

The Ghost of Mondstille

# The Ghost of Mondstille

A WFRP Adventure

by

Clive Oldfield

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This is a short adventure designed to take place around Mondstille, in the Grey Mountains above the Reikland. But with a little work, it can be moved to any time and place. All it requires is an isolated dwelling and a reason for PCs to stop by for the night.

## Mondstille

Mondstille is the hibernal solstice, a time when the winter reaches its nadir. The old year is dying, and thoughts turn to the year ahead. People feast as best they can, using whatever they can spare from their winter supplies to anticipate and celebrate their survival through another harsh winter. Though the vitality of spring is still a long way off, the season has turned and the people declare their hope for the year ahead. The feast symbolises respect for and defiance of the inexorable power of nature.

The Mondstille feast is an important Ulrican festival, but even in the hills of the Grey Mountains in thoroughly Sigmarite territory the time is vigorously celebrated. Families take pride in the richness of the feast in spite of the austere time of year. Offerings to Taal and Ulric are made, gifts are exchanged with friends and family, forgiveness is asked for past sins and promises are made for the year ahead. Houses are bedecked with evergreen flora and a Taal log is burned to bring warmth to the home.

## Part One: Arriving

The PCs should be in need of shelter when they stumble across the village of Blechwenden and the guest house there is the obvious (and only) place to stay. The adventure assumes that the PCs come across Blechwenden on Mondstille eve, but again, this can be adjusted easily enough. Alternatively, if the PCs are really in trouble, out in the wilds, then Rutger Lurchen can find them and bring them back to his guesthouse.

## Blechwenden

Blechwenden is an old tin mining community in the hills of the Grey Mountains, above the Reikwald forest. It has seen better days and is all but abandoned in the winter. At the moment it lies under a thick blanket of snow. In the summer the mines are reopened half-heartedly; there is just enough tin to keep the few miners who return fed and watered. The village is also a convenient stopping point for merchants using one of the more precarious routes over the mountains into Bretonnia.

The only occupied building in the village through the winter is the Blechwenden Guesthouse. The place makes money in the warmer months accommodating merchants (many of which are possibly better described as smugglers) and selling supplies to miners. It gets barely any business in the winter, but the Lurchen family still live there.

The Lurchens will not be expecting anyone, but when the PCs turn up they will be made welcome, and their rooms can be readied in an hour or so. They will be cooked a decent meal and offered beer and wine. The PCs should think themselves lucky that they managed to stumble on such a hospitable place, just when it was looking like they might have to spend the night in a snow storm.

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The house is haunted, of course. The ghost of Josef Flook haunts the building, although he hasn't done much yet, save for the odd creaky floorboard and slammed door, because he has not had anyone to communicate with. Now the PCs arrive, that will change.

### The Past

Josef Flook used to own and run the guesthouse with his family. Only a couple of months ago he was waylaid by goblins on his way back from Ubersreik not far from Blechwenden. He had been buying supplies for the winter. Missing him, his son-in-law, Rutger Lurchen rode out and found the body, but the supplies were gone. He brought the body back and the family buried it as best they could, without a formal Morrite ceremony, for there was no priest around.

Josef had a will all prepared, and in it left the guesthouse and everything else to his daughter Anthea. His other daughter Matilda got nothing at all. Matilda is married to Rutger, and Anthea is unwed.

So, imagine his surprise when Josef's restless spirit awoke and wandered around the guest house recently, and found that Rutger and Matilda and their children were running the place (or at least keeping it ticking over until the spring) and that Anthea was nowhere to be seen. Josef's ghost was extremely angry but all it could do was smash a vase and slam a few doors. The Lurchens were slightly unnerved but put it down to some freak gusts of wind.

There is actually nothing too sinister behind what has happened. While Josef was away in Ubersreik for a week or so, his daughter Anthea developed a sudden mutation. Her skin went completely transparent. Needless to say she looks hideous. The Lurchens did not know what to do, but in the end settled for locking her in the cellar, forever. They are now guilty of harbouring a mutant and any decent witch hunter would have them hanged for that. But the family felt it was the right thing to do.

They do not want to let Anthea out (it would scare the children), but she is comfortable enough and well fed, down in the cellar. The ghost of Josef has a notion that Anthea is locked in the cellar, but he has not seen her and does not know why. In his undead state he has the idea that the Lurchens are keeping her prisoner so they can claim the guesthouse for themselves.

The reason the guesthouse went all to Anthea and not to Matilda and her family is simple enough, too. About ten years ago the Lurchens tried to found a sheep farm on the nearby hillsides. They borrowed money from Josef to do so, with the understanding that that was Matilda's share of her inheritance. The farm failed after a couple of years due to disease and goblins. Josef agreed to pay off Rutger's creditors, with the understanding that the family help run the guest house from then on, which Rutger and Matilda were very happy to accept.

Now of course, they have no choice but to keep running the guest house as they look after Matilda, so they are acting in everyone's best interests as far as they can. Unfortunately Josef hasn't worked this out and he is extremely mad at them. He will now try to tell the PCs what he thinks is going on, and get them to sort it out.

