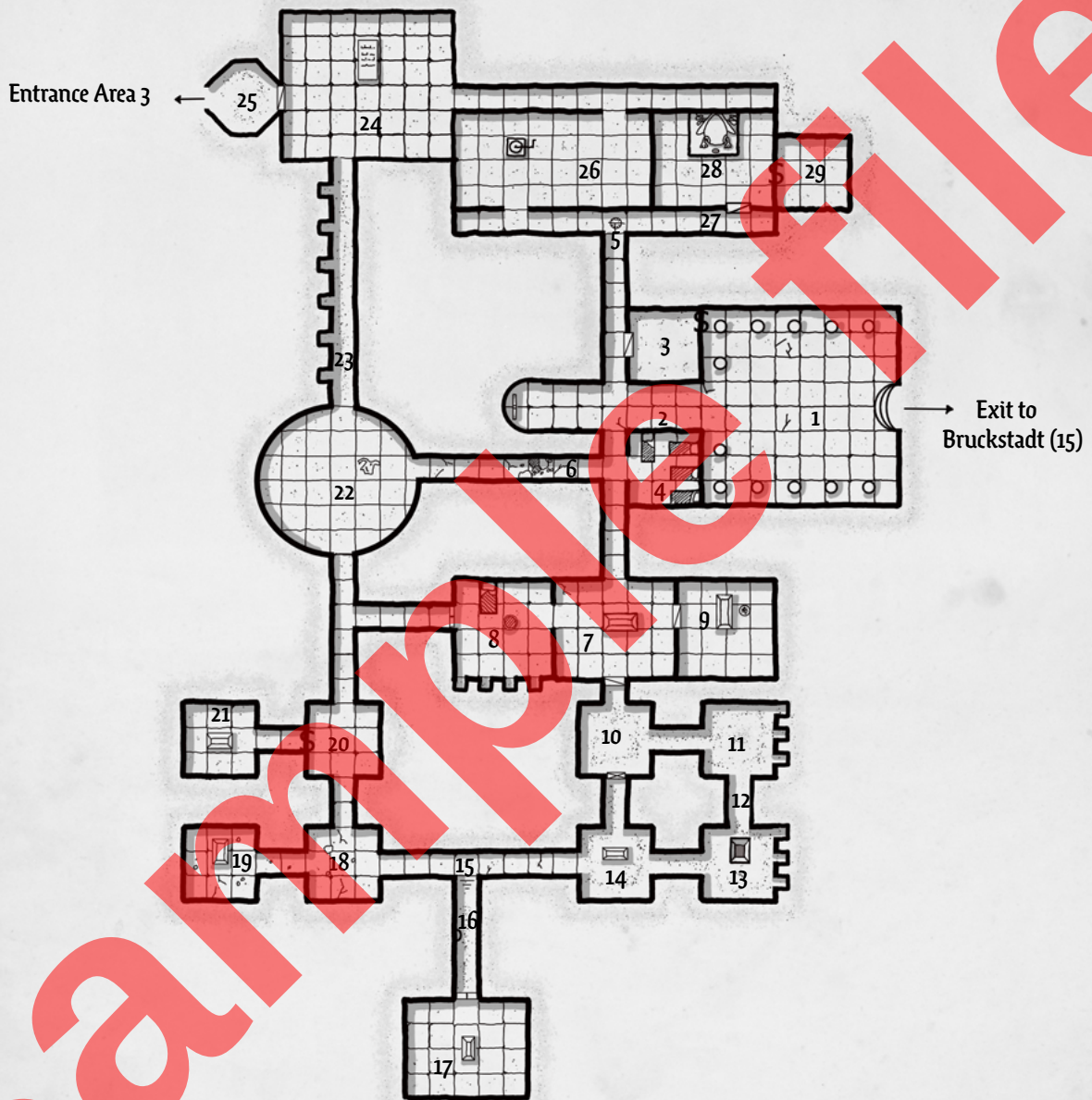


Area 1: Catacombs



Door, locked

Lattice Door

Bed



Statue of the Toaddemon

Stone Slab

S Secret Door

Sarcophagus

Entrepreneur and grave robber Ettel Trutzkopf claims Area 1 for himself. His guards control access and attack anyone who enters the catacombs without Trutzkopf's permission. Trutzkopf's people have been severely decimated in recent days by an escaped circus bear. At least that's what his people think. In reality, the bear is already dead and Trutzkopf himself, in the guise of a werewolf, murdered three of his henchmen and seriously wounded

