

WHO WAS HANS KOTTER OF ESSENDORF?



A convention scenario for WFRP

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Seventy years ago two brothers, Hans and Seigfried von Kreiglitz, the youngest sons of an impoverished aristocrat from Ostland, began trading timber through Schoppendorf. The business became successful and they began to transport numerous goods to and from the east of the Empire. In time, Seigfried married and had children, who were brought up in the business, learning the trade. However, Hans grew unhappy that Seigfried was dominating the company and challenged him. Hans was never seen again. In time, Seigfried grew ill and the family began to quarrel. With his death the infighting grew worse and years later the business collapsed. The only money left was put in trust for each of Seigfried's grandchildren. They carried on the animosity of their elders and rarely spoke.

In fact Hans still lived. Seigfried had attempted to kill him, pushing his bleeding brother into the icy-cold Reik. Somehow surviving, but with his sanity weakened, Hans plotted revenge and searched for a way of gaining power. Soon, he attracted the attention of a Necromancer in need of funds and an apprentice. Hans provided both and began to learn the blasphemous arts. He was a natural and grew powerful over the years. He was consumed by the power he wielded over the dead and he forgot, for a while, about his revenge.

When it did resurface, he was able to carry it out. His brother was the first to die. Then he undermined the business before killing some of his nieces and nephews. He was patient and savoured his slow revenge. Meanwhile he took over the life of the recluse Hans Kotter of Essendorf, before killing him.

However, his plans were interrupted when he discovered that he was dying too, consumed by cancer. He frantically researched ways to prolong his life until in the end he found one, but one that showed the humour of the gods. Near his death he knew that he could transfer his soul for a short time to a temporary vessel. With the right ritual he could then transfer from this to someone else, but only a blood relative.

Hans hurriedly began to plan for this day. He summoned his surviving relatives: Fraulein Irina Scharlach, Colonel Senf von Kreiglitz, Lady Camilla von Pfau of Abdelhoff, Professor Volker Pflaume, Reverend Grun von Kreiglitz & Frau Frieda Weib (although actually her son but more on that later). While they made their way to a reading of the willing-of-the-will (greedy lot, he knew they would come), he prepared to implement his (quite mad) plan. Now he waits.

GM Notes

This scenario was originally written for Timcon IV and subsequently played by my own group and at Timcon V. Thanks to all groups for their input, which has helped produce the final version of this scenario. *Liber Fantica*

I and www.snotling.org was very useful in conversion to WFRP2.

The scenario has been written as a convention scenario and the pre-generated PCs are essential to the plot. Running as part of an ongoing campaign will take some work to amend. *Who was Hans Kotter of Essendorf?* was written to run in four hours and GMs should broadly stick with this to keep players reacting to events. Parts of the scenario may not fit with everyone's view of WFRP, but I do not think this should prove a problem for a convention scenario. However, as always, GMs should change it as they see fit. Certainly, it should not be run entirely seriously.

One problem with the scenario, one I do not think can be easily sorted, is that PCs may become spilt up. This is often problematic in a convention scenario. If this happens, I suggest moving from player to player regularly trying to bring them together when possible.

I also suggest supplying a pile of notepaper for players and GMs, as this will help generate a backstabbing atmosphere that is encouraged. I would also recommend players have character name plates.

A second real problem is that PCs may try and kill each other a little too early. In case this happens (after giving out unallocated PCs) three other characters, young household servants, have been supplied as replacements. If you do not have six players I recommend using the pregenerated characters in the following order; Fraulein Irina Scharlach, Senf von Kreiglitz, Reverend Grun von Kreiglitz, Frau Frieda Weib, Professor Volker Pflaume, Lady Camilla von Pfau of Abdelhoff.

Note: The spell that Hans Kotter/von Kreiglitz is using to transfer his soul can be seen as a weaker version of the WFRP spell *The Animus Imprisoned* (RoS pg. 142).

Plot Lines – A summary

The following is a quick outline of each of the plots that run through the scenario. The PCs' actions will, to some degree, dictate which come to the fore.

The Will: The PCs are summoned to the reading of a will and the promise of an inheritance. The late Hans Kotter has left them clues that he asks them to follow. In reality this is just a distraction and something to amuse the necromancer.

The Soul: Hans Kotter/von Kreiglitz is dying and has summoned his surviving relatives to his home. At dawn he intends to transfer his soul into one of them.

The Murder: During the evening Herr Robbe, the Lawyer, is murdered. The clues lead to the Cook, in the hallway, with a knife.

Picture on page 1 is a portrait of John Chambers by Hans Holbein the Younger.

FRAULEIN IRINA SCHARLACH

So here you are sitting in the Altdorf offices of the lawyers Wiell, Weill, Robbe and Ewe. You received the letter two weeks ago and rushed here. Just because you have never heard of this Hans Kotter does not mean you are not in his will. It could be anyone. But now you are here you know it is something to do with family. You are pretty sure that the other five are related to you somehow – they all (bar Frau Weib) have the von Kreiglitz lip.

Your father was a merchant, working for your grandfather, when he caught the eye of your mother. Grandfather von Kreiglitz never liked your father and you could see why. He was a weak man with too much fondness for drink and women. Certainly no one on your father's side had any money to give you. By the time you were twelve grandfather's business was gone and the only money was from your Trust Fund. You kicked father out on to the street that day. Mother learned to become a

good maid and cook in time, with effort and the occasional beating.

You were sent to the finest schools in Nuln but were bored, bored, bored. You took many lovers, all of them boring little men. That is, until you met Igor Brechnev, a visiting professor from Praag. In fact, the man was a necromancer and you convinced him to teach you what he knew. Once he did, you killed him. Now, you use your librarianship at the University of Nuln as cover to obtain forbidden books from your contacts. Your money is running low, and the fiancé you keep hanging on will only tolerate not getting married for so long.

Description: Thirty-five, slender, beautiful and simply dressed. You wear thick make-up to cover your cadaverous appearance, a side effect of your studies of the dead.

WHO ARE THE OTHERS HERE?

Senf von Kreiglitz: You recognise the arrogant face of your eldest cousin. His father was a pompous man who argued with everyone before being thrown out of the family. You heard Senf had joined the military and it looks like he never left. You noticed the symbol of The Fraternal Order and Association of Fellow Defenders of the Law and Hunter of the Chaotic (AKA Witch-hunters) hanging around his neck. He is to be avoided.

Lady Camilla von Pfau of Abdelhoff: You do not recognise her, but it must be your cousin Camilla. Many of the family did not like her as they thought she tried to take over the business. She is expensively dressed and her jewellery alone could buy a small manor house.

Professor Volker Pflaume: He is obviously a member of the family, he has the von Kreiglitz lip, but you cannot

place him. A little older than you, his hair is nearly white and you can see he is trying to stop his hands shaking. Whether nerves or disease you are not sure.

Reverend Grun von Kreiglitz: Ah! The good priest. Time has not been kind to Senf's youngest brother. His belly is big, his nose is red from too much wine and good living, and the limp is probably gout. You remember the arguments when his father, against grandfather's wishes, sent him to the temple of Sigmar. Not that he wanted to go either.

Frau Frieda Weib: What is she doing here? She's not part of the family, not really. She married Uncle Gustav and then left him once she found out he was not getting any of grandfather's money.

PROFILE

Journeyman Wizard (ex-Student, ex-Apprentice Wizard)

WS	BS	S	T	Ag	Int	WP	Fel
28	30	26	40	39	38	50	45
A	W	SB	TB	M	Mag	IP	FP
1	14	2	3	4	1	4	0

Skills: Academic Knowledge (Astronomy)+10%, Academic Knowledge (Daemonology), Academic Knowledge (Herbology), Academic Knowledge (Necromancy), Academic Knowledge (Magic) +20%, Channelling +10%, Charm, Common Knowledge

(Kislev), Common Knowledge (the Empire) +10%, Gossip +10%, Intimidate, Magical Sense +10%, Perception +10%, Read/Write +20%, Ride, Search +10%, Speak Arcane Language (Magick) +10%, Speak Language () +10%, Speak Language (Classical) +10%, Speak Language (Reikspiel) +10%

Talents: Aethyric Attunement, Dark Lore (Necromancy), Dark Magic, Hardy, Lesser Magic (Blessed Weapon), Linguistics, Luck, Meditation, Petty Magic (Arcane), Suave, Super Numerate, Very Resilient

Equipment: Best Quality Clothes, General Spell Ingredients, Dagger (coated with 2 doses of Manticore Spoor), Vial with 2 coatings (2 dose strength each) of Manticore Spoor, Make-up, Purse (12gc 24/6)

COLONEL SENF KREIGTLITZ

So here you are sitting in the Altdorf offices of the lawyers Wiell, Weill, Robbe and Ewe. You received the message three weeks ago and rushed here. Just because you have never heard of this Hans Kotter, does not mean you are not in his will. It could be anyone. But now you're here you know it's something to do with the family – they all (bar Frau Weib) have the von Kreigtlitz lip.

Growing up you were aware of the arguments that swept your family as grandfather's business collapsed around them. By the time you were sixteen you were ready to get out. The military awaited and you were at home. War and family contacts meant that you rose steadily through the ranks of the military and then the Knights Panther before retirement five years ago. Your time in Kislev convinced you to become a Witch-hunter. Since then you have travelled the Empire, cleansing it.