### The Lurchens

The Lurchens run the guest house all the year round, doing their best to make a living from the business. They manage alright, but the winters are long and hard and they get very little

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custom. There is no point in them moving away for the worst of the weather as this would only cost them money.

The family are the good guys in the adventure, but the PCs might not realize this for a long while. It is likely that they will not trust the Lurchens and when things go strange, they will believe the Lurchens have some sort of sinister purpose. The PCs should not necessarily be discouraged from this as tension between the two camps should be a worthwhile part of the scenario. Undoubtedly the Lurchens have some skeletons in the cupboard, things they will not want the PCs to find out, so that should contribute to the air of distrust.

Estelle and Fritz, the Lurchen children, about 7 and 8 years old, are pleasant and well-mannered. They should also latch onto one of the PCs in admiration, preferably one of the least admirable of them. They can then be annoying as they follow him around getting him to tell stories of the life of an adventurer. They will give him a gift on Mondstille morning: a whittled doll with rag clothes. They should also wander around innocently as the GM sees fit, as what would be the point of a ghost story without innocent children wandering through it?

Estelle and Fritz know that aunt Anthea is down in the cellar, but they think this is because she is a notorious cattle rustler and adventurer on the run from the King of Bretonnia; it was the best excuse Matilda could think of at the time. They have also been told not to tell anyone at all about her, for fear of the king tracking her down.

### **A Tour of the House**

Blechwenden House is a large well-built dwelling of local stone, expanded over the years into a sprawling construction with many roofs and walls of odd angles and shapes. It serves as a guesthouse for travellers crossing the Grey Mountains. It offers food and drink, of course, but could not really be called a tavern as it only really caters to travellers, not locals. Some of the more respectable locals are let in for a drink. But the miners are kept out, although the Lurchens sell them barrels to take away.

The children have decorated the building with fir branches for Mondstille. And there is a Taal log burning in the hearth. The place feels homely and welcoming, as well as warmer and drier than one should expect this far up the mountain.

The largest room in guesthouse serves as a **dining room and lounge**. It's the centre of the house, and gives direct access to most other areas. The kitchen is just off from here and double doors lead to the common room sleeping area. The stairs lead up to the guest rooms and the Lurchens' own living quarters. There are narrower steps up again leading to the loft room storage area.

Above the fireplace, hangs a charcoal on paper picture. It depicts two young girls in Festag best standing next to a tree in a pleasant bucolic scene. It was drawn by Josef when the sisters were eight and ten years old. It's not very good technically, but pleasant enough to look at.

**The kitchen** is Matilda's domain. It is neat and tidy and immediately conveys Matilda's competency. There is a large larder off where all the food and other supplies are stored, and the trap door in here leads down to the cellar.

The trapdoor is large but it is securely locked with a large padlock. A smaller door has been cut into it, just wide enough to get a bowl through, much too small for anyone to squeeze through. The door is well constructed and there are signs that it has been recently reinforced with wooden battens. The cellar is Anthea's new home and is described later.

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**The common room** is plain and functional. It gives the impression that everything that might get broken has been removed, or has already been broken. The PCs will have to stay here if they are poor; otherwise they'll be more comfortable in their own private rooms. Even if the PCs have no money at all, the Lurchens will be prepared to take them in and feed them, because they are good people.

**The guestrooms** are dotted around the top floor, linked by labyrinthine passages, filling the roof space as they may. The passages are narrow and twisting and dark, but it's not really possible to get lost up there. Many of the rooms have sloped roofs and little headroom. They are small and cramped, except for 'the grand bedroom' which is large and spacious, has the best bed and commanding views, and so might be worth fighting over. Party tension applies.

**The family's quarters** are guarded by a large wooden door. It is not usually locked, but if the PCs give the family any cause for concern then it will be while they are staying at the guesthouse. About a third of the top floor is given over to the Lurchens.

Anyone searching the place will no doubt notice the bedroom of Anthea, which has been left largely as it was when she was put in the cellar, except some of her personal belongings have been taken down to her. And there is Josef's room too. His belongings have been packed up and put in a chest in the attic. Josef likes to stay in his room, and will be there most of the time, mostly unfelt. There could be a chill in the air in his presence, but it's an old house in the middle of winter, so that might be difficult to notice.

The garden is a small patch with poor soil that grows a variety of herbs and vegetables. In one corner is a relatively fresh grave marked with the inscription 'Josef Flook 2472-2522 Unto Morr.'

**The village** is abandoned for the winter. It is little more than a collection of wooden huts. There is a stone shrine to Sigmar and Handrich with a statue showing Sigmar using his hammer for mining (it's theologically dubious, actually) but that too is abandoned. There is also a smaller shrine to Grungni. Nothing of value is left in the village, at all.

**The mine** is up the hill a bit, but easy enough to find from the guest house. A shaft goes into the hill and soon descends at a steep angle and from which other shafts branch off. There is a single rope there, left behind to allow easier inspection. Needless to say it is a dangerous and dirty place, and very easy to get lost in, as soon as one leaves the rope behind.