a fourth. He therefore wants to recruit the PCs as hirelings to join him in searching for a king's tomb (with the high probability that he will attack and kill them in werewolf form).

Alternatively, the players could try to overpower Trutzkopf's guards or sneak past them to explore the burial chambers on their own.

Valuable treasure: #Chronicle of Raz'Kafaun (29), Tomb of Urm Quilnacht (21).



1: Hall of columns

- Hall lit by a campfire, the air tastes of smoke, the wind has blown dry leaves over the stone tiles covering the floor.

- Guard, Roderick:** Freckled, young, morose. Nervous due to recent events.

Roderick: Armor 12, Move 120', 1st Level Fighter, 7hp, arquebuse d8, Morale 7, 10xp.

- Cook, Paule:** Cuts up meat and throws the chunks into a cauldron over the fire, talks incessantly in a much too loud voice (about war, slaughtering a pregnant sow and the whore Margot).

Paule: Armor 12, Move 120', 0 Level, 7hp, butcher's knife d4, Morale 7, 5xp.

Explore the Hall:

In the northwest corner, a hole has been cut in the wall just high enough to crawl through.

Talk to the guard and the cook:

The two are nervous and distant. If the PCs want to talk to the leader Trutzkopf, Roderick accompanies them to room 7.

Sneak past the cook and the guard:

A successful roll on Sleight of Hand (Dexterity) means it is possible to avoid the two unnoticed in the shadows of the columns. If the roll fails, Roderick fires his arquebus at the PCs, alerting the guard in room 2.

2: Archway

- In the apse at the end of the archway, a bonfire casts flickering light on the pained wooden face of an image of Jesus nailed to the cross.
- Drawing of a clenched fist on the wall.

- The black silhouette of a guard, d6.

1-2: Guard alert, +2 to the Sleight of Hand roll (Dexterity) if the PCs try to sneak past the guard.

3-4: Guard is busy cleaning 1 pistol. **5-6:** Guard thinks he heard something in the north and goes up the corridor to check the jaw trap (5).

Guard Gustavo: Anxious, leg wound (limping), 2 pistols ready to fire.

Gustavo: Armor 14, Move 90', 1st Level Fighter, 8hp, 2 pistols d8, Morale 7, 10xp. 2d6sp.

Sneak into the archway:

As soon as Gustavo spots them, he shoots them with the two pistols.

3: Garbage chamber

- Vile stench of decay.
- Garbage, charred bones, ashes and the carcass of a cat black with flies.

4: Barracks

- Four straw beds with blankets, on one of them lies an **injured man** in delirium.
- Man** with blood stained shirt, d6.

1-2: Squats drunk and swaying on a wooden stool, a demijohn on his lap (attack roll -2).

3-4: Sleeps snoring on one of the straw beds.

5-6: Changes the wounded man's bandage and washes it in a bucket of bloody red water.

Injured man: Bran, is dying. Whatever attacked this man must have possessed tremendous power. His face is torn away, his right eye is missing, his breath a bloody rattle.

Man: Jann Tussen, Wound doctor and drinker, constantly wipes his red and wet forehead with a handkerchief, breath smells of alcohol.

Tussen: Armor 12, Move 120', 0 Level, 7xp, dagger d4, Morale 8, 5xp.

Belt with numerous pockets and leather pouches: Razor, scissors, bottle of vinegar, pliers (for pulling teeth), healing ointment (overnight regeneration +1).

