b>
<b><u>Secondary Profile</u></b>							
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mag</b>	<b>IP</b>	<b>FP</b>
<b>1</b>	<b>12</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>3</b>

Skills

Academic Knowledge (History)\*2, Academic Knowledge (Theology)\*2, Charm, Common Knowledge (the Empire)\*2, Heal, Magical Sense, Perception\*2, Read/ Write, Ride, Speak Language (Classical)\*2, Speak Language (Reikspiel)\*2

Talents

Coolheaded, Divine Lore (Sigmar), Hardy, Petty Magic (Divine), Public Speaking, Sixth Sense

Wilhelm Lucke is a very pragmatic man. Born into a poor family in Talabheim he joined the Order partly to escape a future as a poor journeyman labourer, struggling to survive on a paltry wage; but also through a wish to educate himself, to learn to read and write. Surprisingly accepted into the Order (inability to read/write, poor background etc) he showed great tenacity during his noviciate to learn his letters as well as the Sigmarite creed. After spending his noviciate at the great monastery in Salzenmund he was, thirty years ago, assigned to the monastery of Eggerswald where he has since risen to the role of ‘Sekretar’, dealing with all the daily administrative duties of a working monastery.

Wilhelm has developed a good working relationship with Abbot Rupprecht despite their different backgrounds. Rupprecht is the spiritual head of Eggerswald and while still the nominal head of the monastery as a whole; Wilhelm acts as the executive arm with full authority over all routine organization. Matters of discipline are resolved through consultation between Rupprecht and Wilhelm.

Wilhelm is well aware of the effect his new understudy, Udo von Lammerbeck, is having on the company of monks at Eggerswald. Though not particularly happy to take a young brother just out of his noviciate under his wing, let alone one with Udo’s personality traits, Wilhelm has determined to try and ‘iron out’ some of Udo’s more disruptive qualities while teaching him the importance of the mundane everyday administration of Eggerswald. Remaining aloof from the factionalism that Udo’s preference over other more deserving monks has created, Wilhelm retains his reputation as a fair man though some of his relationships with the other monks have become strained.

Around 5’ 8” in height, Wilhelm does not have the physical presence of Konrad but he exudes a confidence and self-belief that derives from the many obstacles he has overcome in his life and the independence he has been granted by Rupprecht. Bearded and with a tendency to wear a hooded cassock throughout the winter months, Wilhelm’s piercing gaze can be rather unsettling upon first introduction almost as if he is trying to see past any façade and read the individual’s own persona.

Brother Johannes GottheldPriest

<b><i>Main Profile</i></b>							
<b><i>WS</i></b>	<b><i>BS</i></b>	<b><i>S</i></b>	<b><i>T</i></b>	<b><i>Ag</i></b>	<b><i>Int</i></b>	<b><i>WP</i></b>	<b><i>Fel</i></b>
<b>51</b>	<b>38</b>	<b>36</b>	<b>35</b>	<b>40</b>	<b>42</b>	<b>40</b>	<b>40</b>
<b><i>Secondary Profile</i></b>							
<b><i>A</i></b>	<b><i>W</i></b>	<b><i>SB</i></b>	<b><i>TB</i></b>	<b><i>M</i></b>	<b><i>Mag</i></b>	<b><i>IP</i></b>	<b><i>FP</i></b>
<b>2</b>	<b>12</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>2</b>	<b>3</b>

Skills

Academic Knowledge (Necromancy), Academic Knowledge (Theology)\*2, Common Knowledge (the Empire)\*2, Heal, Magical Sense, Perception\*2, Read/ Write\*2, Ride, Silent Move, Speak Language (Classical)\*2, Speak Language (Reikspiel)\*2

Talents

Ambidextrous, Divine Lore (Sigmar), Marksman, Meditation, Seasoned Traveller, Stout-hearted

Johannes Gottheld is a strange convert to the Order of the Anvil, his previous vocation as a Witch Hunter a stark contrast to the monastic life he has now embarked upon. But contrary to some people's opinions, Johannes' repentance is sincere; he has truly seen the error of his ways and wishes nothing more than to live in peace at Eggerswald learning Sigmars true lore.