### **Mondstille Eve**

When the PCs arrive, the Lurchens will be pleasant but formal. They were not expecting travellers, and they will wonder what the PCs are doing here. If they don't get a decent explanation they will be suspicious and distant. If the PCs look like they were up to no good then the Lurchens will be very wary and even frightened of them.

The PCs will be shown to their quarters after agreeing payment, and then invited to dinner in half an hour, giving them a chance to settle in, and Matilda to prepare some more food.

## **Part Two: Haunting**

This scenario is intended to be creepy and chilling, leaving the characters troubled or frightened. They should not feel they are able to hack their way out of trouble (for they cannot) and they should feel threatened by the unknown (even if they really aren't). The GM

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should make an effort to lend an air of mystery and unease to proceedings as is traditional in a ghost story.

The hauntings are Josef's (largely poor) efforts to bring Anthea to the attention of the PCs. These should be treated as suggestions, and as the game goes along and the PCs act and react then different opportunities may present themselves, which Josef can exploit to haunt the house in different ways. And of course, not all the hauntings described below need be used.

### **First Haunting: Moving Stuff About a Bit**

Josef Flook is not the most experienced ghost, and probably needs to practice a bit. What he does want to do is attract the attention of the PCs, even though he hasn't really thought it through and worked out what to do once he gets their attention.

So, he is just going to move stuff around when they are not looking. It's the best he can do at the moment. While settling into their room and getting ready for the meal a PC will be using an object, something as simple as a comb, say. He will put it down, and a few moments later go to pick it up again. He can make an Easy (1d) Intuition check. If he fails, the whole incident passes him by. The player and GM can use the Vague Creepy Response Action below to get an idea of how the event affects him. A success will make him think that the thing was not in the same place as he put it down, but only vaguely and that he was possibly imagining it. Three successes will make him know that it has moved. Two boons will let him notice a small supernatural detail, like a chill breeze or a shadow in the erstwhile shape of the ghost. A single bane will bring the hairs on the back of his neck standing up, and a stress, etc.

This should just be a minor incident. Because it is played out explicitly in a roleplaying game, it will be seen to have great significance. And of course in the context of the adventure, it does have significance. But the GM can play it down and brush over the incident, as the PCs are called to dinner. And the players, having no real means of investigating further at this stage, should probably play it down, too.

Rally	Vague Creepy Response	0
	Basic	
	Intuition (Int)	
	Used by: PCs	
Effect: Everyone witnessing the vague supernatural event can test to see how it has affected them.		
Special: The GM can add extra Challenge or Misfortune dice at his discretion		
☞: Something is noticed and the vague supernatural-ness gleaned		
☞☞☞: The weirdness is very clear and the character can get some insight into its nature		
☞: A supernatural detail is noticed		
☞: Hairs on the back of the neck stand up, 1 Stress		
☞: A funny feeling it might be one of the others, 1 Party Tension		
☞: Heebie geebies, stunned for 1 round		
☞☞: Spooky! Character must make a Fear 2 test		
☞☞☞: Oh My Sigmar! Character must make a Terror 3 test		

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### Vague Creepy Response

This table can be used whenever the ghost manifests in order to gauge how much of the incident the PC appreciates and how clear it was to him that something supernatural might be going on, as opposed to it having a completely rational and mundane explanation. The table is only intended as a loose guide.

### Second Haunting: The Picture at Dinner

Dinner will be rabbit stew, with very little rabbit in, but it will be good, and it is clear that Matilda has made an effort to look after her guests (unless she has decided not to). The Lurgens will largely leave the PCs to themselves over dinner, but Estelle and Fritz will come in on the pretext of looking for something or doing chores, because they are curious about the PCs and just want to get a closer look at the exotic guests.

If the PCs are not too fierce, the children might even get up the courage to ask them a few questions about their adventures. Before long their mother will spot them and she will tell them not to bother the guests, and so they will run off giggling. But the children will have decided which of the PCs is now their friend. They will proceed to follow him about as much as they can for the rest of the adventure, asking many silly questions about the wider world and the life of an adventurer.

A bit later, when the PCs are alone, the portrait above the fire, the one of the two girls, will suddenly fall to the floor. It should surprise the PCs. There was no breeze or other movement; the picture just seemed to fall off for no reason at all. This probably won't warrant a roll on the Vague Creepy Response Action because it's not even vaguely creepy.

Matilda will come in and look at the picture, perplexed, then hang it back up on the nail, with an apology, and say 'kids!' and shrug. And then she will ask if anyone would like more drinks. If anyone asks about the picture she will say it's her and her sister but will try to avoid getting into a detailed conversation about it.

### Third Haunting: Bump in the Night

The Lurchens go to bed quite early but if the PCs want to stay up late drinking then that will be fine. Except, if they make too much noise then either Matilda or Rutger will be down to tell them to be quieter.

When they do go to bed, Josef will have the notion that he will be able to lead one of the PCs to Anthea in the cellar. He realises that as he is invisible he needs an object for the PC to follow: something big and white that could not be missed, something like a large white sheet.