To talk to Jann Tussen:

- Bran was wounded in room 22, two others died there.
- Tinka the rat catcher has disappeared after trying to bait in the south of the area.
- Does not think that Bran's injuries are from the circus bear. Tussen was involved in a hunt years ago, when a werewolf attacked travelers on an Alpine pass. He suspects that also here in the catacombs a were creature is hunting for its victims (does not know that Trutzkopf is the werewolf).
- If the PCs credibly assure him that they want to search for and kill the beast, he leaves them a bag with d4+1 silver pistol bullets.

5: The jaw trap

- Folded jaw trap with sharp iron teeth. Attached to the iron is a chain with metal wedge, which was hammered into the joint between 2 stone tiles.
- Creaking noise from the west (mill room 26).

6: Collapsed tunnel

The ceiling has given way, quarry stones and damp earth have fallen into the corridor.

Trying to get rid of the rubble stones:

It takes 1 hour to move enough stones for a halfling to crawl to the other side

7: Headquarters of the „Clenched Fist“

- Dozens of candles burn on a sarcophagus. Together with torches on the walls they give the burial chamber a diffuse light.
- In front of the sarcophagus a fat **bearded man** is discussing with a **bald man** in a long red cloak. (It's about a royal tomb they can't find and a dead architect they want to question).
- East and South: Closed doors.

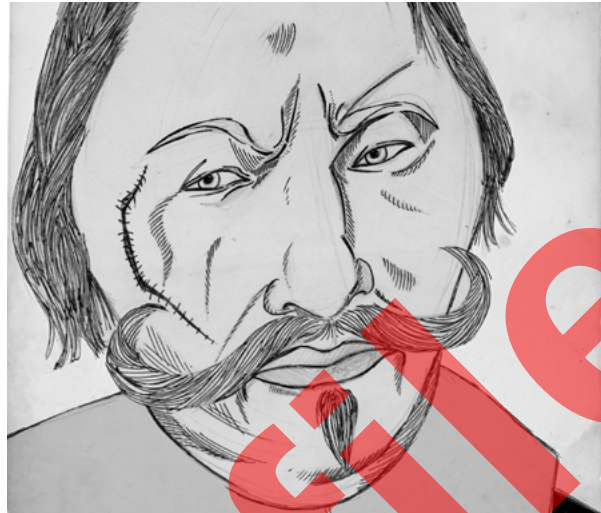
Bearded man: Ettel Trutzkopf, leader of the „Clenched Fist“, 1.95 tall, freshly healed scar on the cheek, mustache twirled with the help of beard wax.

Trutzkopf: Armor 16, Move 90', 3rd Level Fighter, 15hp, rapier d8 and pistol d8, Morale 10, 25xp. +3 on his attack rolls.

Trutzkopf wears a finger-thick iron pin on a chain around his neck (to open the stone door in room 25).

What Trutzkopf knows/wants:

- On September 5, he met Father Brin and 3 militiamen and opened for them the entrance to Area 3 (for his help he took 30sp from the monk).
- Trutzkopf and 3 of his people were attacked by the circus bear (actually there was a fight and Trutzkopf in the form of the werewolf killed 2 of



his men and seriously wounded Bran).

- Trutzkopf wants to enlist the PCs to search with them for King Carr's tomb, where he hopes to find fabulous treasures.

The werewolf Trutzkopf:

He feels that two beings are united in his chest - an eternal battle between man and monster, which he is in danger of losing. Some days he would rather be dead.

He feels the urge to transform when he thinks that he is being taken advantage of by others or when he gets into a stressful situation (a fight, someone is threatening him, a trap has been triggered). There is a 2 in 6 chance that Trutzkopf then turns into a werewolf.

Werewolf Trutzkopf: Armor 13, Move 120', 3rd Level Fighter, 15hp, claws 2d4 and teeth d6, Morale 10, 50xp.

The werewolf attacks twice per round with claws and teeth. +4 on his attack roll.