Your trust fund was the only thing left from Grandfather's business, which was more than your father got. He grew old and bitter after that, forced to work for a competitor. When you took his life than night, it was a blessing for him. Later, killing Witches made you realise that your wife's infertility was a sign that she had turned towards the dark gods. There was no choice but to kill her too.

You know the time will come soon when you will be too old for the life you lead. The Trust Fund is gone and the pension will not take you far. Perhaps this Will be the answer to your problems.

Description: Nearly fifty, you are still fit and sharp. You know you are handsome, although your black hair is starting to thin a little. You wear simple but expensive clothes and always carry your sword.

WHO ARE THE OTHERS HERE?

Fraulein Irina Scharlach: You recognise your Aunt Helena in this woman, so it must be your youngest cousin. She was always a brat. Looks like she has grown into a tart, covered in make-up and no wedding band on her hand. Something about her you do not like at all.

Lady Camilla von Pfau of Abdelhoff: Your beautiful cousin. After Grandfather's death you lost track of her, although from the name she obviously married again. You were a bit suspicious at the time about the sudden death of her first husband, useless as a merchant but healthy as an ox. She is expensively dressed and covered in jewellery.

Professor Volker Pflaume: No wonder your cousin looks nervous. He has seen your amulet and knows that you have heard the body-snatching rumours of his time in

University. He must have changed his name then. When you were younger, he used to talk to you as if you were dumb as a pig.

Reverend Grun von Kreigtlitz: Grun must be desperate to turn up here. Time has not been kind to your younger brother. His belly is big, his nose is red from too much wine and good living, and the limp is probably gout. He was always weak. He ran away again and again from the temple of Sigmar when he was first sent there. Father knew he needed strong discipline but was too weak for the army.

Frau Frieda Weib: What is she doing here? She's not part of the family, not really. She married Uncle Gustav and then left him once she found out he was not getting any of Grandfather's money.

PROFILE

Witch Hunter (ex-Squire, ex-Knight, ex-Knight of the Inner Circle)

WS	BS	S	T	Ag	Int	WP	Fel
71	49	48	61	49	52	54	43
A	W	SB	TB	M	Mag	IP	FP
3	18	4	5	4	0	2	0

Skills: Academic Knowledge (Heraldry)+10%, Academic Knowledge (Magic), Academic Knowledge (Necromancy), Academic Knowledge (Religion)+10%, Academic Knowledge (Strategy/Tactics) +10%, Academic Knowledge (Theology), Animal Care, Animal Training +10%, Charm +10%, Command +10%, Common Knowledge (the Empire) +20%, Dodge Blow +20%, Gossip +20%, Follow Trail, Intimidate, Perception

+20%, Read/Write, Ride +20%, Search, Secret Signs (Templar), Secret Language (Battle Tongue) Speak Language (Breton), Speak Language (Reikspiel) +20%

Talents: Etiquette, Lightning Parry, Marksman, Menacing, Resistance to Magic, Seasoned Traveller, Sixth Sense, Specialist Weapon Group (Cavalry), Specialist Weapon Group (Crossbow), Specialist Weapon Group (Entangling), Specialist Weapon Group (Fencing), Specialist Weapon Group (Parrying), Specialist Weapon Group (Throwing), Specialist Weapon Group (Two-handed), Stout-hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient

Equipment: Amulet with Witch-hunter symbol (The Fraternal Order and Association of Fellow Defenders of the Law and Hunter of the Chaotic), Sword, Dagger, (Hidden) Pistol and Ammunition, Good Quality Clothes, Purse (8gc 12/10)

LADY CAMILLA VON PFAU OF ABDELHOFF

So here you are sitting in the Altdorf offices of the lawyers Wiell, Weill, Robbe and Ewe. You received the letter a week ago and rushed here. Just because you have never heard of this Hans Kotter, does not mean you are not in his will. It could be anyone. But now you're here you know it is something to do with your family – they all (bar Frau Weib) have the von Kreiglitz lip. You recognise all the others.

Not that you like your family much. When you married your first husband Josef, the von Kreiglitz family was a successful merchant house. When grandfather died, you could see that they were in trouble. You tried to take some control but you were stopped by your cousins. When the business collapsed, the family had conned you out of the remaining money, and you were left to live on a meagre trust fund. Your husband proved useless at being a

merchant outside of your family's guidance and eventually you slipped some nightshade into his brandy one night. That left you free to marry Lord Abdelhoff and you have lived in high society ever since.

Things were good until you received a note some weeks back threatening blackmail. The blackmailer said that she, and you are sure it is a she, had proof that you had killed your first husband. She demanded more money than you could get. You also suspect that your husband's eye is roving. Not that you begrudge him the odd tumble with a maid but you cannot risk divorce. However, an inheritance would give you freedom.

Description: Forty, with black hair and blue eyes, you always wear the latest fashions and as much (tasteful) jewellery as you can. Makes you feel so much better.

WHO ARE THE OTHERS HERE?

Colonel Senf von Kreiglitz: You remember him as a handsome, if intense, young man who joined the military. You can see a touch of lunacy and steel in his eyes, and the amulet around his neck shows he belongs to some holy order.

Fraulein Irina Scharlach: You recognise your ex sister-in-law Helena in this women, so it must be your youngest cousin. She was adorable, if a bit spoilt when she was young. Needs a bit of education in the finer things. Her make-up is a little too heavy and she dresses like a scholar rather than a lady.

Professor Volker Pflaume: You would recognise Volker von Kreiglitz anywhere. As a boy he would follow you around. Always very bright. You heard a rumour that he

had been expelled from University and left the country.

Reverend Grun von Kreiglitz: You see too much of your late husband in Grun. Time has not been kind to your young cousin. His belly is big, his nose is red from too much wine and good living. He ran away again and again from the temple when he was first sent there. He has his eye on your jewellery.

Frau Frieda Weib: What is she doing her? She's not part of the family, not really. She used to be so quiet when she married your uncle Gustav. Gustav was a bastard who used to beat her all the time. You would have said something, but it was not as if anything could be done about it.

PROFILE

Noble, ex-Tradesman, ex-Merchant

WS	BS	S	T	Ag	Int	WP	Fel
35	44	36	35	41	65	46	50
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	1	0

Skills: Academic Knowledge (Arts), Academic Knowledge (Heraldry) +10%, Charm +10%, Command, Common Knowledge (High Society) +10%, Common Knowledge (the Empire) +10%, Drive +10%, Evaluate +10%, Gamble, Gossip +20%, Haggle +10%, Perception, Performer (Musician), Read/Write +20%, Ride +10%, Secret Language (Guild Tongue) +10%, Speak Language (Breton), Speak Language (Reikspiel) +20%, Trade (Merchant) +20%

Talents: Ambidextrous, Dealmaker, Etiquette, Luck, Savvy, Schemer, Specialist Weapon Group (Gunpowder), Super Numerate

Equipment: Best Quality Clothes, 250 gc of Jewellery, Purse (25 gc 2/4), Vial with one dose of Black Lotus, Small Pair of Pistols (Damage 2) hidden in purse and small amount of ammunition

Your servant, **Oswald**, is travelling with you. A faithful old retainer for many years, you trust him entirely.

WS	BS	S	T	Ag	Int	WP	Fel
33	20	31	29	23	28	30	32
A	W	SB	TB	M	Mag	IP	FP
1	11	3	2	3	0	0	0

Skills: Perception, Sleight of Hand, Speak Language (Reikspiel), Trade (Cook), Talents: Etiquette

Equipment: Common Clothes, Dagger

PROFESSOR VOLKER PFLAUME

So here you are sitting in the Altdorf offices of the Lawyers Wiell, Weill, Robbe and Ewe. You received the summons five weeks ago and rushed here. Just because you have never heard of this Hans Kotter, does not mean you are not in his will. It could be anyone, possibly a patient. But now you're here you know it's something to do with family. You are pretty sure that the other five are related to you somehow – they all (bar Frau Weib) have the von Kreiglitz lip.

You were born Volker von Kreiglitz. Your parents died early on and your grandfather brought you up. Early on he knew you were special. You helped him with the books and accounts, spotting fraud by the clerks and mistakes made by idiots. Even when you went to University you helped out when you could. You knew early on during your grandfather's illness that the business was in trouble. The family arguing pulled the business apart.

With your trust fund in place you left for University.

There you were on course to become the greatest physician of your generation. However, the small-minded fools in charge of the University did not agree that the dead had to be used for post-mortem examinations. They threw you out for body snatching. Fools!

Changing your name, you moved to Tilea and became a respected physician to Dukes and Princes. There you were more able to continue your work on the dead. Sometimes, you needed living specimens to work on but this only ensured your work is famous, lauded by the same fools who threw you out. Now an unknown disease rakes your body and you are determined to find the cure. You just need money to do so and no fool will stop you.

Description: In your late forties you are short and stocky with a head of white hair. You wear simple black clothes and a pair of spectacles.

WHO ARE THE OTHERS HERE?

Fraulein Irina Scharlach: A lovely young lady. You do not know her.

Colonel Senf von Kreiglitz: Your arrogant, obnoxious, none-too-bright bully of an elder cousin. You had heard a rumour that he had become a Witch-Hunter. If so, you will need to be careful.

Lady Camilla von Pfau of Abdelhoff: An elder cousin, she was always very kind to you when you were young. You even hoped she would adopt you.