So Josef will take a clean white sheet from the laundry pile in the attic and unfold it, and then bring it to one (or more) of the PCs' rooms. He will wake him by knocking over a vase or a candlestick, or whatever is handy, and then shake the sheet at them for a while.

This really should not work, but then, it is hardly likely to. However the PC deals with the sheet, Josef is likely to give up on the idea and go back to his room, probably leaving the sheet behind him. He will come down a bit later to begin to write 'Anthea!' on the lounge wall (see below).

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### **Puceheart in the Night**

Puceheart the goblin got separated from his warband in a snowstorm and has had little choice but to take shelter in the guesthouse's stables; unless the GM wishes to use the Slaanesh twist (see Twist and Shout below), in which case Puceheart has been hanging around Blechwenden waiting to meet with Anthea again. He has burrowed into a pile of straw and gone to sleep. Sometime in the night however, he wakes up hungry, and decides to break into the inn to get some food. He's not very bright, and he is very hungry. This should probably be played after Bump in the Night when everyone has settled down to sleep again.

Puceheart will force open a shutter and then break a window to get into the guesthouse and then wander about trying to find the kitchen. This should give at least one PC a good chance to be woken, and go down to investigate. This works better if there is only one of them investigating, because it should be more frightening for him, but knowing PCs they'll probably all go down in a big party.

Puceheart should make the odd unexplained noise from the kitchen, as the PC approaches. Unless the PC is being very loud, Puceheart does not have the wherewithal to listen out or get a warning. He is too busy polishing off the leftovers in the larder.

The GM should play the encounter by ear, but suffice it to say Puceheart is a food-lover not a fighter, and surprised by the PC, will probably just want to get out of the kitchen.

### **Fourth Haunting: Ant**

However, Josef was busy again, too, and unfortunately the Puceheart incident has disturbed his efforts. He was going to write 'Anthea!' on the wall of the living room in coal from the fire. But he only got as far as 'Ant.' Whoever goes down to check on the noise, if they use any light source, will likely see this. If not, whoever's up first in the morning will see it.

It's pretty obvious to anyone with any Folklore that Puceheart could not or would not have written it. And if he's still alive, he will confirm that, simply by his general show of ignorance, if nothing else.

### **Mondstille Day**

The PCs should wake up on the shortest day of the year not having had too much sleep over the long night. They can be awarded fatigue if the GM feels they really did not get enough kip to function at their best.

The Lurchens will be shook up over the break-in and the 'Ant' as well. They will deny knowing what Ant could mean. The parents should have a very good idea but the kids will not have worked it out. Anyway, they are a stoical family and will get on with life as normal. Matilda will serve breakfast and get on with running the house.

### **Patrol**

Rutger will decide to check the surrounding area for signs of more encroaching goblins and to make sure that everything is in order in the village. He will mention this with the clear expectation that at least some of the PCs will volunteer to help out, but he will not ask for help explicitly.

If some PCs go with him then the GM can break up the tension of the hauntings with some wilderness combat (see Goblins below). The PCs can come across the tracks of a marauding



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goblin band, or perhaps they themselves are ambushed by the band. Either way they can have a chance to hit something, instead of wondering what the spooky goings on in the guesthouse are all about.

Of course the GM is free not to bother with the goblin band. Rutger's patrol will take in the village and the mine adit then he will walk up to the top of the nearest hill to survey as much as he can. He will follow the course of a brook down into a small wood, and then continue back up to the village. This will take about four or five hours and be enough to convince Rutger that the guesthouse is under no immediate threat from more goblins.

### It's Snow Fun

Because the scenario takes place in the dead of winter in the hills the weather is likely to play a factor. The way the PCs came across Blechwenden in the first place could have been because they needed to shelter from severe weather. In any case the GM might find it useful to use the table below to generate some changing weather and effects.

Weather	It's Snow Fun	2 Hours
Roll ♦♦		
Used by: GM		
Effect: In the depths of winter in the foothills of the Grey Mountains, the weather is harsh and can change suddenly.		
Special: Roll ♦♦. The GM should add □ and ■ depending on the previous roll (shown in brackets) and at his discretion. Add ■ at night. Add ■s for higher altitude.		
No Challenge: Cool (□□□)		
✘: Cold, unprepared and ill-equipped characters gain ■ on physical checks (□□)		
✘✘: Chill winds, characters gain ■ on physical checks.		
✘✘✘: As above but very cold, characters gain ■■ on physical checks. Fatigue gains one extra fatigue. Characters take ♦ environmental damage. (■■)		
✘✘✘✘: As above but extremely cold, characters gain ■■ on all checks. Stress gains one extra stress. Characters take ♦♦ environmental damage. (■■■)		
☁: Light snow, Observation gain ■		
☁☁: Chill gusts and drifts, Ranged gain ■		
☁☁☁: Heavy snow, Observation, Ranged, gain ■■		
☀: Clear		
☀☀: Bright, still, Observation gain □		
⚡: Storm, strong winds, gales. All checks gain ■■, characters take shelter or take ♦ environmental damage		
⚡⚡: Horrific storm, lightning and blizzards, falling trees, floods, etc. All checks gain ■■■, characters take shelter or take ♦♦ environmental damage		

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### **Back at the House**

If all the PCs went with Rutger on his patrol then these events can wait for them to return; there will be enough time to run them before the Mondstille feast. If some stayed behind then that would be a good opportunity to run a haunting or two with them.