The werewolf can only be wounded with silver and consecrated weapons or by fire. Wounds suffered by Trutzkopf as a werewolf close as soon as he takes human form again. If he dies as a werewolf, he turns back into a human.

If a PC loses 6 Hit Points due to the bite of the werewolf, he also becomes a werewolf at the next full moon. How this episode is played out and whether there is an herb against lycanthropy is left to the referee.

Bald man: Boltan Raureif, chubby, red lips, plucked eyebrows. Raureif is a level 5 mage, a former monk who has devoted himself to the black arts. Despises Trutzkopf and will leave him as soon as he is paid out his share.

Raureif: Armor 12, Move 120', 5th Level Mage, 12hp, sword d8, Morale 9, 100xp.
Spells: *Detect Magic*, *Magic Missile* (5W4 damage), *Comprehend Languages*, *Invisibility*, *Wizard Lock*, *Speak with Dead*.

The mission: Trutzkopf wants to recruit the PCs to search for the tomb of King Cronman Carr. Since legend has it that the tomb is untraceable and well hidden, he plans to find the body of the architect of the king's tomb, who is buried somewhere in Area 3. Once the architect's skull is found, mage Raureif (he does not participate in the search for the skull) will contact the dead architect in Room 7 and ask him about the exact location of the King's Tomb. See **#Skull of the Dead Architect**, p. 96.

As a reward, Trutzkopf promises 250sp per head (if the arguments are good, he will increase this to a quarter of the loot, which the PCs can divide among themselves).

If the PCs refuse to accept the mission:

The monstrous part of Trutzkopf is stirring. Driven by the greed for gold, he will pursue the PCs as a werewolf to prevent them from enriching themselves with treasures that, in his opinion, belong to him..

If the PCs attack Trutzkopf:

The noise of battle will alert the guards. Trutzkopf fights to the death, the mage surrenders should the situation seem hopeless to him.

8: Trutzkopfs camp

- Empty **grave niches**, a candle shines in one of them.
- **Wooden barrel** with **tarot cards**, one card lying face-down is pierced by a knife.
- **Tools** in mud-encrusted box.
- Sleeping bag patched from skins.

Tools: Sledgehammer, crowbar with mallet, pickaxe, dented lantern and 4 metal bottles full of lamp oil.

Tarot card: The card pierced by the knife shows a devil with horns sitting on his throne.

Grave niches: In the tomb niche with the candle is a box with 6 bottles of ancient brandy (90sp).

One of the bottles is poisoned (1 in 6 chance). If someone drinks from it, save vs Poison. If the PC fails, he takes d6 damage.

Wooden barrel: Under the barrel Trutzkopf has hidden a bag of gems (66sp) and 82sp.

9: Raureifs chamber, locked (Wizard Lock)

- Open sarcophagus lined with straw and clean **blankets**.
- Green carpet richly decorated with ornaments (prayer rug, Raureif converted to Islam).

- Smoldering coal basin, from which rises thin, spice-scented smoke.

- **Duffel bag** on a wall hook.

Duffel bag: Clattering necklace of shells and fish bones from which emanates a strong smell of sea water (**#Shell necklace**). Wooden box with pocket mirror, tweezers, scissors and perfume bottle (vanilla scent).

Blankets: Hidden under the blankets a spell book bound in fish skin: *Detect Magic*, *Magic Missile*, *Comprehend Languages*, *Wizard Lock*, *Speak with Dead*, *Hold Person*, *Shield*, *Detect Invisible*, *Invisibility*.

If the PCs search the chamber:

A bag with 15 emeralds is hidden behind a loose wall stone (45sp).

10: Vault with lattice door

- East: broken wooden door, remains of splintered wood still hanging on the door hinges.
- South: **Lattice door**.

Lattice door: The wrought iron grille is set into the stone of the door frame (no lock). A PC with strength 15 or higher can tear it out of the frame with a 1 in 6 change (strength modifiers apply).