Reverend Grun von Kreiglitz: Close to your age, he was your close friend when you were growing up. However, he stole from you a number of times. He even lied to a girl you liked, saying something so that you were beaten by her brother.

Frau Frieda Weib: Your aunt. She married Uncle Gustav and then left him once she found out he was not getting any of grandfather's money. She looks well for her age, but something seems odd about her.

PROFILE

Scholar, ex-Physician, ex-Student

WS	BS	S	T	Ag	Int	WP	Fel
34	29	40	53	45	59	65	61
A	W	SB	TB	M	Mag	IP	FP
1	14	4	4	4	0	4	0

Note: Early stages of an unknown disease causing shaking and boils all over the body.

Skills: Academic Knowledge (Theology), Academic Knowledge (Science) +20%, Charm, Common Knowledge (Tilea) +20%, Common Knowledge (the Empire)+10%, Gossip +20%, Heal, Perception +20%, Prepare Poison, Read/Write +20%, Search, Speak Language (Classical) +20%, Speak Language (Reikspiel), Speak Language (Tilea) +10%, Trade (Apothecary), Trade (Cartographer)

Talents: Coolheaded, Etiquette, Linguistics, Resistance to Disease, Strike to Stun, Suave, Super Numerate, Surgery, Very Resilient

Equipment: Medical Equipment (including various knives), Medicine to soothe shaking, 2 Healing Drafts, Purse (10 gc 10/18)

REVEREND GRUN VON KREIGLITZ

So here you are sitting in the Altdorf offices of the Lawyers Wiell, Weill, Robbe and Ewe. You received the letter six days ago and rushed here. Just because you have never heard of this Hans Kotter, does not mean you are not in his will. It could be anyone. But now you're here you know it's something to do with family. You are pretty sure that the other five are related to you somehow – they all (bar Frau Weib) have the von Kreiglitz lip.

The last time you really remember the family gathering together was for Grandfather's funeral. This was shortly after you ran away from the temple for the third time. You hated home, your father was a vicious bully, but only to you, never to your brother Senf. Not that he ever helped you. When your superiors discovered your Grandfather had left you money in trust things became easier. Since then life has been good to you. Given positions of relative ease you have enjoyed the best food, drink and women money could buy. When the Trust Fund money ran out you helped yourself from the temple funds. Only a little mind you. Well, at first anyway.

Not that all your fellow priests see things the same way. With the support of your superiors that has not mattered much. Not until, a young initiate caught you at it. You clubbed him across the head with the ceremonial hammer of Sigmar and hid the body. When it was discovered you blamed one of the servants and had him hung. Better him than you. However, you can sense others watching you more closely now. Whatever you get today will come in handy. An inheritance would keep you in the style you have become accustomed to without any of the risk.

You did not turn up here cold either. You had a lackey investigate this Hans Kotter fellow. It seems he made his money making printing presses and was behind some successful new pamphlets. You have also been keeping tabs on the remaining members of the family and they are all here.

Description: In your late forties, you are overweight and walk with a limp due to gout. You wear clerical Robes in public at all times.

WHO ARE THE OTHERS HERE?

Fraulein Irina Scharlach: Much younger than you, she has become a librarian. She is of little interest to you.

Colonel Senf von Kreiglitz: Your hated brother. He always had to go one better than you, but if he thinks becoming a witch-hunter is better than a cleric of Sigmar than he is even more foolish than you remember. You suspect he killed his wife, but there is no proof of that.

Lady Camilla von Pfau of Abdelhoff: She never liked you. She tried to take over the business and caused a lot of the problems that forced the family apart. She only married Lord Abdelhoff for his money.

Professor Volker Pflaume: Once your close friend, but was hateful and paranoid, thinking you were out to get him.

Frau Weib: Your aunt. They said she married Uncle Gustav and then left him once she found out he was not getting any of grandfather's money. However, she always seemed unhappy in the family as they did not like her. You wrote to her a couple of times after she left but she never replied. She seems to be watching you.

PROFILE

Anointed Priest, ex-Initiate, ex-Priest

WS	BS	S	T	Ag	Int	WP	Fel
53	46	43	40	35	42	43	49
A	W	SB	TB	M	Mag	IP	FP
1	17	3	4	3	1	4	0

Skills: Academic Knowledge (Arts), Academic Knowledge (Astronomy), Academic Knowledge (Daemonology), Academic Knowledge (Necromancy) +20%, Academic Knowledge (History), Academic Knowledge (Numismatics)+10%, Academic Knowledge

(Theology) +20%, Channelling +10%, Charm +20%, Common Knowledge (the Empire) +10%, Gossip +20%, Heal +20%, Magical Sense +10%, Perception +10%, Read/Write +10%, Ride +10%, Speak Arcane Language (Magick) +10%, Speak Language (Classical) +20%, Speak Language (Reikspiel) +10%

Talents: Armoured Casting, Divine Lore (Sigmar), Lesser Magic (Magic Alarm), Master Orator, Meditation, Petty Magic (Divine), Public Speaking, Resistance to Magic, Seasoned Traveller, Strike to Stun, Very Strong, Warrior Born

Equipment: Swordstick, Clerical Robes, Symbol of Sigmar, Flask with Spirits, Purse (22 gc 5/6)

FRAU FRIEDA WEIB

So here you are sitting in the Altdorf offices of the Lawyers Wiell, Weill, Robbe and Ewe. You received the letter six days ago and rushed here. Just because you have never heard of this Hans Kotter, does not mean you are not in his will. It could be anyone. But now you're here you know it's something to do with family – they all have the von Kreiglitz lip.

Actually the summons came to your late mother, who was Frau Frieda Weib. You are her only son, Siegfried Weib. You suspected that it was do with the von Kreiglitz's, your father's family, for they would be the only ones to call her Frau Frieda von Kreiglitz. You promised to have nothing to do with them but you need the money and are determined to get what your family owes you. Using your skills as an actor you have disguised yourself as your mother and come to the meeting.

For as long as you can remember, your mother, told you tales of when she was married to a rich man. He was Gustav von Kreiglitz. He was a drunk and would always beat her. The others in the family would ignore this and she hated them all. When Gustav's father died, he was

left penniless and angry, beating her badly.

You have had to pull yourself out of the gutter to survive. You had a gift for impersonation early on and make a living as an actor. Joining a travelling band of players, you became well known, visiting manor houses and stately homes. Here you indulged in a spot of theft to supplement your income. You had to run when you were betrayed, spending years on the run. You found the homes of the poor the best to hide in and you killed the inhabitants to make sure they did not tell on you.

In time, you came to enjoy Adder Root and at this time the law seemed not to be hunting you. You used your skills to begin selling boats (that you did not own) to travellers up and down the Reik. But things have got worse recently. Your mother died, your money has all been stolen and the law is after you again. You need to leave the Empire and get away.

Description: Somewhat like your mother you are small and somewhat fragile looking. Simple white clothes with a hat with thin veil.

WHO ARE THE OTHERS HERE?

Fraulein Irina Scharlach: She is your youngest cousin. She is wearing thick make-up, perhaps to hide something. Her parents treated your mother badly.

Colonel Senf von Kreiglitz: His parents treated your mother very badly. Senf told her that she was not part of the family and should leave.

Lady Camilla von Pfau of Abdelhoff: She hated mother and she knew that your mother was being beaten and did

not care. She also argued against her being part of the business.

Professor Volker Pflaume: He seems to be looking at you. Perhaps he can see through your disguise? You have come across him a couple of times before while performing. He is a famed physician.

Reverend Grun von Kreiglitz: While his parents treated your mother badly, she was found of Grun. He was always kind to her and wrote to her from the Temple.

PROFILE

Charlatan, ex-Thief, ex-Entertainer

WS	BS	S	T	Ag	Int	WP	Fel
34	41	26	28	41	35	35	37
A	W	SB	TB	M	Mag	IP	FP
1	13	2	2	4	0	2	0

Insanities: Terrible Thristings (addicted to Adder Root), The Beast Within (although usually acts normally)

Skills: Academic Knowledge (Herbology), Animal Care, Animal Training, Blather, Charm +10%, Common

Knowledge (Bretonnia), Common Knowledge (the Empire) +10%, Concealment, Disguise +20%, Evaluate, Follow Trail, Gamble, Gossip +20%, Haggle, Perception +20%, Performer (Actor) +10%, Pick Lock, Prepare Poison, Read/Write, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Sleight of Hand, Speak Language (Reikspiel) +20%, Speak Language (Tilean)

Talents: Flee!, Mimic, Public Speaking, Seasoned Traveller, Sixth Sense, Streetwise, Super Numerate

Equipment: Adder-Root, Make-up, Spare Clothes, Your Own Clothes, Short Sword (hidden in bag), Pouch (1gc 2/1)

The Reading of the Will

The scenario begins in the ramshackle three-story offices of the renowned lawyers Wiell, Weill, Robbe and Ewe. The senior partner, Johannes Robbe, is an old man with leathery skin and a bald head with white tufts sprouting over each ear. Robbe thanks the PCs for attending, calls out the names of those present, then sits there reading his papers for a moment until the cuckoo clock rings two (“Cuckoo! Cuckoo!”). He says, “I have been instructed by our client, the late Hans Kotter of Essendorf, to call you here for the reading of his will. Let me begin immediately.”