### **Fifth Haunting: The Picture Burning**

All some stage, someone entering the lounge will notice that only half the picture (described in The Picture at Dinner) is now hanging on the wall. It has been torn in half lengthways. One girl is more or less complete; the other girl has been torn away. If a PC is observant, he will see the remains in the fire, still burning. It can be saved, but only a few inches of paper remain intact, featuring a pair of feet and little else.

Matilda will be concerned about this as she loved the picture. If she suspects one of the PCs did it, then there could be trouble. It's hard for her to imagine who else might have done it. It could be a tricky situation. The PCs might even be asked to leave. If asked about it, she can admit that she was the one whose image was burnt. If asked about the other girl, she will say that it is her sister who has gone to Ubersreik. The PCs should have a chance to notice the hesitation in her voice and that she might not be telling the truth.

### **Sixth Haunting: The Clothes**

Josef's clothes have been tidied away in a chest in the attic with his personal effects. Josef will decide that he needs to get his will out of the chest to prove to the PCs that Anthea should have the guesthouse. At some point he will go through the chest throwing all the clothes around and making a big mess. He will throw his things all over the attic space and down onto the floor below. Because he is invisible it will look extremely strange. If the PCs don't notice this then the Lurchen children can and they will scream, bringing it to the PCs' attention.

If asked whose clothes they are, then the Lurchens will be happy to tell that they are Matilda's father's and they can tell the story of what became of Josef, killed by goblins. They will not be happy to have the PCs rummage through his things, but that is likely to be a consequence. And the PCs could well find Josef's last will and testament at the bottom of the chest.

This should bring up the issue of Anthea. But even so, the Lurchens will be loathe to talk about her, sticking to their story that she's away in Ubersreik.

**Being the last will and testament of Josef Flook of Blechwenden hereby ascribed upon the fourteenth day of Pflugzeit in the year of Sigmar two thousand and five hundred and fifteen. Know that all my worldly goods shall be passed down unto my daughter and heir who is Anthea Flook of Blechwenden. This I declare in the name of Verena may she see this justly observed and of Sigmar may his law protect it and of Morr may he have mercy upon my soul.**

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### To the Mine

If Estelle (or perhaps Fritz) sees The Clothes then she will be extremely frightened. She will run away out of the house and head for the dubious safety of the mine. A PC should see this and make the decision of whether to follow her or not. The child will head into the mine and down the slope some way, before deciding that she is safe. And she will stay there for a while, and not even bother to respond to shouts from above.

The whole point of this is just to find out if the PC is brave enough to follow her into the darkness and rescue her. The PC will not know it but there is nothing supernatural about the mine or the girl. The GM should play up the tension and potential danger, however, as the PC makes his way into the dark. If he does rescue her gallantly, then he should be rewarded with fortune. Of course it should be her parents' responsibility to go down the mine and bring Estelle back, so the GM needs to make sure they are not around when the decision to follow her needs to be made.

### Seventh Haunting: The Knife

It is Mondstille so the traditional Mondstille feast is coming. The family has been looking forward to it since winter began. While Matilda is in the kitchen and preferably while one of the PCs is there, too (hopefully they have had the manners to offer to help with something), Josef will make a knife fly through the air and land sticking into the cellar door. The knife was never intended to hit anyone, but the PCs might not know that. Matilda will scream when she sees the knife and might assume that it was aimed at her.

The PCs may wonder why the knife is sticking out of the cellar door, and whether this is a message. If the PCs go to open the trapdoor, then Matilda will try to prevent them. It is locked in any case and Rutger has the key. The small feeding hatch is not locked, and the PCs can open that.

If they try to get the key from Rutger then there will be a confrontation. Remember that for all the Lurchens know, if Anthea is found that will mean all their deaths at the hands of a witch hunter. So there is no way they will give up the key lightly.

### The Mondstille Feast

Before the Mondstille feast Rutger will lead a prayer to Sigmar, Taal and Ulric. The PCs can join in or contribute as they see fit. The Mondstille feast is an important celebration and a psychological boost over the unremitting winter, defiance against the austerity of the season. And Matilda has done her bit. The spread is excellent. There is any number of side dishes, many different types of vegetable, savoury and sweet pies, and the centrepiece is a fat roast goose.

If the PCs have left a bad impression on the family then they will be served at a separate table, and given small portions begrudgingly by the Lurchens, but not so small that they could reasonably take offense. They are paying for meals, not a feast. But if they have left a good impression and been helpful, then the Lurchens will welcome them to their festivities and treat them like part of the family. If they do get to feast, then they can get fortune points equal to the party size.

The Lurchens will want to avoid talking too much about themselves, but they will discuss their father's death if the PCs bring it up. If they bring up Anthea, then the Lurchens will try

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to gloss over that as much as possible. The children will find it difficult to avoid looking slightly guilty, however.