A tall, lean man especially in his younger days, Johannes now remains apart from his fellow Brothers in a state of happy isolation, speaking little except to politely answer questions.

Zealously pursuing witches, heretics, and, of course, Chaos spawn, with a fervour not often surpassed even within the Inquisition, Johannes quite soon gained a notoriety within the Sigmarite cause, an infamous reputation based on his ardent enthusiasm and devotion to his chosen profession. But all was not well with Johannes' mind, he discovered, like many of his fellow 'Hexenhunde' before him, that only immersion in drink could prevent the violent images of his waking life from advancing into his nightmares. Unlike others though, in time Johannes developed a mental alter ego, a voice in his head calling upon him to repent his sins, to atone for the lives he had taken and for the families he had torn asunder. Convinced he was going insane, Johannes withdrew four years ago into self-imposed solitude in a nearby monastery, coincidentally Eggerswald, and has since stayed, recovering somewhat and been accepted into the Order. Johannes still hears his voice and on occasion has been known to have full-blown conversations with his 'better half', this is his way of dealing with his memories and he is now able to sleep soundly knowing he has taken the first steps towards redemption

Brother Udo von ZutzenPriest

<b><i>Main Profile</i></b>							
<b><i>WS</i></b>	<b><i>BS</i></b>	<b><i>S</i></b>	<b><i>T</i></b>	<b><i>Ag</i></b>	<b><i>Int</i></b>	<b><i>WP</i></b>	<b><i>Fel</i></b>
<b>42</b>	<b>33</b>	<b>36</b>	<b>30</b>	<b>36</b>	<b>43</b>	<b>44</b>	<b>32</b>
<b><i>Secondary Profile</i></b>							
<b><i>A</i></b>	<b><i>W</i></b>	<b><i>SB</i></b>	<b><i>TB</i></b>	<b><i>M</i></b>	<b><i>Mag</i></b>	<b><i>IP</i></b>	<b><i>FP</i></b>
<b>1</b>	<b>14</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>0</b>	<b>0</b>	<b>3</b>

### Skills

Academic Knowledge (History), Academic Knowledge (Theology), Common Knowledge (the Empire), Etiquette, Heal, Perception, Read/ Write, Ride, Speak Language (Classical), Speak Language (Reikspiel)

### Talents

Coolheaded, Divine Lore (Sigmar), Hardy, Petty Magic (Divine), Public Speaking, Schemer, Sixth Sense

Brother Udo is the progeny of Baron von Zutzen of Hermsdorf, an ambitious and ruthless man who has passed many of his more unpleasant character traits on to his youngest son. Driven to enter the Sigmarite clergy through selfish ambition and a wish to gain further influence for his family rather than for any more reverential aspirations, Udo's presence has managed to rile many of his more senior colleagues. On Udo's behalf, Baron von Zutzen, the biggest landowner in the area, (he is legally bound to collect rent and tolls from Hermsdorf north to Wiedenbach, excepting a parcel of land around Lieske and the monastic possessions of Eggerswald), has brought pressure to bear on a waning Abbot Rupprecht, ensuring that Udo's noviciate was as short as possible and removing all obstacles to his elevation to the Order of the Anvil after only three years. Taken under Sekretar Wilhelm's wing in an attempt to curb some of Udo's more disruptive tendencies, Udo's premature ascent has found its detractors within the monastic community who feel, quite justly, that Abbot Rupprecht has succumbed to outside coercion, but there are also some, mainly younger, monks who believe that Udo is a 'breath of fresh air' who will bring much needed contemporary thinking to the monastery. Championed by some of these younger monks, Udo is delighted to have found himself as the figurehead for one of the two factions in Eggerswald, an affirmation of his own arrogant sense of superiority.

Udo is a conceited, egotistical man with little empathy for those he perceives as beneath him, not without intelligence he does; however, seem to delude himself on the extent of his own abilities. Though even Udo can realise he has a problem, caused by the presence of Brothers Johannes, Marten and Farel, three men who each know of his participation in the burning of Farel's family for witchcraft, two of whom also know the fiction and capriciousness behind his denunciation.

