

A House in the Woods

A WFRP v2 Adventure Mod

by

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This adventure can come at any point during the campaign. It is a break from the overarching story and has no real continuity within the first season. It is for characters in their first or second careers. It assumes that you have just completed The Rats below and the characters are traveling from the castle to Altdorf. If they did not end the previous adventure together, spend some time with why they'd be traveling and where they are going.

The point of this adventure module is to expose the players to some of the undead horrors of WFRP. Their characters are going to experience any number of horrific events, not the least of which is the eating of another person. This may leave the players a bit on edge or even sickened. Do your best to adapt to the situation. Remember, this is not meant to put your players off from having fun. Be appropriate and remove or tone down events which may head into directions which do not promote having fun.

Ultimately the characters should walk away with sense that there is a level of supernatural danger which lies under everything, hidden and ready to strike when they least expect it to.

There is little in the way of preparations to make. No knowledge of the Empire or its people could prepare them for what is going to happen.

A little backstory on what is happening: Many years ago, there was a young woman who was a very talented and powerful imperial wizard. She and her husband lived far away from cities and with little fear. She could handle any greenskin, skaven, or chaos worshiper that threatened them. Her husband was a great soldier even without the weapons and armor which his wife made for him. However, there came a time when her husband was called to duty far from their home. It is said she was denied the opportunity to accompany him on this task by the cruel lord they both served.

On his journey to meet up with the army of said lord, he was ambushed by a chaos lord and was slain after a protracted and devastating battle. The lady went into a deep depression from which none of her family or friends could rescue her. For some months she wore a mask of grief and dressed all in black. Her depression was such that she had all of the windows of their fine mansion blackened to block out the light of day, causing her to be up at odd hours of the day or night since all were now the same to her.

It is whispered that Tzeench then came to her and promised to teach her magics sufficient to bring back her husband. And that in turn, she demanded to know what such knowledge would cost her.

To her surprise Tzeench said "none".

So the young woman gave herself over to the dark chaos god to be taught the magics. However, something happened after her tutelage was over. Her appetites became unusual, her dress became immodest, and her household became darkened. Those in the surrounding countryside became uneasy at the sight of her. And then one night, when the full moon of Mórrslieb rose, her and her entire household disappeared from where it had been erected in the wood.

There are rumors that fly about which state on certain night when Mórrslieb is high and full in the sky the unwary traveler can stumble upon the forgotten house and become her most welcomed guest...

"There are things which haunt nights like these. The green moon has risen and creatures which feast upon the soul rise with it. You can find a sway to the branch of tree brought by winds not of our world. It may not touch us but it does touch those which have no will to resist. Pray that the weak and the weary stay in. You never know if you are strong enough to resist the piping song from gods gone mad."

--Karl Brightstag, Imperial Poet

Part I: Hand out the accompanying dream description prior to getting started. There are six different ones provided. If there are more players than that, make a couple of extra copies. Once your players have had a chance to familiarize themselves with their nocturnal imaginings, start the session.

When your players are ready, start with the following: *It started with your dreams. After returning to Altdorf from Castle von Hauffen, there was a quiet day or two but on the third day the dreams of a house in the woods began. A voice calls to you, from inside the house, and you are drawn to it. So much so you find your feet on the road the next morning traveling to somewhere you've never been before.*

You're surprised when you find that you are surrounded in the coach by people you know and with whom you've shared struggles. It is only natural that the reason you find yourselves together becomes a topic.

At this point make sure that the description of dreams have been handed to each player and that they've had a chance to read over them. Hopefully their conversation about the dreams will induce them to continue on their journey. Of course, they can choose to stop their adventure at this point. Doing so essentially ends the mod for those characters who do drop out. Award them their 25xp for showing up to play and a copy of the Constant Nightmares certificate. Work with those who are interested in ridding themselves of these invasions into their rest.

To continue on, read the following: *You arrive at a coaching inn at evening's close. There are not many candles lit, nor is there any songs to be heard coming from within. A tired looking man sidles up to the coach when you arrive and with a surprising bang, throws open the door.*

"Sorry 'bout that," his voice is thin and wispy. He pauses to place a stepping stool under the door and offers up his hand to guide people down.

Your breaths puff playfully in the chilled air. The man helping is thin with movements which don't flow. Hair falls, obscuring his face no matter what angle you take to see it.

"Welcome to the Shady Rest. I'll be inside to get your rooms set in just a minute. T'ain't right to be out on a night like tonight. Unnatural, it is."

The paint has almost flaked off the walls. The placard proclaiming its name is hanging on a single hinge, broken in half. The glass in the windows is very thick at the bottom giving what little you can see on the inside a distorted, curved look.

The front desk and bar are smooth from wear, its stain the color of beer and food. The fireplace has a single smoldering log and the common room is empty save for three other brave souls snoring away on the benches. Two sputtering lamps hang from the ceiling.

Perception Check

Miss: *Wow, this place is shiny and brand new. All of the inns should look this good.*

Make: *Those don't look like regular travelers over there.*

1 Margin: *Why do they have swords and chain armor if they're sleeping down here?*

2+ Margins: *Hun. Those are bodyguards sleeping over in the common room. Wonder who they belong to.*

With that information, the PCs can attempt to talk to the owner just as soon as someone shows up to get their rooms in order.

You hear a distant door slam in the back of the kitchen and the same disheveled man walks to the front desk, grabbing and jerkily landing his ledger in front of you.

Looking up from the book, his eyes catches a glint of light through the hair, briefly shining in the twilight of the indoors.

"Now, what sort of accommodations are we looking for?"

Prices: Common Room is 6 pence for the night. There are a couple of private rooms and those run 2 shillings. Then there is the big suite at the top of the stairs that he's letting go for a single crown tonight. All of the prices can be Haggled down for half as much.

As for other things, the PCs can attempt to get some information about the other guests already here. They can either talk with the innkeeper or they can try to take a quick look at the ledger, as it is open and in front of them. Perception check for the ledger, they only need to make the check, if they also have Read/Write. Talking will require a Charm test, which is made Very Easy if they also attempt to bribe the innkeeper at the same time. You may hint about that if they make their Charm test without attempting to bribe through whatever means seem appropriate.