If any of the strange happenings are brought up, then the Lurchens will show that they are concerned about that. It is hard to give rational explanations for the hauntings, but Rutger will attempt to. Matilda and the children will more likely put it down to restless spirits.

### **Final Haunting: Making a Meal of it**

Josef will not be able to stand the sight of the Lurchens sitting down to feast with the PCs in his house, with his heir locked in the cellar below. He will utterly lose control of his supernatural abilities. Whereas up until now his actions had been considered, and largely ineffectual, they will become powerful, wild, and genuinely dangerous.

About halfway through the feast the table will begin to shake. A preternatural breeze will blow through the lounge, extinguishing lamps and candles and plunging the room into darkness. The table will flip, spilling all the food onto the floor. The children will scream.

A shadowy apparition will appear in the room, only vaguely visible in the moonlight, or whatever light the PCs have managed to create, its only discernible feature its white glowing eyes. Everyone will need to make a Fear 2 test.

The ghost is only barely physical and will not be able to effect the real world save through the poltergeist powers it has already used. It may try to throw cutlery and plates and mugs at the PCs and the Lurchens. Its appearance will be accompanied by a high keening noise, which could be the wind blowing through the house, or perhaps it is saying the name 'Anthea.'

If the PCs try to attack it then they will have difficulty. Normal weapons will seem to slice straight through the apparition as if it is not really there. Magical spells and enchanted weapons will damage it normally. If the ghost is defeated then it will merely disappear, but before that can happen, Rutger should be so overwhelmed that he decides to give Anthea up.

At some dramatically appropriate moment Rutger will decide enough is enough. He has worked out that this has something to do with Anthea, of course, and will realise that the only way to stop the haunting is to allow the PCs to release her. He will attract the attention of one of the PCs and shout 'In the cellar' at them and offer them the key. As soon as this happens Josef will realize he has won and the haunting will suddenly stop. Matilda will object desperately to this betrayal of her sister.

Of course, the PCs may take things into their own hands and demand the key from Rutger before he can offer it to them.

## **Part Three: Solving**

### **Down to the Cellar**

Sooner or later the PCs are going to insist on going down to the cellar. They might force the cellar door open or get the key from Rutger somehow. However it happens they will need to descend some narrow stone steps to get to the stone flagged floor.

There are a number of barrels and crates of supplies in the place, and Anthea has made herself a bed in a corner of the room, sheltered by a couple of crates. Anthea will be frightened and not know what to expect. For all she knows the PCs might be witch hunters come to get her and kill her so she will hide as best she can behind some barrels.

## **The Ghost of Mondstille**

The GM should remember this is a ghost story and the tension is the most important thing. The PCs are trying to find something mysterious, and they really have no idea what it might be. They should be on edge and apprehensive.

And suddenly they will see Anthea, in the full light of whatever illumination they are using. She has transparent skin and so the PCs will see the veins in her head and the skeletal outline of her skull, her semi transparent eyeballs staring back at them, the bones of her torso, and her neck pumping with blood. And they should take a Fear 2 test.

Anthea might hit out at the lead PC in fear, perhaps scratching his face. But she is quite weak and not a fighter, and so this will do little harm. But that might startle the PCs enough for them to retaliate. This could end in violence, and the PCs might end up killing Anthea. This will solve their problems in one way, because they will not have the issue of deciding what to do with her.

### **What 's it all About?**

The PCs might wonder what has been going on. Matilda might be able to help them with some insights about her father. Effectively she can play the role of explaining stuff if there are things the players don't get. Once Anthea has been discovered, then Josef will work out for himself what has happened, and he will forgive the Lurchens, and pass over unto Morr's realm, so a relatively happy ending for him, despite finding out his daughter is a mutant.

When the dust settles, the PCs will have to decide what to do next. They might conclude that Anthea has to die. They might decide that the Lurchens have to die for harbouring her. They might decide to get a witch hunter in to sort it all out for them. They might decide to live and let live, and do nothing about the situation. This could leave them open to accusations of colluding with mutants, themselves. Their reactions should be a decent and interesting gauge of their character and their attitude to the world, but it should be for them to decide for themselves.

### **Options**

Here are a few ideas that can expand or enhance the scenario at the GM's option.

### **Twist and Shout**

If the GM wants to add to the players' dilemma then there can be a more sinister side to Anthea. The reason that Puceheart was hanging around the place is not that he is a hungry straggler, but because Anthea and he were regularly performing secret rituals to Slaanesh. And this is why the Dark Prince rewarded Anthea with the gift of transparency.

She is now obsessed with Slaanesh and has etched his symbol across the wall beside her bed. And she repeatedly worships him by the light of a candle, alone in the cellar.

### **Goblins**

This has nothing to do with the ghost, or the scenario, really, but if required a band of goblins can be brought in to give the PCs something to hit. They can also be tied in with Puceheart, though this is not necessary. If some PCs go out with Rutger on Mondstille day then they could encounter the goblins then. If not, Rutger will arrive home in a rush with news that he has spotted the goblins and they are heading towards Blechwenden.