11: Rat bait

- Rats (2d10) with black oily fur flee from the light.
- A fist-sized piece of meat (poisoned) and d6 dead rats are left behind.
- Broken **grave niches**.

Grave niches: Between rotten cloth and bones lies an artfully crafted Lutheran Bible with leather binding (110sp).

12: Blood

- A trail of blood runs south on the stone tiles, bloody handprints on the wall.
- Rat droppings in the corners.

13: Burial shaft

- The blood trails end in front of a **shaft**.
- Stench of decay wafts up from the darkness.

Shaft: 80 centimeters in diameter and 6 meters deep. At the bottom you can see a twisted body pierced by an iron spike.

If the body is recovered:

Female corpse with bite wounds, as if she had been attacked by a predator. Maggots eat at the wounds. Her fingers clasp a torn **medallion** with the picture of the Holy Mary. Purse (18sp and a letter folded several times: In it, a certain Roderick declares his love to Tinka in scrawled writing).

The bottom of the shaft is filled with bones and rusty weapons (swords, spears, helmets).

Medallion: Belongs to Trutzkopf. When the PCs show him the medallion, he is happy about the find, but can't explain how it got into Tinka's hand („She probably stole it“).

Tinka was attacked by Trutzkopf in werewolf form and seriously injured. Whilst running away from him, she fell into the grave shaft, where a rusty spear impaled her. After 10 minutes of agony she finally died.

14: Burial chamber

- A lonely gray **sarcophagus**.
- The lid lies slightly ajar on the stone box.
- A neatly coiled rope (8 meters) lies on the sarcophagus and covers an **inscription**.

Inscription: Marius Dorngar, 1311-1402.

If the PCs open the sarcophagus:

On the depressed ribs of the skeleton lies a dirty gray bag (400sp).

15: Cross road

- A furry animal **carcass** blocks the corridor.
- Terrible stench of decay.
- West: faint light behind an archway.

Carcass: The horribly battered carcass of a bear. The black fur was torn into bloody pieces by claws. The circus bear was killed by the werewolf Trutzkopf.

16: Damp archway

- Marble steps lead to a lower, damp corridor (1.50 meters high).
- In the middle of the corridor, a stone **angel's head** peers from the wall, mouth wide open as if screaming.
- South: passage closed with stone slab.

Angel's head: Behind the mouth hides a wet tunnel as thick as an arm (rat tunnel).

17: Tomb, bricked up

- Damp chamber, plaster crumbling from the walls.
- **Sarcophagus with inscription.**
- On the lid a man carved in stone, lying with eyes wide open and hands folded in prayer.

Inscription: Siegbert Sterz, Captain of the City Guard in Bruckstadt, 1478-1521.

Open the sarcophagus:

Out of the angel's mouth scurry 10 cat-sized rats and attack the nearest PC.

Rats: Armor 12, Move 240', 1 Hit Dice, 2hp, bite look below, Morale 9, 5xp.

The referee rolls d4 for each rat. For every 4 the rat swarm has caused 1 point of damage.

In the sarcophagus lies the skeleton of Siegbert Sterz, **#Ivory casket**, sword (sapphire in the pommel, well preserved, collector pays up to 85sp).

18: Chamber in danger of collapse

- Stones have broken out of the vault. Roots squeeze through the holes. Water drips.
- North: Open archway with carved skull in capstone.
- West: weak light behind passage.

If a roll on skill for architecture succeeds:

The PC realizes that the chamber is in danger of collapse.

Crossing the chamber:

Each player rolls on the skill Sleight of Hands (Dexterity). The referee rolls d6 and adds together the number of PCs whose skill-roll failed. If the result is 5 or higher, the vault collapses: d6 damage. If the result is 7 or higher, the passages to the east and north are buried. With proper tools, it takes d4*20 minutes for the PCs to clear away rocks and rubble. Without tools they are trapped.