If successful in either or both, the following is revealed: *The other guest is a merchant by the name of Kornspur. He's passing through on his way to some other noble lord for trade talks. Rumors are his family was dispossessed of their lands and titles years ago.*

CK: Empire

Make & 1 Margin: *Occasionally, noble families will have some public disgrace so large that their heritage and lands will be stripped from them. This is a fairly rare event but is not unheard of.*

2+ Margins: The above and the following: *The Kornspurs is a sad tale involving a Baron from about three centuries ago who was a bit overeager in attempting to impress his Count and the Emperor and lost nearly 10000 soldiers and other important men in an attack on a chaos enclave deep mountains between the Empire and Kislev. For his arrogance, his lands were stripped and his family removed from the lineage scrolls.*

As the players get their rooms arranged, one of the coachmen comes inside to find one of them. They are uncomfortable with speaking to them indoors and insists they go outside in order to talk. The characters are free to follow them or to reprimand them and force them to speak while inside. Either way, the coachman lets them know the following:

The boy and I will be staying in the barn tonight. We don't like the place. Something about the shadows is making the horses jumpy tonight. And there's one other thing. The other guests here tonight. I

think I recognize their coat of arms. Not a good folk. Not a good folk to be around at all.

As the coachman heads back to the barn, he makes a warding sign at the inn and can be heard muttering under his breath an invocation to Sigmar.

If the players want, the innkeeper's wife will serve them a meal of gruel and a few pieces of chicken with some beer to wash it down. All of it cold as stone. Otherwise move to the next section.

It should be noted that nothing has been heard from your coachman and his second that was riding up on the boards. If you go looking, first you'll find the front room downstairs empty and it even darker than it was when you first arrived. The second thing found is the front door has been locked and barred. If the players manage to get out or to go back to their room at that point, make sure that it is their decision. Once outside, they easily find the barn but the whole of the world is bathed in the light of Mórrslieb which has risen late in the night. Attempting to get to the barn and coach-house is a battle of will versus their own intuitions. Characters can be forced to Hard willpower check to see if, after seeing what the outside world is like, they flee back up to their beds. Should they make it, they can reach the barn but find it also locked tight from the inside. Knocking on the servant's door will bring none to check on them. They may even hear, if they listen closely, someone on the inside praying that the presence on the other side of the door depart quickly.

Play around a bit. Feel free to add in unusual sounds or that the character who is outside "feels" like someone is watching them. Being out under the light of Mórrslieb is not a place most people will want to be. Even those in the cities avoid going out on nights like this.

In the very dim hours before sunrise frantic pounding assaults your slumber. The innkeeper shouts through your door, "We're being attacked by brigands! There's fifteen, maybe twenty of them. Head out through the kitchen and over the roof. You can get to the barn by climbing down the tree."

The kitchen is full of unwashed pots and pans, giving the place an earthy smell. A door stands open and a tough looking woman stands there, studded mace in hand. On the other side of her are the three men who were sleeping in the common room when you came in.

Perception check to notice the man standing behind them in the mink lined bed clothes.

The three nod to you and gesture for you to go first.

Should the players refuse the wife will mumble something to the effect of using their livers against the bandits if they don't get going up and over the roof. She'll even take a mock swing at them to help make her point.

The world twists with sickly green shadows. Mórrslieb has risen. Looking down on the lot you see a few bandits holding the horses of the others. They stand, looking around constantly, with an obvious case of nerves. A coach stands ready with the horses sighing in their harnesses but without a driver. It would be easy to jump from here but there is a good chance that the guards would see this and attack before you had a chance to get back on your feet.

The drop down is about ten feet. If the players ask, the roof does go a bit further down where one could hang from the shingles before falling a few feet to the earth below. This would be quieter and put them much closer to the coach. Getting across the roof is not easy and it

takes agility to not fall off. Once anyone has fallen off, the guards are alerted to everyone's presence and combat ensues. 3 guards attack. These guys are in their first careers. It should be fairly easy to get through. WFRP-PG page 233, Bandits. Falling covered on page 138, table 6-10.

The guards disposed of...

Or

With everyone on the ground...

you head for the coach climbing in as quickly as possible. Just as the last one gets a foot on the carriage step, it lurches forward. Quietly, ghost-like, you glide away from the coaching inn and into the deep canopy of the forest.

Part II:

The coach bounces and shudders as it picks up speed. With a sudden jerk, there is the sound of splintering wood and an abrupt change in direction. Trees go flying by the window coming close enough to break them. Shadows invade the coach giving you a ghastly play of the dreams you've been having. Shapes drawn from your nightmares take up residence in the twilight of the coach as it falls through the forest.

It might be worth to point out that at no point did the text say anything about a coachman driving any horses. In fact, if anyone looks, neither is present. How they choose to react to that fact is entirely up to them, however, if they put it together they get to roll a sanity check. Failure is worth 1 IP. So does anyone they decide to tell this to.

Two things can happen here. First, one of the PCs can attempt to take control of the coach. Before that happens, someone needs to realize that there isn't a coachman up there driving. Let them panic some if at all possible as soon as that is realized. Getting up and on top of the coach isn't hard, just painful. Have whoever is doing it make three Strength checks @Normal to be able to hang on while being pelted by tree branches. If they fail two of them in a row, then there is a 50/50 chance that they're knocked off the carriage side and into a tree. Roll damage as if they fell from the roof back at the inn. Otherwise, for each roll, the PC takes 3 Wounds. If they have any toughness, it isn't enough to put their lights out, but it should be sufficient for a nice new set of bruises.

Once on top they'll need to make three Agility tests @Normal to keep from being knocked off. Again, if they miss two in a row, they're running a 50/50 risk of falling off. If they do, roll damage as if they fell from the roof at the inn. Otherwise, for each roll the PC takes 2 Wounds before getting into the driver's seat. The PC can try to be clever and tie on a rope but if they get knocked off, they had best hope that the rope isn't long enough for them to land on the ground or else they're getting dragged by an out of control carriage.

Once in the driver's seat they'll have to make two Drive checks @Normal to bring the coach under control. The first is to have the horses recognize that someone has the reins once again and the second is to actually get them to start slowing down. When two have been made, move to the description following the next paragraph.

The other thing which can happen is if none of the PCs are brave enough one of the three men will make the climb up and take control of the carriage, bringing it to a halt within a few minutes.