Reading from the Will he says, “Let me thank you for answering my last and perhaps mysterious summons. Hopefully, the six remaining members of my family, my great-nieces and nephews, are sitting here when my last will and testament, made when I was in sound mind and witnessed by two of my close friends The Mayor of Grunberg and Father Aver of the Temple of Mórr.”

“I know you will be asking yourselves who I am and how I can call you family. Simply, my name when I was born was Hans von Kreiglitz. I am the younger brother of Seigfried von Kreiglitz, your grandfather. As is the way with our family, I quarrelled with Seigfried and left to make my own fortune, leaving him with the one we had made together. From afar I watched and saw how the family pulled itself apart with quarrel after quarrel, fight after fight. But foolishly, I believed I was no longer part of the von Kreiglitz family, even changing my name. However, on my deathbed I realised I was wrong. I want this family to be strong again and for the name von Kreiglitz to be spoken of with awe.”

“One tenth of the fortune I have collected over my lifetime has been passed to the Temple of Shallya for their good work but the remaining ninety percent is to be shared equally among my living descendants. However, my generosity comes with a catch.”

“You are to be taken to my manor house just outside the city. There you will be informed by Herr Robbe of the rules and conditions of this contract. I thank you for your patience and I hope you will tolerate me a little further.”

The PCs have all heard stories of Hans von Kreiglitz, brother to Seigfried, although only in the broadest details. Seigfried described him as a waster who ran off to become a drunk. That Hans describes all those present as his great-nieces and nephews, may also cause a little confusion with regards to Frau Weib, but Herr Robbe cannot explain his client’s words.

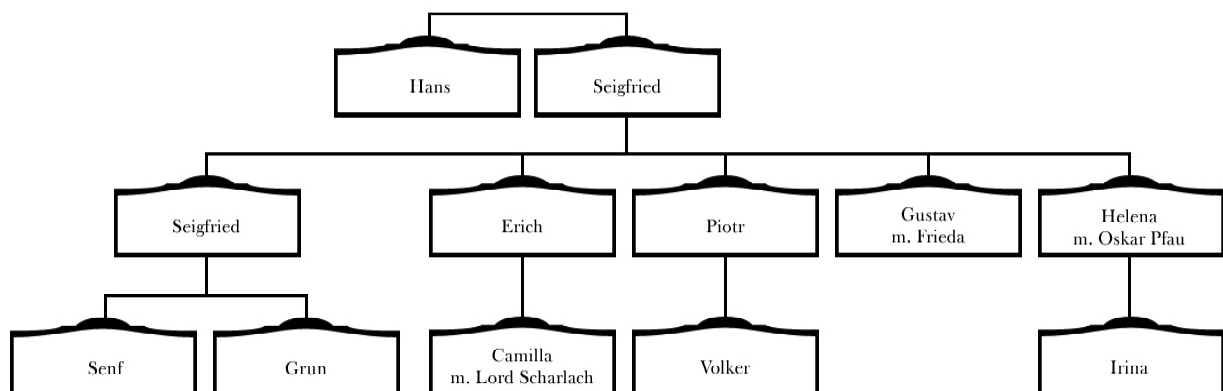
The Trip

Outside stand three black carriages, each ridden by a rider in black cloak and hat. Lady Abdelhoff’s servant Oswald stands to one side. They do not acknowledge their passengers in any way. Any requests to help ladies in to the carriage are ignored. Herr Robbe makes himself comfortable in the first carriage.

The carriages follow the road South out of Altdorf for three hours before turning West for an hour down a rutted path. They then pass through a gate with two guards closing it behind the carriages. The pair blankly at the visitors. The road winds through the trees to a large three-story house. Outside a line of servants waits. A footmen opens each carriage door. As the PCs step out a roof clock at the front of the house rings five o’clock. The Butler walks forward and bows. “Welcome ladies and gentlemen to the house of your great-uncle. We hope to make your stay as comfortable as possible. The staff will bring your bags. Please follow me to the drawing room and from there you will be able to freshen up.”

The staff are a sullen silent lot. In fact they are nearly all undead. Hans Kotter has almost perfected a way of making quality zombies. However it is short lived and they will slowly deteriorate. **Arcane Knowledge (Undead)** will not work for the first hours after arrival.

~ The von Kreiglitz Family Tree ~



A **Challenging (-10%) Perception Test** shows a figure in shadow watching from the upstairs window. It steps away behind the curtains when seen. This is the ghost of the real Hans Kotter.

A **Perception Test** will reveal a child staring at the PCs from the side of the house. About ten years old, he disappears when spotted. This is Alexis, one of the kitchen boys who are among the few living staff in the house.

The Hall

The house has a heavy, musty smell and little light penetrates inside. The hall is large, a few chairs scattered around. Pictures line the wall. All are old and faded and show various land and cityscapes from across the Empire.

The Drawing Room

Light tea is served here shortly after the PCs arrive. The butler will attempt to answer any questions regarding the house. He is very eager to please but sticks rigidly to the story the PCs have been told. Meanwhile, Herr Robbe prepares his papers in the study. After an hour, the butler asks the PCs to follow him to the study.

The Reading of the Will II

Slightly surprised by the arrival of the butler and the PCs, who he was just about to summon, Herr Robbe is ready to continue with the will. A roaring fire is blazing in the comfortable study. Once the PCs are settled the butler withdraws and Herr Robbe continues.

“My dearest family, thank you once again for your patience. I hope Kotter Hall impresses you. Soon it will belong to the von Kreiglitz’s here and it is your home for tonight.

“My fortune will be yours but only if family disagreements can be overcome. To herald this new age, I have set a series of tests for you all. All your skills will be needed to complete these. Only if they can be completed will my final instructions be revealed to those of you remaining in the house. Herr Robbe will reveal the first task after dinner.

“There are some conditions. Firstly, you do not cause damage to the house, except in looking to solve the tasks I have set. Secondly, you will refrain from causing harm to any of the servants in the house. Lastly, you may not enter the master bedroom or the Old Interior Chapel until the ownership of the house has been decided.”

The House – Ground Floor

The house is decorated in a similar style throughout. The walls and floor are a dark wood, and everything is slightly tatty. Cleaning has been superficial, and no attempt has been made to move carpets or ornaments to clean under

them. Nothing in the house is newer than thirty years old. The butler holds the all the keys.

Study: Large fireplace with oak desk and chairs. A dozen portraits on the wall are identified as belonging to the members of same family, the Kotters. No picture is recent.

Library (locked): A small comfortable room, the library is lined with a wide array of common books. None are dubious in any way. A small reading table and chair are located at the centre of the room.

There is a latch on the side of the bookcases and when unlocked one of the bookcases can be easily opened to reveal a secret passage.

The Old Chapel (locked): Inside is a small altar. Alcoves contain small statues of the main gods. Roses are engraved across all the walls, and this used to be called the Rose Room.

The Rose Room remains a holy room, blessed many years ago by a Grand Theonist. Those carrying out evil acts here suffer various effects. These should be decided by the GM but could range from a black aura surrounding evil PCs mediating or praying here, to 1D10 damage to evil characters casting a spell (definition of evil is left to the GM to decide).

Ballroom: There is a thick layer of dust across the floor of this large room and the chairs and tables are covered in dust sheets. A large chandelier dominates the ceiling. Doors lead to the kitchen, but these are hidden by a large tattered tapestry showing Sigmar’s victory at Black Fire Pass.

Dining Room (locked): Dominated by a long mahogany table with twenty chairs. A large portrait of “Hans Kotter” hangs over the fireplace. It bears little relation to the other Kotter portraits, but the PCs can all see a family resemblance (the von Kreiglitz lip). Cabinets filled with dinner plates, cutlery, etc. stand along the wall opposite the fireplace. The other pictures show idyllic country life.

Kitchen: A well-stocked kitchen, it is very busy the day the PCs arrive. The door is hung with cloves of garlic and symbols of Mórr and Shallya are engraved on them. Inside, the four living servants are nervously going about their tasks. They are led by Elisabeth the cook and she supervises the three kitchen boys. They will be clearly nervous of talking to the PCs and use their work as a constant excuse to break off conversation.

Lounge: A number of comfy chairs are scattered around. This room has not been regularly used for some time and the fireplace contains cold ashes.

The Gardens

The garden has been landscaped and is looked after by three (zombie) gardeners. Beyond the gardens is thick woodland. Kotter/von Kreiglitz has raised a pack of zombie bears to guard the area.

Zombie Bears

WS	BS	S	T	Ag	Int	WP	Fel
33	0	56	44	22	-	-	-
A	W	SB	TB	M	Mag	IP	FP
2	25	5	4	6	0	0	0

Skills: Follow Trail +10%, Perception +10%, Search +10%

Talents: Frightening, Keen Senses, Natural Weapons, Night Vision, Strike Mighty Blow, Undead, Unsettling

Armour: None

Weapons: Teeth and Claws

Each bear is white, their fur bleached to give them a more unearthly appearance, while bits of skin peel away. They move around the perimeter looking for those that are not undead. Those entering the woods will have plenty of warning of their approach, heralded by a rattling and strange roar. They will also appear on the road if the PCs look to escape by horse or carriage. They will give chase but go no further than ten yards beyond the tree line.