## The Ghost of Mondstille

This should not be a massive epic siege of the guesthouse, although the GM can do that if he wants, because it will deflect from any interest and tension caused by the ghost. Really the encounter is there just to provide a small skirmish for those who go out and help Rutger patrol. The goblins should number enough to make the encounter challenging, but the PCs should not feel they are up against terrible odds.

The Goblins are very hungry. This has made them very aggressive. They rarely come down this far from the mountains (Puceheart is a gross exception) and are weak and desperate for some food. If they can grab a horse from the stable or anything that might make a few meals, then the chances are they will gratefully head for the hills. The GM can make them more numerous and ambitious if he likes, of course.

They are led by Badwind a minor shaman, who is particularly miffed about the whole not having enough for food for winter thing and is ready to take it out on anyone: his own goblins if necessary. They will not let up until they get some food.

### **A Burning**

A few months later the PCs can be passing through Ubersreik when they notice an execution being arranged. Taking a closer look, they will see a pyre being prepared around five wooden stakes. They will see a group being led to their deaths and a raucous crowd baying for righteous vengeance. Anthea will be there, shrouded in cloth to hide her horrific mutation, and following her will be Rutger and Matilda, and behind them Fritz and Estelle...

## The Ghost of Mondstille

### Josef Flook the Ghost

	St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
Josef	3(3)	3(2)	4(3)	3	3	1	3/3/3	10	R1

Melee	Poltergeist Attack								0
■	Ghost								
Ballistic Skill (Ag) vs Target Defence									
Used by: Josef the Ghost									
Effect: The ghost throws whatever objects it can find at the target									
♣: Hits for normal damage									
♣♣♣: As above but +1 critical									
♣♣♣♣: The target is stunned for one round, Fear 1									
♣♣♣♣♣: The Ghost is exhausted and leaves the scene									

### Ethereal

Josef the ghost is just becoming aware of the unlife, sensing the real world in a confused way and coming to terms with his own death. Over the course of the adventure he gradually becomes more aware and adept at manipulating his environment.

He is kept in the real world by the lack of proper burial rites and his sense of injustice at his imagined treatment of Anthea. Once he learns the truth about her situation he will be able to pass peacefully unto Morr's realm.

## The Ghost of Mondstille

### Rutger Lurchen

	St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
Rutger	3(4)	4(2)	4(1)	3	4	3	2/2/3	15	C2

Support	Leave my Family out of This	4
	Social, NPC	
Intimidate (Str) vs Target WP		
Used by: Rutger Lurchen		
Effect: Rutger can become suddenly and surprisingly menacing when his family is threatened		
♣: Target's next social action against Rutger gains ♦		
♣♣: As above but while card recharges		
♣♣♣: Add two recharge tokens to this card		
♣: Target leaves his family out of it for the rest of the scene		
♣: Rutger is cowed for two rounds		

### Thundering Shot, Accurate Shot

Rutger Lurchen is tall and strong, with a head of tight blond curls and a ruddy complexion. He is a stoical mountain man, typical of the folk around Blechwenden. They don't trust easily and they are wary of strangers. And their conversation is more about the practical and the immediate, than the fanciful or the speculative.

Lurchen's priority is to protect his family (and that includes Anthea). They are alone up here in the hills and the winter is a harsh one. There is the chance of attack from ambitious goblins, hungry wolves, or desperate bandits and Rutger knows that now his father-in-law is dead he is entirely responsible for the family.

Rutger is a shrewd judge of character, and should have a good idea of what sort of people the PCs are. If he feels he can trust them then he will give them freedom to roam, even in the guest house. If he feels he cannot, he will keep a beady eye on them.

Rutger carries a lovingly cared for antique handgun that he uses for hunting, and at which he is a dead shot.



## The Ghost of Mondstille

### Matilda Lurchen

	St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
Matilda	3(5)	3(2)	4(2)	3	2	3	4/2/2	12	R1

Support	This is my Kitchen								4
	Social, NPC								
Leadership (Fel) vs Target WP									
Used by: Matilda Lurchen									
Effect: Matilda can take charge of any situation, especially when it is close to home. She gains □□ when in her kitchen									
♠: The target gains ♦ for the next round									
♠♠: The target gains ♦ while the target remains in Matilda's domain.									
♠♠♠: Target is stunned for one round									
♠*: Matilda is cowed for two rounds									

### Nimble Strike

Matilda is a large, attractive, good-natured woman, now showing the signs of age. She has long black hair, tied in a bun and dresses in the drab, modest local style.

Matilda is a friendly, trusting sort, and often has to be warned by her husband for being too naïve and even gullible. She is in charge in her home, however. She brooks no interference with the running of the guesthouse and especially the kitchen. She is an excellent cook and housekeeper.

Anthea will treat her guests well, too well for the price of staying at the guesthouse. But once she has reason to turn against someone she will stay turned. She is very protective of her family, but now, especially her sister. She would rather die than let Anthea be taken by the witch hunters.