Deep in the woods, the coach again finds a road. You glide on in silence, not hearing the strike of hooves or creak of harness. The shadow show ceases. Peering out the windows you find the road is narrow with barely enough room to pass between the trees on either side. Between the trunks of century old trees, you catch a glimpse of some large house in the middle of an immense clearing.

Intelligence test @Very Easy. Everyone who makes recognizes the house from their dreams.

The players have two options: They can go to the house or they can try to find their way back out of the woods. Leaving the woods will end the module. They will get 25 xp for showing up and the Constant Nightmares cert. This is their choice but you can do what you like to hint that leaving will end their session.

If they ask, the coach is intact enough to drive over to the house. The horses are bruised but a quick inspection will find no broken bones or anything worse than some cuts on the flanks.

As for the PCs approach to the house: *The coach stops in front of a large mansion out in the middle of the woods. Surprisingly well taken care of, it doesn't appear to be much affected by the light of the moon, standing solidly against the dancing of the trees. A figure comes from the house and greets you happily.*

They approach wearing a long nightshirt and carrying an unlit lamp. They are disheveled and out of sorts but very excited to see you. He moves towards the coach shouting, "Welcome! Welcome! It is so good of you to visit. You must be exhausted. Come inside! Your rooms are ready."

The PCs and their players are going to be somewhat confused and that's what you want. Suspicious also works. They can make Perception checks to see if they're being lied to but no matter the result they will not feel like there is any deception coming from the person with the unlit lamp.

Big lock of text coming up:

You are rushed inside. Other servants appear and help with taking you by hand to lead you. Inside the servants scurry away. You find the air heavy and thick with incense. Silence permeates everywhere. From around a corner, an jester appears. They are dressed with their face to look like a bare skull.

Confidently striding into the midst of the group it takes a minute to look over each person giving an enthusiastic head shake or a disappointing nod as it does so. Once done, he goes back to the man with the bodyguards and makes a raspberry in his face. Which gets the bodyguards attention and just as they are moving in to start punching, the lady of the house shows up.

"That is quite enough," says a strong female voice.

The cut off comes from the tall figure striding in from a set of closed door behind you. She takes a step forward and you get a better look at her in the green moonlight. She is beautiful, a pale unblemished complexion with high cheek bones. Her eyes are a shade of green that matches the moonlight and her hair is black as pitch, which falls down her right shoulder in a long cascade. She wears a black sheer gown which reveals much but covers everything.

She smiles radiantly, the corners of her mouth curl sharply. The men back away from the impertinent jester and stand next to their master.

"It is so good to have guests once again. I had begun to think our little out of the way home was forgotten about. I have been told that your rooms are ready. If you would just follow the servants, they will show you the way. I will make sure not to disturb you until late in the day."

The doors behind her open silently and without command. She throws a cheerful and mischievous look over her shoulder before retiring.

Willpower check @Normal. This is to see what sort of impression the PCs have been left with. If they make they don't have a sense of anything being unusual. If they miss then they find themselves strangely attracted to the Lady. Chose up to three PCs who failed to receive the alternate dream for the first night.

Description of the bedrooms: *The rooms are nicely appointed, but very dark. You explore and find your companions' rooms are not far away. Each room has several sofas and large leather chairs, a table and a fireplace. Around the perimeter of each room there are bookshelves and a few paintings. Each has a four poster bed that looks as inviting as it is soft.*

Hand out the dreams and give the players a few minutes to read them over. Then have everyone make Willpower checks @Normal. Those who do not make, are unable to continue to sleep, their dreams having residual effects on their mental stability. Those who fail are able to make a Hypnotize skill check to attempt to put themselves or their companions back to sleep.

Otherwise, those who are awake are at flat -10% penalty for the rest of the day on all of their skill checks, save for fighting.

Should anyone ask, the room smells of the same incense from the night before and the air of the house is still weighty. The characters are free to peruse the shelves and painting but few titles are recognizable and none of the paintings are labeled. They can attempt to guess the age CK:Empire @ Hard to do. Other skills, well argued are acceptable but they too must test @Hard.

BUGGING OUT: One or more of the PCs may have reached their limit and are trying to get out, right NOW! Or they must now fight this evil thing in front of them. It cannot be suffered to its unlife a minute more. This can happen at any time during the mod. It is designed to push the PCs buttons in a number of ways. When it happens, you can do one of three things.

Let them bug out. If it is only one PC let them go. Seriously, the PC is gone. They are out the door and back into the woods. In this case, the player is out for the rest of the session. It might not be as fun a night for that player, but that is how they chose to roleplay. They get the Constant Nightmare cert and 25xp. The story can be that the rest of the PCs find that character on their own way out a day or two later gibbering in the woods, frightened of everything around them. You can roleplay this out or have it as an epilogue. Be aware of your situation and allow for the chance to have the PC return. They may have needed to blow off some steam but if the opportunity presents itself, allow for their return. Remember to reduce their xp as part of the overall experience.

If they try to fight, then there are any number of servants who are willing to fall in the line of duty while making the Lady look like a victim. Consider the servants all extras which die with the slightest of wounds. If there is no real plan and the character strikes all on their

own, it can easily be handled with a little bit of social pvp. You can assume that there will be some minor punishment, essentially sending the PC on their way into the woods or to their room to be locked away without their armor or weapons.

Make it a player vs player situation. Let them get together in a sitting room and talk it out. Let the group decide and take it from there. Feel free to listen in on all of it. They are in a haunted house. It's easy to say that the Lady (and therefore you) is aware of their conversation because she's a supernatural thing (and no one is quite sure what she is). If one side can talk them into staying, all the better. You can place some emphasis of events on those who weren't concerned in bugging out. Hopefully, this way you can get through more of the mod. On the other hand, if the bugouts are able to talk the others into leaving, you only have one choice left: Jumping to the end.