The House – The Ground Floor

Guest Bedrooms: Each is simply decorated, with a bed, dressing table and wardrobe. A small fire blazes in each room and a small bowl of fresh pears and apples sits on the dresser. A lantern is already lit in each room.

Master Bedroom: This door is locked. A thick layer of dust covers the double bed and furniture in this room. The room is haunted by the ghost of the real Hans Kotter. He will appear as a well dressed, grey-haired man looking out the window and then stepping away as if trying to hide from someone below. He disappears if approached too closely. If the ghost is spoken to it turns and utters the word “Roseroom” before disappearing. However, as it disappears it looks as if it is talking further, but no sound can be heard.

Hidden in the dresser is a parchment (Player Handout 1). “Death is near, so near. My loyal friend has managed to sneak this parchment and ink to me. The man who now claims to be Hans Kotter is a fraud, a dangerous

fraud. He has taken over my home and what transpires here I am almost afraid to guess. White beasts roam the woods where I ran and played as a child. My servants stare blankly at me, as if they no longer know me. I hear screams every day. Does no one notice I am missing, does no one care?”

The Second Floor

This floor is dedicated to the servant quarters and storerooms. However, as the staff are largely zombies only the butler’s bedroom and the stores are used. All the bedrooms are basic and the furniture in disrepair. In the drawers are moth-eaten clothes. The kitchen staff sleep in the kitchen.

The storeroom on this floor is mostly filled with spare furniture and cleaning equipment. A spiral staircase leads to the attic.

The Attic

The attic is filled with broken items and dust. At one end stands the great clock and at the other are two doors, used to get large items inside. No one has been in here for many years bar Hans Kotter/von Kreiglitz when he leaves the clue for the PCs. A line of footprints in the dust lead to the clock and back.

The Cellar

Much of the cellar has been hidden and can only be entered through the secret door in the library. The other part of the cellar is accessed through the storeroom next to the kitchen. These rooms are largely unused except for meat storage and coal.

Dinner

The butler ringing the bell announces dinner. A servant is sent to collect any tardy PCs. The table is set with expensive gold cutlery and Cathayan china. The wine is very good quality and there are four courses, each more exquisite and tasty than the last.

During the meal Herr Robbe also asks some questions. He is not very happy to be doing so but they form part of his instructions from Hans Kotter/von Kreiglitz. He has no further information or context and will try and bluff as far as he can any follow up questions.

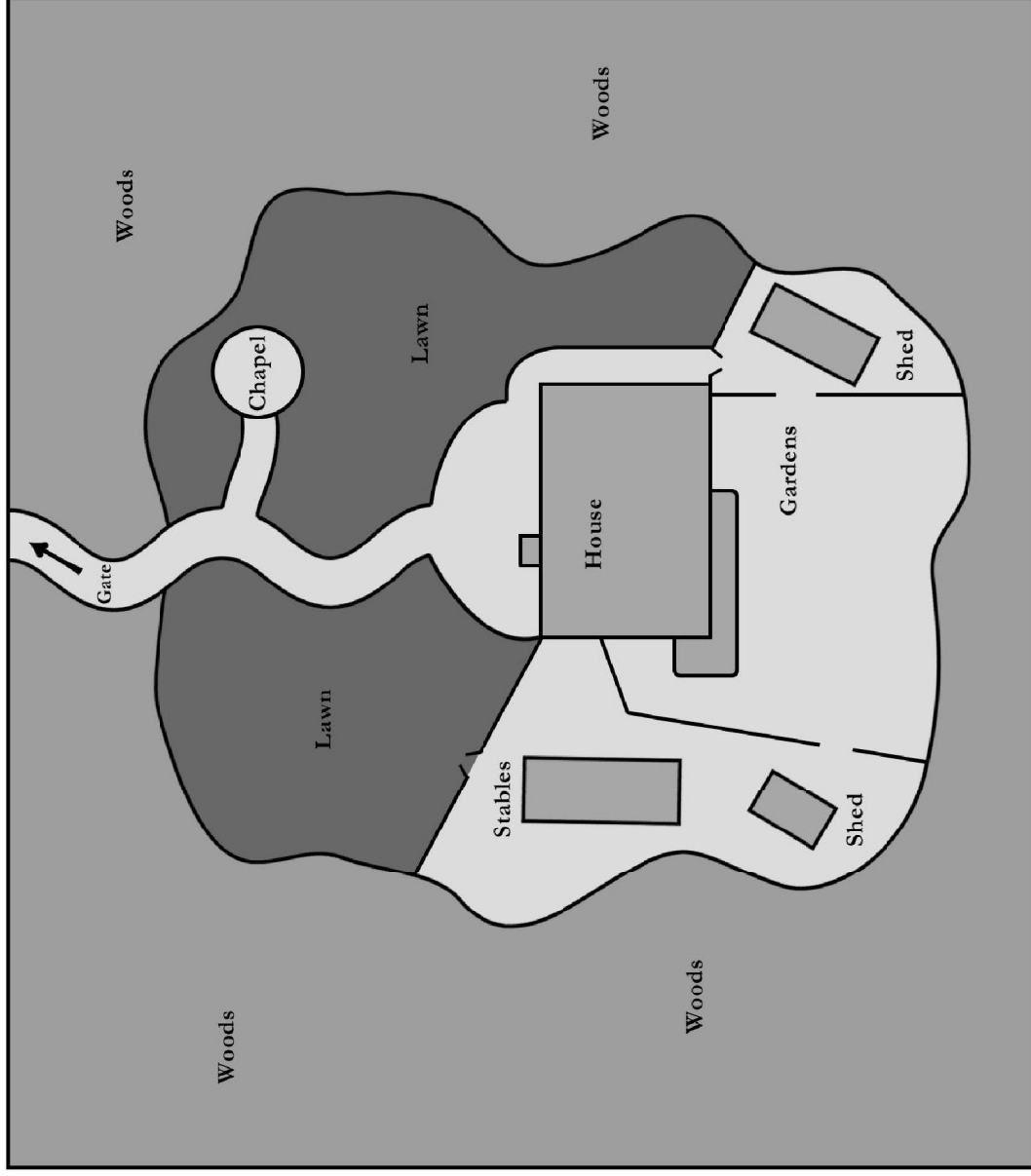
“Fraulein Scharlach, I understand that we have a friend in common – Professor Igor Brechnev from Praag.”

“Colonel, I was sorry to hear about the recent death of your wife. It is a shame at such an age.”

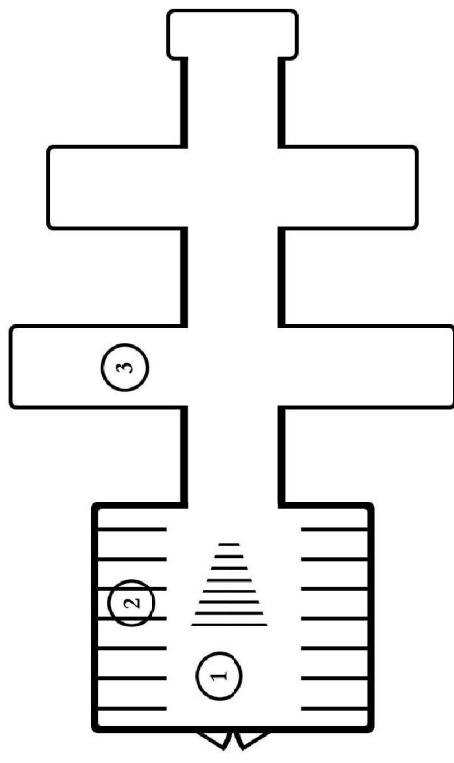
“Lady Abdelhoff, it seems a shame that you lost contact with the family after the untimely death of your first husband Erich.”