Anthea also has an array of wickedly sharp implements at her disposal when in the kitchen.

## The Ghost of Mondstille

### Fritz and Estelle Lurchen

	St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
Fritz and Estelle	2(2)	2(0)	3(1)	2	3	4	0/3/2	7	C1

Support	Oh, Go On, Pleeeease								0
■	Social, NPC								
Charm (Fel) vs Target WP									
Used by: Fritz and Estelle Lurchen									
Effect: The children's nagging can cause even the most resolute to change their mind. The children gain □□ when working together.									
♠: The next social roll against the target gains □□									
♠♠: As above but □□□									
♠♠♠: And another □									
♠♠♠♠: The children run away and won't be back for a while									

### Winning Smile

The Lurchen children are cute and well behaved. They can appear angelic, but they have a willful streak, too. They have freckled faces and white hair.

Fritz is the elder and the leader and is protective of his sister. He tells her tall tells of what life is like in the wider world, but would likes nothing more than to hear what it is really like from the travellers that pass through the guesthouse. Needless to say he has picked up some fanciful notions of what the wider world is actually like.

Estelle is small and friendly. She will latch on to someone and follow them around for hours on end. She will do almost anything he brother asks her to do, but has less respect for adults. Estelle has a knack for convincing adults to do what she wants.

## The Ghost of Mondstille

### Anthea Lurchen

	St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
Anthea	3(3)	4(0)	3(1)	3	2	3(1)	2/2/2	13	C2

#### Steely Gaze

Anthea is resigned somewhat to her incarceration. She knows she would not last long outside. She is grateful to her sister for protecting her, but resentful, in a way, that it had to happen to her.

She is expecting the worst, however, if there should be any commotion in the house. So she will consider any PCs coming down into the cellar to be witch hunters or similar. Therefore she must hide or fight.

### Puceheart the Goblin

	St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
Puceheart	3(3)	3(1)	4(0)	3	2	4	0/6/1	9	R2

Support	I'm only a poor little Goblin								2
■	Social, NPC								
Guile (Fel) vs Target Intuition									
Used by: Puceheart									
Effect: Puceheart attempts some sort of snivelling plea to lull his foes while he looks for a way out.									
Special: Target one foe, add ■ for every foe after the first within close range									
♣: Puceheart gains □ when dealing with the target in future									
♣♣: As above and the target is stunned for one round									
♣♣♣: If successful Puceheart gains another □									
♣♣♣♣: If successful Puceheart gains another □									
♣♣♣♣♣: Puceheart is cowed for two rounds									

#### Fake Out

Puceheart is a scraggly, pitiful specimen. However he does manage to wheedle his way through life and get on people's better side. Sigmar only knows how.

Puceheart will play things extraordinarily deviously if he has to. His main objective will be just getting out of Blechwenden alive, but he has been known to push his luck and get away with it.

## The Ghost of Mondstille

### The Goblins

	St	To	Ag	Int	WP	Fel	A/C/E	Wounds	Stance
Badwind	3(3)	3(1)	4(1)	4	2	4	2/6/4	11	R1
Goblins	3(4)	3(1)	4(0)	3+	2	3	2/4/1	9	C1

Spell	Fire of Mork-ish	4
◆	Greenskin Magic	
Spellcraft (Int)		
Used by: Badwind		
Effect: Target all enemy in one engagement		
♣: The fire does 4+Int damage to all targets		
♣♣♣: As above with 7+Int damage instead		
♣♣♣: Each friend in the engagement gains A/C/E 2/-/-		
♣: Target all characters in the engagement		

Support	Bloomin' 'Ungry	4
◆	Greenskin Morale	
Leadership (Fel)		
Used by: Badwind		
Effect: Target all goblins within close range		
♣: Target attacks this round gain □		
♣♣♣: Target attacks this round gain □□		
♣♣♣: Targets gain a free manoeuvre		
♣: Targets are Inspired while this card recharges		
♣: Targets are Demoralised while this card recharges		

### All Greenskin Actions

The goblins are hungry and desperate and will stop at nothing until they have supplies for the next few days. If they see an opportunity to gain even more, they will pursue it ruthlessly.

Badwind is cunning and clever but he is also hungry and irritable. Badwind rules his band with a rod of iron. Deserters are eaten.

## The Ghost of Mondstille

### The Kitchen

The Kitchen is neatly arrayed and filled with every device and utensil you can imagine. There are bowls of all kinds of food, jars of preserves and sprigs of herbs. Any sort of tool can come to hand, but watch your step or you will do yourself an injury.

Improvised weapons have DR4, CR2

Physical Actions gain: ☠☠: Take 1 Wound

### The Mines

The way is steep, dangerous and dark. Watch your head and your footing. The dusty passages echo to the slightest sound. It's difficult to move through the low-ceilinged passages.

Observation tests gain: ■■

When movement earns any Fatigue, earn an extra Fatigue

### Josef's Room

The room is neat and tidy and everything is packed away. There are dust sheets draped on all the furniture, and the room is cold and still. Something is not quite right here, but it is hard to put your finger on what.

Fear and Terror tests gain: ■