Lastly, and this is the least fun resolution, you can jump directly to the end. The lights go out, people get bundled into bags or rugs, gets knocked unconscious, and everyone wakes up down in the basement. Go to that section (I think it should be labeled as "Part IV") and do your best to smooth over events. This way the characters can get their Pleasant Dreams cert and a not quite full amount of xp for playing

Part III:

When your players are ready, read the following: *As you move from your rooms, a servant stands at the top of the stairs waiting for you. Approaching, the servant merely gestures to the bottom of the stairs where another stands waiting. They direct you to the western part of the house where an open door gives you a glance into a grand dining room.*

If anyone asks, and they may not, read the following description for how the servants look: *The servants are dressed in black, covered from head to toe completely. Their faces are obscured by mourning veils and their hands are gloved.*

Should anyone attempt to move up to a servant and impertinently remove their veil, a butler will appear from no where and says: *We are in mourning still. The Lady's husband passed away and until she says otherwise, we are compelled to mourn with her. We ask that you also respect the Lady's wishes and leave them intact.*

If the player continues to push the subject and threatens to rip the veil or glove from a servant: *Several servants show up as quickly as the butler and with a minimum of fuss, press you to the floor where they pick you up and take you to your room where they lock you in.*

Make a note of which character it is, and mark them as having the special dream for the following night. They are effectively locked in their room until dinner. The walls are solid and would noticeably be damaged if they decide to take to breaking through them. The windows do open but there are bars on the other side.

The grand dining room stands mostly empty, the action at the north end drawing your eye to it. There servants are setting plates around the table and the odor of freshly cooked bacon and ham wafts from. Stacks of pancakes are set out, covered in globs of fresh butter. Servants take out chairs for you and bring frothing mugs of beer.

Those players who experienced dream #1 need to make a test Willpower. Those that fail are unable to keep from remembering their dream and have their stomachs sour immediately upon sitting down.

Any attempt to eat will prompt a further Toughness check to keep the food down.

A ruckus fills the other end of the hall as Kornspur and his bodyguards appear at the other end of the table. One of them has a sleeve half ripped off while Kornspur himself seems to be having an argument with someone on the other side of the door.

Perception check @Normal: *If that's the way you feel about then, fine, keep the stupid veils on. See if I care.*

Haughtily, he walks the length of the table before slamming down in a chair around the midpoint of the table. A bodyguard walks the rest way down with a smart red palm print on his face. He silently gathers up a plate of food and marches back to his master's chosen spot.

Perception check @Normal: *The other two's eyes go wide when they see the plate. Green quickly sets in under their jowls and you can see where one swallows hard. They both look away while their master digs into the meal.*

As soon as Kornspur is done, a butler comes in and announces that you are free to move about the house except for the library. If asked, the explanation is: *The Lady is currently seeing to some personal matters and asked not to be disturbed. However, she is not planning on being very much longer and asks that everyone wander over the garden patio at sunset for dinner.*

And then wandering over the house. Where you can meet one of the two bodyguards out looking for some grub for them and their master. Find out for certain who the guy is, and that this bodyguard is having flashback like dreams.

Extra Room Encounters:

East Sitting Room: Kornspur is there by himself sitting in a chair and reading a book. He is disdainful of anyone who approaches and attempts to engage him in conversation. Sooner, rather than later, he gets up and changes rooms if a PC persists in their desire for conversation.

Dining Room: *The two bodyguards who looked green are sitting down at the table staring at the empty wooden expanse. They look up when you come in and don't say much. You catch one of their stomachs growling with a deep hunger.*

Upstairs, East Hallway: *The one bodyguard who got breakfast sits uncomfortably in a large chair. He's staring straight ahead, eyes wide. As you approach you hear him muttering to himself.*

The poor man is muttering things like:

But I told you.

No. You said.

I don't want to go with you.

All of it is very anxious and nervous sounding. If you chose to act it, please try to do so as if you are extremely distressed.

Touching him will make him jump and let out a quick scream. Walk through his field of vision will do the same. Turning around and going the other way or back downstairs provokes no reaction.

About this time, a servant approaches you where ever you are in the house and asks you to join the Lady on the east patio.

PCs can walk over by themselves or all together, but wait until everyone has decided to be there before starting the next section.

The east patio overlooks a large green field that has been allowed to grow wild. At one time there might have been a planned garden here, complete with a hedge maze but it is far too overgrown and combined with the surrounding woods to make any such detection a simple thing to do.

Before you can even start down the stairs to the path, a servant steps in your way announcing the arrival of the Lady.

She wears a dress of mourning, complete with veil. It is however, very immodest. Her skin is beyond pale, and the whole ensemble reminds you of the fashions from a century ago.

What happens is that the Lady moves from person to person giving them a chance to introduce themselves and that sort of thing. She feigns interest for only so long before moving along to the next person. She will present her hand to the men and will wait patiently until they take it. For any women she will curtsy and hold it until the same is returned. If asked questions she will deflect them and then excuse herself to move along to the next person. The only questions she will outright answer are: What is the name of your house; and Why are you in mourning? The answers to these are respectively, "Woodend" and, "My husband. He passed away and I have yet to find myself moving past it."

Once you have been through the PCs, it is time for the reason everyone was brought out here.

She moves over to where a only recently arrived Kornspur stands with two of his bodyguards. She stands perfectly still in front of him, no outward signs of what she is thinking. A servant moves up next to him and coughs quietly. He turns languidly.

"Oh, I'm supposed to start. Fine."

He turns and with hands grasping his dress jacket, he announces. "If it pleases my lady, I am Cuthbert Kornspur. These are my men who are accompanying me on a trading mission."

Perception Check @Normal: She stiffened a little when he pronounced his name. It's the first time you notice any sort of emotional response from her.

She extends her hand, waiting silently for him to take it.

Looking nervously around, he reluctantly takes her hand and gives it a very quick and very light kiss.

She giggles.

"Thank you Kornspur for your willing attendance here. I'm very...pleased you could make it. If you will make yourselves comfortable, I have some business to attend to inside but the servants will be coming around with some hors d'oeuvres and wine. I shan't be long."

As she goes inside, the servants come outside bearing trays of wine goblets and a few appetizers. Mostly crackers with sausages and a bit of hard cheese. Finger food.

Kornspur stands there, looking pale.

If anyone approaches him, he will make a few remarks. He's from somewhere. His parents are both dead, and he had no siblings. He's never married and as far as he knows, he's never fathered any children making him the last of his line.

As the questioner leaves, he will grab their arm and looking them straight in the eye says, "I think she already knew who I was."

You find yourselves losing track of the time and before you know it, the sun is setting. The Lady comes out onto the patio and makes an announcement.

"I'm so sorry for not returning sooner. It seems I had a tough nut to crack. And in any case, it is time for dinner. If everyone will come join me in the dinning hall, dinner is ready soon."