“Professor, I have heard my physician mention your

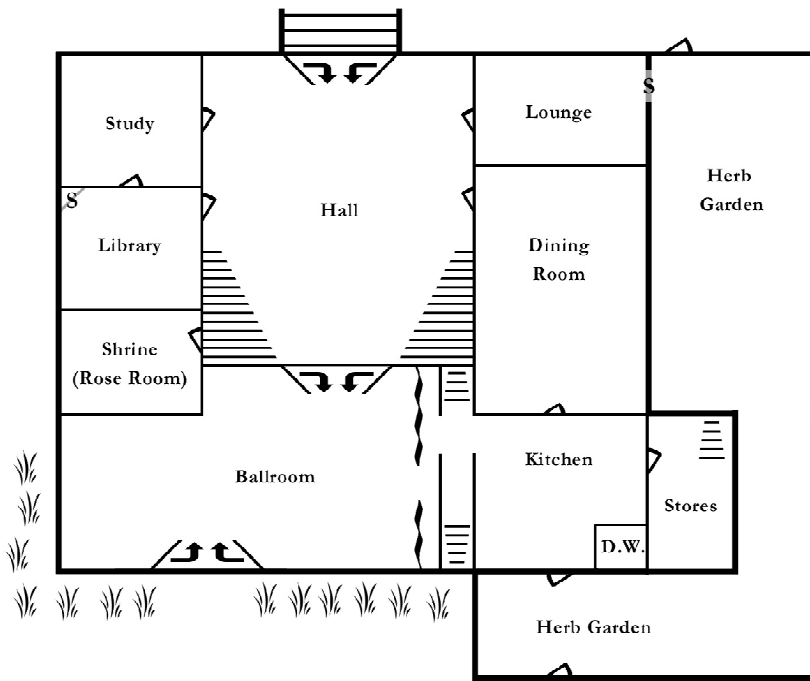
THE KOTTER MANSION



THE MAUSOLEUM



The von Kotter Mansion House



Ground floor

LEGEND

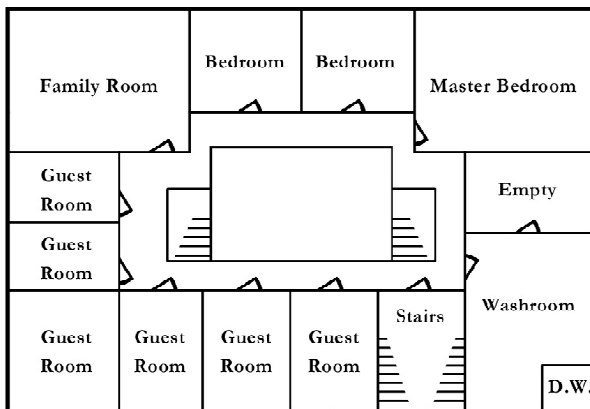
S.B. = Servant's Bedroom

D.W. = Dumb Waiter

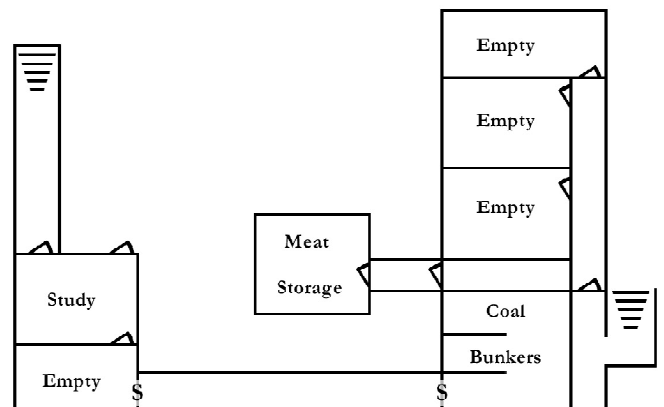
S = Secret Door

⌋ = Tapestry

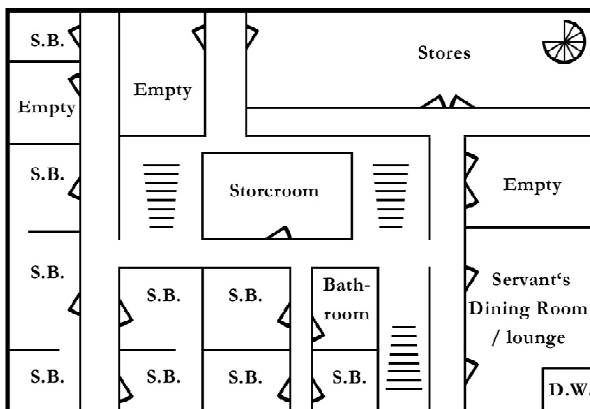
⊙ = Spiral Staircase



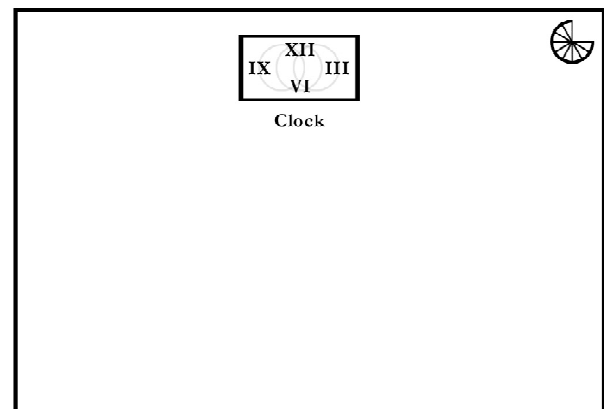
1st floor



Cellar



2nd floor



Attic

name. It seems you are somewhat of a celebrity amongst the medical community for your study of anatomy.”

“Reverend, I hear you were recently instrumental in bringing a thief to justice. Death is deserved for those who steal from the church.”

“Frau Weib, it is good to see that you have recovered from your recent illness. It was feared you would be too ill to attend.”

At the end of the meal, the butler asks everyone to retire to the study for “The first of the tasks. Brandy and the finest pipeweed await you there.”

The First Task

In the informal surroundings of the study, Robbe coughs to quieten the room. “I only have the first task here. I believe success of the task will lead to the subsequent tasks.” He scrolls through the will and begins to read, “My family, I hope you enjoyed your dinner. The cook really is one of the finest in the Reikland. However, I know you are impatient to know what I have in store for you. Let us start with a simple riddle.”

It will be impossible for the players to solve the riddle as is. However, the players should work out the general theme of each line before the GM allows a skill roll. Robbe has copied it onto paper for ease of reference (Player Handout 2).

In the House of the Langenburg’s stands the black (Academic Knowledge (Heraldry) – a black horse on a white background in the Langenburg coat of arms)

As Helena of Alburg’s gift to Sigmar (Academic Knowledge (Theology or History) – story of how Saint Helena gave Sigmar shelter during a storm)

Clear the bodies of which the farmer cut the heads (move the straw – if really stuck, allow an Intelligence roll)

Take three Owls of Nuln from Magnus (Academic Knowledge (Numismatics) – these are coins and once this is suspected reveal that the answer is five – an Owl is a five shilling coin and a Magnus is a crown, therefore the answer is five). Fraulein Scharlach as a resident of Nuln may also work it out)

Then as Grungni took up Zalbrahan (check in the library – name of the Dwarf’s Gods’ shovel)

To step from one to two.

The riddle leads to the stables. In stall five in a shallow hole filled with dirt a small leather box has been buried. The stablehands will not pay any attention to the PCs but will dig the hole if instructed. Shovels can be found to hand either way.

The Second Task

In the box is a small folded parchment (Player Handout

3). The writing inside is steady and clear.

Six little pigs all in a row

One by one they will go

All to help the fortune grow

Now to find number three

Will they really think they’re free

Let the Blood Moon shine on Ostland as you look on from Altdorf

Then follow the signs

The first part of this riddle is Hans’ enthusiasm for the bloodbath ahead coming to the surface. The final two lines are the real riddle. The PCs cannot physically look towards Ostland with their backs to Altdorf. The answer lies in the landscapes hanging in the hall. By standing in front of a picture of Altdorf they can see a countryside view of Ostland, its dusk skyline dominated by a tower. However, no further clues can be found, although it radiates magic.

To reveal the clue, moonlight must be reflected onto the picture from outside. A successful **Academic Knowledge (Astronomy) Test** (and a quick calculation) test will confirm that tonight’s moon is a blood moon. This happens once every three to four years when certain astronomical conditions are met. The same information can be obtained in the library.

Standing by the Altdorf picture with moonlight illuminating the Ostland picture, a line of letters can be seen glowing on the tower in the picture. They say “Gratz Milk”. A successful **Academic Knowledge (Daemonology) Test** will reveal this is the name of poison that some demons are said to excrete. A successful **Easy (+20%) Heal Test** or **Hard (-20%) Prepare Poison Test** will reveal that it is said Gratz Milk can be treated with a mixture of Basil, Parsley and Sage. Again, this information can be found in the library, although there is no reference to daemons.

This is designed to lead the PCs to the herb garden where all three of these herbs can be found. Unlike the other herbs, each patch has a small pot in the centre containing more herbs. If asked, the cook says these appeared recently along with orders that they were not to be moved. At the bottom of each pot is an iron tool that looks like a large Alan key. Each key has a symbol engraved on it. These can be identified by those with the **Secret Signs (Thief) skill**.

Three lines - means three

A sun - means light

A double diamond - means many jewels

This refers to the chandelier in the ballroom. This needs

to be removed from ceiling. This is done by going to the room above the chandelier and removing the floorboards to reveal holes in which the Alan keys will fit. Mention of the TV series *Only Fools and Horses* has so far been obligatory in playtests, so GMs may choose to have two chandeliers in the ballroom. In the top of the chandelier a small alabaster jar has been hidden. This is decorated with pictures of Sigmar fighting Goblins. The jar contains four items.

The first is a dried bluebell. This is known locally as a Clock Bell (**Herb Lore** or reference to library). The second is a Fish Fork (**Etiquette** will identify this). The third is a small piece of red tile. This points to the roof/loft.

Finally, there are two stitched cloth hands, each with six fingers.

These all point, rather obscurely, to the clock in the roof, the back of which can be accessed through the loft. Every quarter of an hour, the figure of Sigmar appears striking the heads of Goblins. However, on the hour a fish replaces

one of the Goblins. Inside the fish is a small scroll (Player Handout 4).

The Third Task

You have done well to reach this stage, but the charade is at an end. I will return at dawn to claim the revenge that is mine. Many years ago I killed my brother Seigfried, not that he ever knew. Since then I have taken his sons, daughters and grandchildren and I have savoured them all.

Now, fate plays a hand. One of you, my most favoured, will receive my true inheritance. The others will be discarded, perhaps to serve me later.

I look forward to meeting you soon.