### Sigurd Reite

<i><b>Main Profile</b></i>							
<i><b>WS</b></i>	<i><b>BS</b></i>	<i><b>S</b></i>	<i><b>T</b></i>	<i><b>Ag</b></i>	<i><b>Int</b></i>	<i><b>WP</b></i>	<i><b>Fel</b></i>
<i><b>42</b></i>	<i><b>33</b></i>	<i><b>36</b></i>	<i><b>30</b></i>	<i><b>36</b></i>	<i><b>43</b></i>	<i><b>44</b></i>	<i><b>32</b></i>
<i><b>Secondary Profile</b></i>							
<i><b>A</b></i>	<i><b>W</b></i>	<i><b>SB</b></i>	<i><b>TB</b></i>	<i><b>M</b></i>	<i><b>Mag</b></i>	<i><b>IP</b></i>	<i><b>FP</b></i>
<i><b>1</b></i>	<i><b>14</b></i>	<i><b>3</b></i>	<i><b>3</b></i>	<i><b>4</b></i>	<i><b>0</b></i>	<i><b>0</b></i>	<i><b>3</b></i>

### Skills

Concealment, Consume Alcohol, Dodge Blow, Evaluate, Haggle, Outdoor Survival, Perception, Read/ Write, Search, Silent Move, Trade (Smith)

### Talents

Frenzy, Frightening, Hardy, Schemer, Sixth Sense,

## Trappings

Breeches, Dagger, Light Armour, Purse, Shirt, Tattered Cloak, Worn Boots

Below you will find list of the remaining monks of Eggerswald with a basic profile (+/- 10%) and any extra skills, talents or other characteristics. GMs, please feel free to modify the profile below as you see fit.

## Basic Priest Profile

<b><i>Main Profile</i></b>							
<b><i>WS</i></b>	<b><i>BS</i></b>	<b><i>S</i></b>	<b><i>T</i></b>	<b><i>Ag</i></b>	<b><i>Int</i></b>	<b><i>WP</i></b>	<b><i>Fel</i></b>
<b><i>34</i></b>	<b><i>30</i></b>	<b><i>33</i></b>	<b><i>30</i></b>	<b><i>33</i></b>	<b><i>43</i></b>	<b><i>44</i></b>	<b><i>32</i></b>
<b><i>Secondary Profile</i></b>							
<b><i>A</i></b>	<b><i>W</i></b>	<b><i>SB</i></b>	<b><i>TB</i></b>	<b><i>M</i></b>	<b><i>Mag</i></b>	<b><i>IP</i></b>	<b><i>FP</i></b>
<b><i>1</i></b>	<b><i>10</i></b>	<b><i>3</i></b>	<b><i>3</i></b>	<b><i>4</i></b>	<b><i>0</i></b>	<b><i>0</i></b>	<b><i>3</i></b>

## Skills

Academic Knowledge (History), Academic Knowledge (Theology), Common Knowledge (the Empire), Perception, Read/ Write, Ride, Speak Language (Classical), Speak Language (Reikspiel)

## Talents

Divine Lore (Sigmar), Hardy, Petty Magic (Divine)

### Brother Bastian Lahm

### Medicus

Int +20%

WP +15%

Extra skills: Heal, Prepare Poison, Trade (Apothecary)

Extra Talents: Surgery

### Brother Joachim Shiffer

### Smith

S +10%

T +5%

Extra skills: Drive, Evaluate, Trade (Smith)

### Hauptmann Gustav Brecker

### Captain of the Ordenswache

WS +10%

BS +10%

S +10%

T +10%

Ag +10%

Fel +15%

Extra skills: Academic Knowledge (Strategy/ Tactics), Command, Dodge Blow, Gossip

Extra Talents: Seasoned Traveller, Wrestling, Strike to Stun

<u>Brother Adalbertus Gottlieb</u>	<u>Gatekeeper</u>	Basic Profile
<u>Brother Hans-Peter Magath</u>		Basic Profile
<u>Brother Abelhardt Breitner</u>	<u>Master of Novices</u>	Basic Profile
<u>Brother Holger Muller</u>	<u>Copyist</u>	Basic Profile
<u>Brother Hieronymus Frankel</u>	<u>Copyist</u>	Basic Profile
<u>Brother Gustavus Immel</u>	<u>Cook</u>	Basic Profile
<u>Brother Reinhold Pichler</u>	<u>Stonemason</u>	Basic Profile
<u>Initiate Bernhardt Maier</u>		Basic Profile
<u>Initiate Rainer Holzenbein</u>		Basic Profile
<u>Initiate Walter Fuchsbichler</u>		Basic Profile
<u>Abbot Rupprecht Beck-Eshemann</u>		Basic Profile