Everyone is escorted into the dinning hall and seated at the table. The servants stand ready against the wall as dinner starts. Your hostess takes the seat at the head of the table.

Perception check @Normal. She's very quiet, not moving much save for the occasional glance at Kornspur and his ever increasingly nervous bodyguards.

The door from the kitchen slams open with cart after cart pushed in. The servants grab food and place setting putting the table in order. The course is announced and everyone is invited to sit and partake. It smells wonderful up until the point you actually see the food. For a second it appears to be all ruined. But then a wave of heat goes through the air. A second glance at the table reveals everything appears to be just fine.

Those who received Dream #2 for the first night, need to make a WillPower check @Hard. Failure means they remember their dream from the previous night and their stomachs immediately sour. Have fun torturing the PCs a bit about not being able to take the meal.

Those who didn't are free to make a Perception check @Normal to see if they are able to notice that their hostess has yet to say a word.

The final course of the meal is a soup. It is served with a lid, and there is a tension in the room that is released when all of the waiting servants simultaneously reveal the contents. It is a sickly green in color and the texture is not quite right. The soup is too thick in some places and thin in others, however it tastes just fine. Quite delicious, in fact. Such is the talk amongst the guests when an eyeball comes floating to the top of someone's bowl. There is a scream and clatter. The lead servant, who had been introducing the meals up to this point steps forward.

"Oh. My. I apologize for that. I thought we had got all of those out of there. What sort? Sheep of course. Or goat. It is hard for me to say, really."

A few minutes have passed when the Lady at the head of the table puts down her goblet and speaks to her assembled guests.

"So my dear Kornspur, did you know you family has quite the history?"

"It is not something which has come up that often, my lady."

"Interesting. Why might that be, Kornspur. Oh. I think I might have a story. You see, there was a lord, a very long time ago, who shared your family's name. But he was not a very smart man. And ended up

finding himself the on the losing side of a battle which should have been his."

"No. I wasn't aware of any such thing."

"You should be. Because of him, you're where you are now and not in your family's castle. That castle to day is currently occupied by the Felderstems. You know them."

CK: Empire @Hard: While there have been many battles lost in the Empire, only a few have resulted in the revocation of peerage. This particular battle was against a Chaos Knight of Tzeench that was far more powerful than than been suspected by those who went to battle it. It ended up wiping out that first army that had been sent to fight. Afterward, the lord charged to get rid of the beast was hauled in front of the Court of Electors and found guilty of treason for not following orders from the Lord General and bringing a larger army. The family was stripped of their land and peerage although not of their fortune which was considerable.

"Of course I know them. I've been working for them my entire life," acid dripping from each word.

"Ah. That would explain it. Well, friends, I must bid you a good night. There are things to which I must attend. Thank you for your company and I will see you all later."

The Lady rises from the table and leaves the room through the kitchen doors. The servants clear the table and stand silently in the room.

The PCs can wander about but find that many rooms are locked. There is a line of servants leading out of the dining room with candles which light the way back to their individual rooms. Of course, the rooms are well stocked with books and brandy and there is each other to keep company with. Otherwise it is time to give the players their next set of dreams and to move to the next day.

Part IV:

You wake to find that most of the day has been slept away and it's late in the afternoon. The house is quiet and once again a lone servant stands at the top of the stairs waiting for you. As you draw close, the butler motions you to that there is something he wishes to say.

Should the PCs ignore this one, there is another at the bottom of the stairs or in the kitchen and so forth. Continue to bug the PCs until they do stop to listen to the message.

"Milady, my lord, the Lady wishes to extend to you the privilege of joining her tonight in the library for a gala dance. Should you need, appropriate clothing can be arranged."

There is cold food in the dining room and Kornspur with only one bodyguard. The remaining bodyguard looks very nervous. Kornspur looks like he didn't sleep and is an ever worsening mood. He snipes several times at the PCs and then retires to his room.

Find out where the PCs are. The last bodyguard approaches the largest group, if they are not together in the same room and ask to speak to all of them at once. Once together the bodyguard starts with the following:

"I don't like what's going on. Is there anyway I can ask you to help me watch my master's back?"

If the players have trouble with this, play on their glory and greed.

"Yes, he can be difficult, but if you do help, I can make sure that you are well rewarded for your time. Be that gold or glory, it will be yours."

And should that not be enough or the right sort of thing the PCs want then resort to this final attempt from the bodyguard:

"I can't take too much more of this, if you are not going to help, he may have to do with these things on his own."

The bodyguard leaves the room at that point no matter the choice made by the players. He will thank them for helping but doesn't curse them for not doing so. If there is no other business the PCs wish to pursue, then it is time to move on to the dance:

Evening comes quickly and all of her guests are dressed quite nicely. Made from the finest lace, leather, or silks each of you find that yours fit perfectly, as if custom tailored. Once everyone has been assembled in the east sitting room, the library doors are thrown open and you are allowed inside.

The library is large, half circle room. A majestic fireplace is centered on the outside wall with sets of towering windows flanking. High above the room stretches to three or four stories. It is hard to say as the light does not quite reach that high. Unlike some noble's libraries this one is absolutely stuffed with books. There are many reading couches and a few writing desks scattered throughout.

In the center of the room is a large circular table on which is a punch bowl surrounded by delicate cakes and other sweet treats. As you start to feel a bit relaxed in the new surroundings, a great bell sounds deep in the house. It is loud enough to cause the floor to shake in resonance.

Perception check @Hard: There's a sliding sound coming from the second story balcony of the library.

A door, hidden in the balcony above slides open and your hostess strides through.

She stands in pale splendor, a tight black dress accentuating every curve of her body. A black sheer veil covers her face; black roses sewn into her hair hold it close. The gown seems suspended from the rest of the world, its movements floating a second or two behind hers. She slowly walks down the spiral staircase unaware or uncaring of the lack of modesty on display. Once on the floor, she moves by each person giving them a personal greeting. You feel her smile through the veil when she does so.

"Everyone, please indulge yourselves. This is quite the evening to celebrate! For in a short time, this house shall come out of mourning and be ready to take its place in the Empire once again."