Murder Most Foul

At some stage, the butler appears to say that the PCs should come with him. (Alternatively the PCs could hear a scream.) He takes them to the old chapel. In the hall, there is a pool of blood and there is a blood trail where

The Staff

The butler (now known by no other name but was once named Mortmore) is Hans Kotter/von Kreiglitz's closest servant and knows of his plans. He will order all the servants to protect him but will try and talk the PCs out of doing anything first. He is also rather mad. Always simpering, he looks to serve but as the scenario goes on he becomes more drawn and strange looking.

He is a ghoul, but thanks to medicine designed by his master he has retained his intelligence and eager-to-please outlook on life. As with the zombies, **Academic Knowledge (Undead)** will not work until a little later in the scenario.

Play him as a cross between Jeeves and Hannibal Lector.

The Butler (Ghoul)

WS	BS	S	T	Ag	Int	WP	Fel
32	0	3I	4I	34	43	32	25
A	W	SB	TB	M	Mag	IP	FP
2	II	3	4	4	0	6	0

Skills: Common Knowledge (the Empire), Common Knowledge (Wines), Concealment, Evaluate, Perception+10%, Search, Silent Move, Shadowing, Speak Language (Reikspiel)

Talents: Etiquette, Fearless, Natural Weapons, Night Vision

Special Rules:

Poisoned Attack: Targets injured by a Ghoul's attached must make a **Challenging (-10%) Toughness Test** or suffer 2 additional wounds.

Butler Sixth Sense: Knows to be in the right place at the right time.

Quotes

"You called?"

"The fork you are looking for is the seventh on your right, sir."

"You will all beg for the forgiveness of the Master and thank him for his smallest kindness."

"You are blessed. My Master has chosen you for the greatest honour. One of you will live forever with the Master. He will spit in the eye of Mórr, the greatest thief of all."

Servants (Zombies)

WS	BS	S	T	Ag	Int	WP	Fel
25	0	35	30	10	-	-	-
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: None

Perception: Frightening, Night Vision, Undead

the body was dragged to the chapel. Robbe lies on the floor with a bloody back where he has been stabbed. Closer examination reveals that some raven feathers, tied with sliver twine, have been stuffed in his mouth. The lawyer was killed by the cook and left here so he cannot be raised from the dead.

Looking around, a bloodied knife will be discovered thrown behind a chest. The knife is a silver steak knife, embossed with "K". These come from a set held in the dining room. All the knives are missing but the drawer is locked. Only the butler has the key to this drawer. It is held in the butler's room, which is also locked and he has the only key to that as well. If asked he can confirm that he still has possession of this.

The butler's room is still locked. The key cabinet, high on the wall, is closed but the silver drawer key is missing. There is a stool underneath the key cabinet and some black powder (soot) on and around this. The room is very neat and the fireplace brush lies off its stand and the pile of soot by the fireplace is a little out of place.

Beneath the butler's bedroom is an empty guestroom and there is soot all around this fireplace. Small smudged footprints lead to the door and into the corridor where they disappear (**Easy (+20%) Follow Trail Test** to follow to the servants' washroom).

There are five children in the house, two of which are zombie pageboys and three are kitchen staff. The culprit, the kitchen boy Ivan, has left his sooty clothes in the servants' washroom. He now wears a suit a size too big.

Ivan and the other kitchen servants, including the cook Elisabeth, are packing up preparing to leave. Elisabeth is the killer and ordered Ivan to steal the knives. She killed the lawyer as he saw them preparing to leave and tried to stop them. She dragged him into the Rose Room "in case he was one of them", by which she means undead. She thought it would stop him coming back to life. "When I saw the blood red moon I knew that we had to leave. I don't know what is to happen, but I now know that the Master planned for this day. I heard him talking one day but I thought when he died that nothing would come of it. He said, 'Six vessels on the night of the blood moon, by the coming of the sun I will be young again. Ensure that they are all summoned here.'" This was said to the butler. She thought she might need silver if they tried to stop them leaving: "They call them the half-dead where I come from."

The cook knows little more. She stayed away from the main parts of the house. She knows that the butler and Master were both afraid of the Master Bedroom but never knew why. The Master spent a lot of time in the library studying. Oddly, they also used to carry in big parcels of books, but there never seemed room for more."

Communing with the Dead

Talking to the real Hans Kotter is not that hard. He wants to talk, he really does. A book in the library (*A Study of the Rural Folk of Ostland and their Strange Rytuals* by Tymon Eckkels) provides an old, folk ritual for communing with the departed yet to cross into Mórr's realm. It will work for anyone contacting Hans Kotter.

Hans Kotter will try to answer any questions put to him. If he does not know the answer he remains silent.

He knows the following;

- He was held prisoner by a man who then proceeded to take over his life. He was killed by the man shortly afterwards.
- This man fears the Rose Room. (This is the Old Chapel.)
- Shortly after his own death, the man killed all the servants and dumped them at the old mausoleum. He could hear their screams.
- He knows answers to any questions about the house (including the secret passage in the library but not the demon in the door).
- His murderer is not in the realm of the dead.

The Dead Servant

At some stage in the proceedings, Lady Camilla's servant Oswald is killed. This should happen anytime after the murder of Robbe but earlier if he is sent off investigating on his own. A search will find his body ripped apart by teeth and claw. A successful **Surgery Test** or **Challenging (-10%) Heal Test** will reveal that he is missing his liver.

The Secret Door in the Library

This leads to a dusty, cobwebbed corridor. At the end stands a thick wooden door. A growling stone gargoyle face has been placed in the centre. When approached it visibly talks, licking its lips. "Ah! Fresh blood! The bodies rarely walk this far. You may only pass if you answer the following: The dead man said 'I saw two brothers, one on eight legs, one on two. Which one flew?'" The answer is Mórr (successful **Academic Knowledge (Theology) Test** if required). If this answer is not given or given too slowly, then the door screams (**Fear** test now), grows two legs and four arms and attacks. If the correct answer is given, it looks disappointed and opens.

Door Daemon

WS	BS	S	T	Ag	Int	WP	Fel
35	0	41	36	24	30	42	12
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	2	0	0	0

Skills: Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue)

Talents: Daemonic Aura, Keen Senses, Natural Weapons, Night Vision, Will of Iron

Armour: Daemonic Wood

Armour: Body 4

Weapons: Teeth

The door leads to a small room containing a single chair, table and chest. The chest is not locked and holds dozens of books and pamphlets. All of them are in some way blasphemous. A single book written in Classical, *Fooling the Great Thief*, sits on the table, open at an astrological chart. This shows a conjunction of stars and Mórslieb that only occurs once every three hundred years. A successful **Academic Knowledge (Astronomy)** roll reveals that tonight is the night. Two sheets of parchment have been used to make notes. Only some scrawled phrases can be made out (Player Handout Six).

“Must be on the night of the conjunction.”

“Store soul in the copper vessel beforehand. Five hours I estimate. Touch the copper vessel first.”

“Those of same blood are the most robust receptacles.”

“Laboratory must be prepared now. Get the butler to prepare in the morning.”

“Range should give me enough but must the time allowed be so precise? How long does dawn last anyway?”

“Revenge will be so, so sweet”

The Mausoleum

A short distance into the woods is the von Dissell-Mellinger Mausoleum. This was the family that built the house and they buried all their dead here. It has not been used since until Hans Kotter/von Kreiglitz took it over as his laboratory. The building is a marble monstrosity, with a huge coat of arms and motto (*We shall never lie down and die*) across the door.

The entrance to the Mausoleum is guarded by three Carrion. They will make their presence felt as the PCs approach the building but never reveal themselves. Generally they wait in the trees and attack anyone not with Hans Kotter/von Kreiglitz or the butler (they will not be able to tell if he is being held hostage).

Carrion

WS	BS	S	T	Ag	Int	WP	Fel
33	0	36	30	34	15	22	6
A	W	SB	TB	M	Mag	IP	FP
3	18	3	3	4	0	0	0

Skills: Perception+10%, Silent Move

Talents: Flier, Frightening, Natural Weapons, Night Vision, Undead

Armour: None

Weapons: Claws

The doors are heavy but unlocked. Inside the main room there are twelve compartments on each side and steps leading down into the earth. The bodies here are long dead and no threat.

Down below there are a number of corridors and rooms. Each contains remains of bodies, from the family to favoured servants and pets.

The Laboratory

One of these rooms has been cleared out and now houses Hans Kotter/von Kreiglitz's laboratory. The stench is awful.

A bloodied table sits in the centre of the room. On the table lies a body (this could be Oswald if desired), its chest open and blood dripping into a bucket. He begs to be killed but will force himself to talk, with much pain, if questioned. “That madman. He cut me open, played with my insides. May Sigmar give me release. But what I saw was worse. He took his soul from his body, my god it was beautiful but it was terrible. Destroy the vessel - it is his weakness.” If the PCs put him out of his misery, his final words are, “Beware the dawn!”

Surgical tools are arrayed on the walls all around. A book on the table is *Pflaume's Anatomy* by Professor Volker Pflaume. Indecipherable notes, by Kotter, are scrawled in the margins. A bucket of congealing blood sits in the corner. On one shelf are a few slabs of sealing wax.

On the floor is scattered a dozen copper containers of various shapes and sizes. Each has been engraved with unknown runes. There is also a wooden box with three identical containers and space for a fourth.