Extra Skills: Academic Knowledge (Theology)\*2, Charm, Etiquette, Heal, Magical Sense, Perception\*2, Speak Language (Classical)\*2  
 Extra Talents: Command, Master Orator, Meditation, Public Speaking,

Ordenswache      \*5

WS	+10%	T	+5%
BS	+5%	Ag	+10%
S	+5%	Fel	+10%

Extra skills: Dodge Blow, Gossip  
 Extra Talents: Seasoned Traveller, Wrestling, Strike to Stun

## *Appendix A*

### *Farel's Suicide Note*

*Pity me for my life or castigate me for my crimes, I care not. No punishment or ridicule can wound me now, for I am beyond reproach. By my own hand I have deceived and misled my mentors, those patient men who sheltered me and believed in me, I have betrayed my own faith just as I was betrayed years ago and I have killed those who tried to deflect me from my path. I deserve naught but scorn from those still living but understand this, I heed not, I have cast off my madness and my sleep haunts me no longer. I now realise that blood is thicker than water, that my family, my father are of more consequence to me than age's dead emperors no matter how Divine, and so I have willingly aided him in his vile and repugnant task, knowing full well that my family will soon be together again.*

## *Appendix B*

### *The Schaferin Heresies*

### *Die Schaferin Heresie*

Named after the 'flock' of Lothar Meinhof a young shepherd (Schafer) from Grunfeld, a small village in the Northern Marches of Ostland. Intelligent from an early age, Lothar used the time spent tending his sheep to reflect on life and the privations of those around him. Had the poor of the Empire offended Sigmar somehow? Had they not offered the right sacrifices to appease the fickle and impetuous Gods? Had they not implored them for a better harvest, to spare their livestock? Meinhof concluded that Jan Hus was wrong; that Sigmar was not a divine being. That you had to plot your own path through life without the prospect of assistance from omnipresent Gods and that to depend on a pantheon of capricious false idols for succour was to relinquish the essence of civilization. There were also rumours that Lothar Meinhof had proof that Sigmar had left a living male heir, born to an Udose woman shortly before Sigmar died.

Lothar Meinhof proved to be a very charismatic young man who could impart his message to an initially incredulous and devout public and it was not long before his word began to spread and gain the approval of much of the populace of Ostland, especially the peasantry.

As time passed the 'Schaferin' teachings passed into the Ostermark and other areas of the east, gaining more adherents and causing unrest as they went, for hand in hand with the Schaferin teachings of self-reliance went refusal to pay taxes, the destruction of temples and the persecution of those who persevered with religion.

Needless to say the, by now, well established Sigmarite religion and the Imperial court were horrified, as the developments of the Schaferin heresies, as they became known, challenged two of the central principles of Imperial life, namely the worship of Sigmar as a god and, through the existence of an heir, the whole electoral system. Also self-reliance is only a short period of time from self-governance, a rapidly expanding number of subjects dedicated to this philosophy massing on the far flung borders was a recipe for secession, something the Imperial government could not countenance. Exerting great pressure on the Electors of the eastern provinces, the Imperial court ordered the suppression of the Schaferin heretics. So followed one of the bloodiest and most harrowing episodes imaginable, as the supporters of Lothar Meinhof were rooted out and murdered. Few families were left untouched as men and women were literally torn to pieces by the tortuous punishments of the Inquisition; children were left orphaned and wandering the ravaged countryside until finally, the ringleaders were found, tried and then gruesomely murdered at the infamous Wolfenburg Hexengericht.

It took many years for the regions of the east to recover from the depravations caused by the subjugation of the Schaferin heresies, but still, there are some who quietly follow the teachings of Lothar Meinhof, whispering his words in the darkness. Who knows what might happen if Lothar Meinhof was to be proved right after all?

## cknowledgements

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