Description of the treats on the center table: *The punch is quite unusual and very hard to place. It is red in color and tastes of various sorts of wine. The cakes are quite good and are very sweet but have an odd aftertaste to them. A chalky sort of sensation that is quite hard to get rid of stays behind in your mouth for some time.*

Move along when your players are ready: *Without warning, the doors you came through fly open and a string quartet appears. Setting up along the back curve of the room, they wait for the Lady to acknowledge them before starting to play. She waits for a minute and*

then gives a signal. They take up their instruments and fill the room with arcane notes.

Time for those who had Dream #1 from the second night dreams to make a WP check @Hard. Doing so means they are able to overcome your fear at the memory of the dream. Failing means the PC is badly spooked. They might even drop a piece of cake they were eating or spill the punch they had been sipping.

Everyone else makes Perception @Normal: Why isn't Kornspur paying attention to his surroundings. His bodyguard is looking very nervous but he seems to be happy to drink away the night.

Otherwise, move on to the next scene: *The music is quiet at first and gradually makes its presence known through their strange detuned notes. A few servants are swaying to the music and your host is dancing by herself in a cleared area. She moves, defying the earth beneath her feet; her hesitant dress speeds and slows causing her movement to have an exaggerated cast. The quartet continues to get louder and faster. Whatever forces keeping her chained to the one area break and your host lunges across the room.*

Agility checks from everyone. Those who make are able to keep out of their way. Whoever fails by the most is swept up into her arms for the next bit. If everyone is able to make then it is the final bodyguard who is swept up into her arms as he throws himself in front of Kornspur who wasn't paying any attention to the situation.

Player or *The bodyguard fills her arms as the music increases pace again while becoming louder. Her dancing gets ever more wild and soon she and the poor soul in her arms are bounding from place to place in time to the pace of the music. Strings screech, threatening to break as the climax of the piece is reached. With a thunderous suddenness the lights of the room go out and the eerie glow of the moon, which had lain hidden behind clouds, bursts in to the room.*

The room glows in sympathy, sickly green light emanating from everything. Shadows dance and surfaces warp at impossible angles. As the room turns inside out, the haunted music ends with a scream of strings that comes ringing from all directions.

The glow of the candles return with the same suddenness as their departure, normalness exerts itself on the room; the moon returns to hiding behind the clouds. Whatever it was you saw just a second before has returned to its own forgotten dimension.

Perception check @Easy: Yeah. Whoa. The world was weird and very chaotic for a minute there.

This was to make sure the PCs noticed that shift. Otherwise they've missed something really big happening. Which can have some interesting effects for the rest of the game.

The person swept up in your hostess' arms lies on a reading couch several feet away from her current position, apparently unconscious from the strain.

Your hostess' turns to the assembled group and with a hint of a smile says, "My, my what an exciting night. I am ever so sorry that the time has slipped away from us. If you please excuse me, it is time to retire before we are greeted by the sun."

If it was a PC who was chosen by the Lady, make sure to set aside the "Chosen..." cert for them. Otherwise, any examination will show that they are deeply asleep and should wake up normally by morning.

Which is now a few hours away. Anyone who wants to check will find that many more hours have passed than they would have first thought. How that happened is another mystery.

The other players may want to strike at the Lady right now. You can allow this to happen and shift the game directly to the dungeon. They may also want to bugout and head for the hills. If it is a consensus for this option then allow them the chance to leave the game. Make sure to give them the appropriate amount of experience and the "Constant Nightmares" cert for not quite finishing the adventure. If however, they decide to keep going along, be ready to jump to the basement at any moment. The players should be on edge now.

If the PCs stick around and go back to their rooms, have them make a Listen check @Normal. Those that make read the following: *ou think you hear distant music, the sort that was part of the ball earlier. The strange tones enter your mind whispering that you should let go and rest. Your limbs feel heavy and your breath slows.*

Those that fail immediately fall asleep. Those that don't get to make a WP check @Hard. Those who fail find themselves falling asleep. Otherwise you continue to feel as if sleep will claim you at any moment now.

Those that made their check read the following: *Servants enter your room as you watch, limbs too heavy to lift. The watch you for a minute before picking you up and leaving the room. Out in the hallway, the Lady stands. She tuts at you and with a flick of her wrist you find yourself falling into dark oblivion.*

Part V:

All sorts of things could have lead the PCs to this point. Pushing the Lady too far, following through the carefully crafted plot, or making the GM angry. Whatever the cause, I've left it up to you to fill that part in. The text from here on out is agnostic on that regard.

When your players are ready start with the following: *The world swims with back into focus with a noticeable reluctance. Each of you is bound with leather straps holding you against a cool hard piece of stone. With a lurch your view skews vertical and you can get a quick glimpse of the room around you. The stones here are bright white, tinged with a covering of some unidentifiable writhing green growths. A crackling erupts behind you. An even larger table lies in the middle of the semicircle of companions who are all bound as you are. Kornspur lies unconscious on the center stone. A door leading to further parts unknown and a staircase going up into the shadows are in the wall opposite you.*

A tall figure dressed head to toe in black glides down the stairs while speaking to you.

"Wonderful! Just wonderful that you find yourselves waking just as I come to inspect the proceedings," her voice is cheerful.

IF there was PC who was "chosen" as her partner for the dance, they get a special treat as noted below. Should that PC have the Sixth Sense talent, have them check it. If not, or they miss, then receive an additional IP at the end of the mod. It's not like she is hiding away in one of the rooms spying this time around. Read aloud to the group the following before moving on to the second part for just the single player. Insanity check after the player has read or been read their part.

Once on the floor she glides over to the table in the center. "It was so nice for Mórrslied to bring you here. I had begun to give up hope that I might be able to be revenged," she states as she walks over to Kornspur. She leans in and lightly slaps his face until he awakes.

He start awake, eyes wide.

"So much good your bodyguards did you, Kornspur. All dead or run off. Now, I have you all to myself," she says, lifting up her veil and leaning in. You hear what you think is a loud, wet kiss covering up a horrific scream.

"Get away you monster! Let me go! What did I ever do to you," he screams.

"It wasn't you. It wasn't ever about you. Your family has to pay and since you are the sole Kornspur in the whole of the world, you will become the sacrifice to start the undoing of things."

"What things?"

"Why, I can finish bringing my husband back from the dead, of course. Your plump body and rotten soul have just enough essence to start. Once I get done, I intend on letting everyone here go so they can spread the word about me and our return to the mortal world."