Across one wall is a giant symbol of Chaos. It has leather straps on four arrows and small needles on all. Where the neck would go (when someone is strapped to it) is a lead tube, with a spike at one end, which leads to a wire holder. One of the containers fits here. This is how Hans Kotter/von Kreiglitz extracted the soul from his body and placed it in a bronze container.

Escaping by Horse

One possible way out is to escape by horse. Until dawn this is largely impossible as the undead bears seem to be everywhere. Come the dawn the bears and guards are weakened and PCs may be able to escape. Not that it should be too easy.

The Return of the Uncle

Shortly before dawn, Hans Kotter/von Kreiglitz returns to the house. Four large dogs walk calmly at his side. Around him are a half a dozen wailing Ghouls. With the wind howling and blowing he calls out:

“My family, my friends. I welcome you all to this day of destiny. One of you will be my chosen vessel, my freedom from this body, eaten by this stinking death inside. Which of you will take this offer, which of you will inherit everything I own? It is only one I need but the rest of you may join me at my side and make the name of von Kreiglitz great again.

Hans von Kreiglitz (a.k.a. Hans Kotter)

WS	BS	S	T	Ag	Int	WP	Fel
38	33	34	49	36	58	57	46
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	2	0	2

Master Wizard (ex-Tradesman, ex-Apprentice Wizard, ex Journeyman Wizard)

Skills: Academic Knowledge (Necromancy) +20%, Academic Knowledge (Magic) +20%, Animal Care, Channelling +20%, Charm, Common Knowledge (Araby), Common Knowledge (Border Princes) +10%, Common Knowledge (the Empire), Drive, Evaluate, Gossip +20%, Haggle, Intimidate, Magical Sense +20%, Perception +10%, Read/Write +20%, Ride, Search, Secret Language (Guild Tongue), Speak Arcane Language (Daemonic), Speak Arcane Language (Magick) +20%, Speak Language (Arabyan) +10%, Speak Language (Breton), Speak Language (Classical), Speak Language (Reikspiel), Trade (Merchant) +10%

Talents: Aethyric Attunement, Dark Lore (Necromancy), Dark Magic, Fast Hands, Lesser Magic (Aethyric Armour), Lesser Magic (Silence), Meditation, Mighty Missile, Petty Magic (Arcane), Savvy, Suave, Super Numerate, Very Resilient

Special Rule: Also knows a version of the spell The Animus Imprisoned.

The Vessel: Hans Kotter has twenty minutes during dawn to touch the vessel to another body. A Willpower Test must be then made. (It is at +20 if not a family member.) If the Willpower test is failed, then the soul moves into the target's body to possess it. If passed then nothing happens. If dawn passes and then the soul has not been transferred then it will die. His body will then collapse to the floor, faintly alive but unable to move.

Hans Kotter will cast Aethyric Armour just before he enters combat.

Ghouls

WS	BS	S	T	Ag	Int	WP	Fel
25	0	21	21	30	15	30	0
A	W	SB	TB	M	Mag	IP	FP
1	7	2	2	6	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Search, Silent Move, Shadowing, Speak Language (Reikspiel)

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Rover

Special Rules:

Poisoned Attacks: Targets injured by a Ghoul's attached must make a **Challenging (-10%) Toughness Test** or suffer 2 additional wounds. Hits from Ghouls are *venomous* - victims who fail a **Poison Test** will be or paralysed for D8+4 rounds.

Weapons: Teeth

Dogs

WS	BS	S	T	Ag	Int	WP	Fel
32	0	37	45	34	18	31	5
A	W	SB	TB	M	Mag	IP	FP
2	11	3	4	4	0	0	0

Skills: Follow Trail, Perception+20%, Swim

Talents: Flee!, Keen Senses, Natural Weapons

Weapons: Teeth

Aftermath

In various papers the PCs can find, there is evidence that Hans von Kreiglitz stole the house from the Kotters. There are letters to Hans Kotter from his family and their lawyers, saying with dismay how they have been cut out of the will and that he will no longer see them. There are also financial documents showing how he took and moved as much money as possible in case he had to run.

If Hans von Kreiglitz wins then any surviving members of the family will be killed. To his great amusement all will become zombies to serve him. Should any of PCs swear allegiance to him then they will become his living servants, but perhaps eventually his partners (until he needs their body that is).

The Servants

The following lists the profiles for the human servants in the house. The three kitchen boys can be used as PCs if a character is killed.

Elisabeth - The Cook

WS	BS	S	T	Ag	Int	WP	Fel
27	30	34	44	39	37	40	37
A	W	SB	TB	M	Mag	IP	FP
I	I2	3	4	4	○	○	○

When her last mistress died suddenly Elisabeth received a number of offers of work. Herr Kotter's was the most generous and she came to the house two years ago. She realised things were strange but the pay was regular. However, when she tried to leave recently she and her family in Altdorf were threatened. She is looking for a way out for her and the kitchen boys whom she looks after. She treats all others in the house as suspicious and that will include the PCs.

Career: Servant

Skills: Common Knowledge (the Empire), Etiquette, Evaluate, Haggle, Gossip +10%, Perception, Read/Write, Search, Trade (Cook)+10%

Talent: Acute Hearing, Perfect Soufflé, Sixth Sense, Very Resilient

Equipment: Apron, Kitchen knife



Dieter Servant

WS	BS	S	T	Ag	Int	WP	Fel
28	25	45	44	29	28	29	27
A	W	SB	TB	M	Mag	IP	FP
I	I2	4	4	4	○	○	○

You've only been here a few weeks but you don't like this house. If only you could do something else. The cook is good to you and you know Sigmar will send something soon. You try and stay out of the way of the other servants.

Career: Servant

Skills: Animal Care, Dodge Blow, Drive, Trade (Cook)

Talents: Strike Mighty Blow, Very Resilient

Equipment: Servant clothes, Cleaver



Alexis Servant

WS	BS	S	T	Ag	Int	WP	Fel
33	25	29	34	34	36	32	38
A	W	SB	TB	M	Mag	IP	FP
I	II	2	3	4	○	○	○

You've only been here a few weeks but you don't like this house. You're going to get out soon and make your fortune. The cook is always on at you to keep working but she never notices the bits you steal. You don't have to worry about the other servants – they're all a bit thick.

Career: Servant

Skills: Dodge Blow, Drive, Sleight of Hand, Trade (Cook), Turn-Spit

Talents: Very Resilient

Equipment: Servant clothes, Cleaver



Ivan Servant

WS	BS	S	T	Ag	Int	WP	Fel
27	25	25	22	33	30	29	27
A	W	SB	TB	M	Mag	IP	FP
I	9	2	2	4	○	○	○

You've only been here a few weeks but you don't like this house. When you get the chance you are going to make a run for it. When you get cook on your side you will get her help. You don't have to worry about the other servants – there all a bit thick.

Career: Servant

Skills: Dodge Blow, Drive, Turn-Spit

Talents: Hardy, Very Resilient

Equipment: Servant clothes, Cleaver

*Six little pigs all in a row
One by one they will go
All to help the fortune grow
Now to find number three
Will they really think they're free?*

*Let the Blood Moon shine on Ostland as you look on from Altdorf
Then follow the signs*

Player Handout Three

You have done well to reach this stage, but the charade is at an end. I will return at dawn to claim the revenge that is mine. Many years ago I killed my brother Siegfried, not that he ever knew. Since then I have I taken his sons, daughters and grandchildren and I have savoured them all.

Now, fate plays a hand. One of you, my most favoured, will receive my true inheritance. The others will be discarded, perhaps to serve me later.

I look forward to meeting you soon.

Player Handout Four

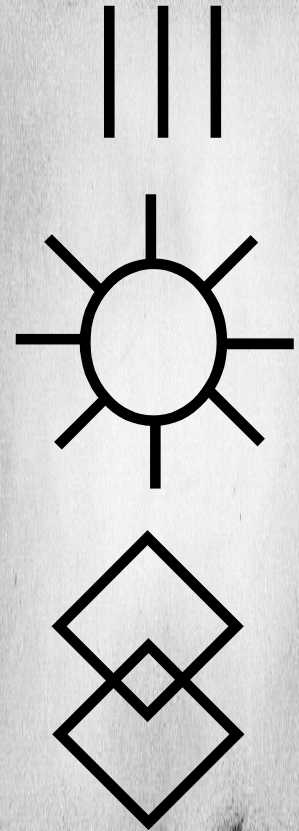
Death is near, so near. My loyal friend has managed to sneak this parchment and ink to me. The man who now claims to be Hans Kotter is a fraud, a dangerous fraud. He has taken over my home and what transpires here I am almost afraid to guess. White beasts roam the woods where I ran and played as a child. My servants stare blankly at me, as if they no longer know me. I hear screams every day. Does no one notice I am missing, does no one care?

Player Handout One

*In the House of the Langenburg's stands the black
As Helena of Alburg's gift to Sigmar
Clear the bodies from which the farmer cut the heads
Take three Owls of Nuln from Magnus
Then as Grungni took up Zalbrahan
To step from one to two.*

Player Handout Two

Player Handout Five



"Must be on the night of the conjunction."

"Store soul in the copper vessel beforehand. Five hours I estimate. Touch the copper vessel first."

"Those of same blood are the most robust receptacles."

"Laboratory must be prepared now. Get the butler to prepare in the morning."

"Range should give me enough but must the time allowed be so precise? How long does dawn last anyway?"

"Revenge will be so, so sweet"

Player Handout Six