At this point, read the following if and to the PC ended up her dancing partner: *She walks over to your location and brings up the veil she's been wearing. It isn't so much of a face that she is hiding under the veil but is a putrid mass of pale flesh, bleeding green, eyes different colors, and with white polished bone showing. It comes in closer to your face and presses up against your ear. "Of course, I am going to save you for last, if I need you at all. I may just save you instead. It has been so very long since I had a **warm** body in my bed with me."*

Continue reading here after the PC or if no PC was chosen: *"But first I need stop exerting myself so much. Illusions can be so bothersome to keep going day after day," The room shivers. The green moss is replaced with crawling, bleeding flesh. The shine of the white turns crimson. Everything but her changes, the terrible beauty is the only anchor in this shifting, writhing room.*

The room fills with many of her servants. You see them for what they are: skeletons dressed in tattered rags. They stand surrounding her as a couple move through and let your bonds go.

I give you a choice. Stay and be sacrificed along side Kornspur or leave. You can try to fight me, your weapons and armor are right here, but I think you're wise enough to realize there's isn't any hope of stopping me with weapons. Look around you. And let's not forget all of the servants I have at my disposal. Leave and never return.

And the PCs can skedaddle out of there. If anyone is feeling brave and asks, have them roll Perception or Supernumerate. If they make give them a large number. Say thirty or forty servants. Emphasize that fighting against the group is suicidal. The point is to let them debate just how heroic they want to be. Leaving now will net them the Constant Nightmares cert.

Now if anyone stays read the following: *You stay at your own peril. So be it. Strap them down, Jester and come get me when you have done with the slitting of their throats.*

The jester comes trotting in, skull mask still in place. He looks looks at her and then at the circle of stones.

"My love, why do you do these things? Why must you hurt these people?"

"Because I can, you silly jester. Why else? Now, enough with these foolish questions. We must prepare ourselves for the ritual. Have the butcher help you get them ready."

Just then a lumbering mass of stitched together muscle enters the room from the door in the wall. She nods at the monster who grabs Kornspur from the center table and brings him to her. She smiles as he screams while her servants grab him. Turning, she and her servants leave through the same door set under the stairs. After a few moments you can no longer hear the screams of Kornspur.

The butcher moves moves around, placing buckets under some of the tables and implements of torture next to them. The jester follows, his eyeless sockets grabbing glances over his shoulder.

"Go down and fetch the fellblade. She will want it."

The monster shrugs and does as he's told, leaving the room through the door. The Jester turns back to you and with some relief on his skull face.

"Go! You fools don't have another choice. Please. Go now."

If anyone asks he states: *"She hasn't completely corrupted me yet. But I don't know how long that will last now that she has Kornspur. Go. You can't do anything more. Go!"*

and if they need directions or are simply stubborn: *"Go up those stairs. They lead to a room just on the other side of the entryway. Follow them."*

The house is dark and as still as it had been during the rain. Outside it is dark but what glow you see is not green in color. As you get to the door you hear a scream coming from the room you just escaped. A rumbling is felt and heard going through the entire house and a shattering of wood comes from high above.

One last test: Agility @Normal to see if the character can keep their balance. Those that make get to escape without injury. Otherwise, d10 damage from falling wood, tiles, and other objects as the house begins to tear itself apart.

You run down the driveway and the path it makes into the woods. Under the canopy of trees, you find a bit of shelter. At some point the road turned into a path that transformed into wilderness. Trees close tightly behind you hiding the way to that nightmare. Just as you are about to give up the tree line breaks and the Empire's road greets you. You can just barely see the outline of a coaching inn just up the road. The smell of smoke, food and more than a few winking lights make it seem much more alive.

DESCRIPTIONS FOR OUTDOOR AREAS:

The Coach House and Barn:

Situated between in a grove of ancient oak trees, this wooden and stone structure would be far more impressive if it wasn't falling apart. One of the large doors is half open and partially fallen from the hinges, making it lean against the rotting building. The inside is mostly dry with only a few drips coming from the open holes above. The floor seems mostly solid, though the boards creak and shudder, threatening to break and send you falling. Across the way is another set of closed doors.

Listen check @Normal

Make: There something that sounds like grinding is going on in the back.

1 Margin: Sounds like someone's cutting up some thick meat.

2+ Margins: Did I just hear a muffled scream?

Going through the second set of doors leads to a slaughtering room. Hanging hooks, chopping blades and crimson light greet your eyes. Close by a young woman strapped upside down to a large X shaped stone. Her eyes blink open and attempts to scream, but is prevented by the gag. This does not, however, keep her from being loud. The grinding sound stops as a grunt comes from a shadowed corner. Stepping forth the bloated, stitch covered walking corpse brandishing two cleavers eyes you over. It grunts again.

The monstrosity stands around eight feet tall and is made from a collection of mismatched body parts. One arm is that of a child and the other seems to have belonged to an old man. The whole of the unholy beast is bloated and corpulent. Puss oozes from between stitches and flies buzz around places where the stitching has burst. Wriggling maggots drop from its mouth as it groans at the lot of you.

If they go for the woman strapped to the bleeding table it will attack. If they leave, the girl screams through her gag for about thirty second when there is a sudden and wet slice. Going back in will result in the fight they avoided before. Rescuing the girl from the slaughter rewards the characters with a bonus 25xp. Killing the beast after the fact does not give this reward.

Optional text for those who suffered Dream #2 from the first night:
After the fight you get a chance to look around the charnel room. Your eyes adjust and then you spot it. A leg with a boot exactly like the one from you dream dangles from a hook. Next to it is an empty one, and a close examination shows that blood on it has yet to dry completely.

Willpower check @Normal. Failure means 1 IP

The characters are free to stay here after the fight or to go exploring further afield. In fact, they can actually leave the grounds entirely if they so choose (see Bugging Out at the end of Part I). HOWEVER, if they and confront the Lady of the house, she will deny any knowledge of this and will accuse them of making up wild stories. Essentially she casts a spell which, if the players fail a Perception @Hard w/2 margins, will cause them to think that the Lady is correct and that they are just making up stories. If they continue to confront her about this, you can take the game directly to Part IV.

The Graveyard:

Tall trees form a sheltered grove in which you find tumbled and broken headstones. The grass is tall and while looking as if it has been

untended for some time there is nonetheless a permeating feeling of peace here. Far in the there is a dominating Gothic mausoleum of gray polished marble. It is covered in vines and rose bushes that have started to collapse under their own weight.

Out in the grove, if anyone examines the headstone, read the following: *Examining the various stones, it is concluded that the last burial was about two centuries ago. And that the last ones were servants. However there is one last standing headstone that is large and near the mausoleum. It is for a woman but the name has been chipped or broken off. The date still stands and is missing a death date.*

The door of the mausoleum is wrought iron and rusted. Though with a good, hard wrench you figure it should open.

Inside it is dark and you would need torches to continue down.

The walls are smooth, no plaques mark the internment niches and it would appear that none have ever been used. Far in the back, a separate room holds a sarcophagus. The lid is against one wall, shattered while part of the wall of the sarcophagus is broken out. Amongst the rubble of the lid is a dedication plaque. It too has been broken and can only be read in part. It reads:

*“To my deare...
Warior
Husban...
You were t...
From me t...”*

The characters are free to stay here after the fight or to go exploring further afield. In fact, they can actually leave the grounds entirely if they so choose (see Bugging Out at the end of Part I). HOWEVER, if they and confront the Lady of the house, she will deny any knowledge of this and will accuse them of making up wild stories. Essentially she casts a spell which, if the players fail a Perception @Hard w/2 margins, will cause them to think that the Lady is correct and that they are just making up stories. If they continue to confront her about this, you can take the game directly to Part IV.

The Garden:

West side of the house, outside the indoor garden.

Perception check @Normal: *Those bushes aren't actually solid, you should be able to push your way through them.*

The bushes shield off an overgrown garden area. Down some overgrown stairs you find a weed strewn gravel path at times orderly and at times chaotic. On either side of the path, raised flower beds are choked with wild blossoms. Above the occasional creak of branch and birdsong filters down through the riot of grasping vines. Ahead, you can make out a bit of a path, heading towards what appears to be a fountain, but you're not certain. It is the same color of emerald green as everything else.

The following Perception check can be made prior to the fountain or afterward. It all depends on what you feel is going to make the most impact on your Players and their PCs.

Perception check @Normal: *A squirrel chitters in the branches above but squeals in alarm. You turn to see a vine grasping the rodent about its throat as it whips back down to the ground and disappears into the wild green growth at the base of the tree. A moment later a small crimson pool gently wells up from below.*

The fountain is completely overgrown in vines, all vibrant and living. You swear you think you saw them tighten up as you approached.

Cutting or otherwise removing the vines from the fountain: Under it is only a shell of the once magnificent marble fountain. The vines have all but crushed it. The statuette at the top is partially intact, giving you a glimpse of its past glory. Digging further, you find a placard that is only partially legible.

Read/Write check @Hard: *The placard reads:*

A ...ife's bea...y...ever...i...alized in this g...t..l..t...he..ges.

Examining the statuette requires a Perception or Evaluate @Normal: *You're not entirely certain but it bears some resemblance to the Lady of the house.*

Age of the garden requires a Perception @Hard or Outdoor Survival @Normal or any Herbalist or plant based knowledge @Easy: *This garden hasn't been tended in more than a century. It'd be a bit hard to pin it down exactly but given how far gone some of the pavements and garden beds are gone, it could easily be more like two or three hundred years.*

Former Hedge Maze:

East side of the house, outside the library. The PCs are prevented from entering it while waiting to present themselves to the Lady of the house but they are able to visit it during any of the other times they are given to explore the house and grounds. When you PCs do head out into the hedge maze start with the following:

Steps lead down to a weed choked gravel path. On either side broken hedges grow at odd and twisted angles. Some show signs of being recently trimmed but others have obviously stood untouched, their branches reaching twenty or thirty feet above you.

You hear a jingle and you think a happy laugh when ahead of you the jester appears. He motions for you to follow and with a leap disappears around a corner.

Perception check @Normal: *You think you can follow the sound of his bells as he races away.*

Alternately PCs can use their Outdoor Survival or Search to try and track him through the maze. Outdoor Survival can be used @Easy while Search checks have to be made @Normal to be successful.

Three checks will need to be made. The maze is not a very haunted place, the PCs should not feel strange or oppressed by the forces of Chaos here. It is mostly natural. Feel free to go with any description of the maze you like so long as it is not frightening or otherworldly. If the players make one or no successes, the maze has fooled them and they end up back at the beginning. Should they make two of the checks, they find themselves at a rusted fence gate overlooking the graveyard. Head to that section.

If they make all three, they find themselves at the center of the maze: *You have found the center of the maze. Its gravel is raked and free of weeds, the hedges have been trimmed and kept even. There are a few flowering vines that climb in regular processions. In the very center, hedges form archways to a statue. Here you see the jester standing looking up.*

"He was at once very kind and very strong. He held off hordes of greenskins and more than one chaos knight. It is sad to think that he is no longer with us."

He stands for another moment and then moves past you and into the maze you just exited.

If the PCs decide to examine the statue: *Made of marble, it is of a man about six feet tall standing in full armor, shield standing in front of his feet and sword in hand. The statue is majestic and handsome, exuding a sense of honest nobility. There was a plaque at one time but it has been removed, giving you no idea as to who it might be.*

Getting out of the maze requires only two checks of the same skill used before. One or fewer will result with the PCs at the gate leading to the graveyard. Two successes means the PCs are able to find their way back to the entrance. The Jester is gone by the time they make it there.

If questioned about the statue the servants will merely shrug and walk away, the butlers mentioning that they have no idea what the guest is talking about.

The Lady will pause for a moment and then change the subject if asked.

REWARDS:

25 xp for showing up and playing

25 xp for good roleplaying

50 xp for surviving the entire sessions (not available to those who bugged out and left before the final confrontation).

25 bonus xp for rescuing the girl in the barn.

25 bonus xp for finding the center of the maze and the statue.

For those who made it through to the final confrontation, you get the Pleasant Dreams certificate.

For those who bugged out before the final confrontation, you get the Constant Nightmare certificate.

For those who abandoned Kornspur at the final confrontation, you receive the Marked by Tzeench certificate.

If you were swept up by the Lady during the gala ball, you receive the Chosen of the Lady certificate.