19: Burial chamber

- A **sarcophagus** with carved alpha and omega-symbols. A burning white candle for the dead stands on the lid.
- Stones have fallen out of the vault and lie scattered on the dust covered floor.

If a roll on the skill architecture succeeds:

The PC realizes that the chamber is in danger of collapse.

If the coffin lid is broken open or pushed to the side, d4:

- 1: Each PC suffers d3 damage from falling stones.
- 2: A treasure of coins hidden in the ceiling pours into the vault: d20*50sp.
- 3: The vault collapses, d6 damage.
- 4: The vault collapses, d6 damage, the exit is blocked. With suitable tools, it takes d4*20 minutes until the PCs can remove stones and rubble.

Inside the sarcophagus:

The skeleton is strangely twisted, as if it had moved after the lid was closed. Between the ribs sparkles a thumb-sized silver cross (3sp).

20: Chamber of scribbles

- Cold crypt with shadowy cross vault. **Graffiti** are carved into the crumbling wall plaster.

Graffiti: „John was here,“ penises, breasts, and mocking poems. In the west wall an inscription in faded letters: „May the heretic suffer eternal damnation.“

If a roll on skill in architecture succeeds:

The PC recognizes that the west wall was bricked up afterwards.

If the western wall is smashed:

Opens the access to the tomb behind the wall (21).

21: Tomb of Urm Quilnacht

- On an unadorned **sarcophagus** with **inscriptions** lies a wooden cross showing the suffering Jesus.
- The air is thick and heavy. One feels observed (dogs bark at the coffin).

Inscription: Under the symbol of a skull with crossed bones a name is engraved: Urm Quilnacht, 1438-1500.

Urm Quilnacht: After a failed ritual that was supposed to give him eternal life, the mage Urm Quilnacht fell into a waking coma. Thought to be dead, he was buried alive. With his eyes transformed into ice crystals, the mage stared into the darkness for a century and is now eager to feast on the PC's remembered experiences and emotions.

If the PCs open the sarcophagus:

The hugely fat man looks more like he is sleeping and less like he is dead. Blue **crystal eyes** sparkle under his heavy eyelids, his half-open mouth shows **gold teeth** (four gold teeth: 40sp). On his folded, **fleshy fingers** are three gold rings (200sp each ring). His robe and about a dozen **parchment rolls** are half rotten.

Crystal eyes:

The eyes look like real crystals with an estimated value of 100sp each. Broken out, they feel ice cold.

For each stone taken, the PC makes a save vs Magic. If the roll fails, the **insane spirit** of the mage Quilnacht telepathically **contacts** the PC and sucks in their stored memories. At the same time the mage plants his own memories, fears and peculiarities in the brain of the PC, **ditto**.

1: PC develops a terrible fear of stagnant water.

2: Recalls the birthplace of the magician in Bruckstadt; the dirty alley, the facade of the narrow half-timbered house and the dining room with the dark wood paneling, where the stepmother abused his father. If the PC visits the house, his ability Wisdom increases by 1.

3: Recalls death as an endless, agonizing silence. Saving throw against Poison is permanently increased by 1.

4: Recalls historical knowledge and contexts that were previously hidden from him. The ability Intelligence permanent increased by 1. The player can

ask the referee a yes/no question about the dutchy Grenzland and its inhabitants.

5: Reminded of the failed magic experiment: fear of misdirected magic, saving throw against Magic and Magic Device is permanently increased by 1.

6: Casts a spell aloud, d3. (On 1-3 on d6 he casts the spell on himself, on 4-6 on another PC).

1: *Shape Change:* Turned into a rat raging with hunger for 5 turns.

2: *Temporal Stasis:* Falls to the ground, where he remains lifeless. All bodily functions (apparently) cease. *Dispel Magic* ends effect.

3: *Weird Vortex:* A doppelganger of the charmed person appears, with the same Hit Points and weapons. The doppelganger fights the original to the death.

7: Remembers a random level 2 spell (d20). A mage can transfer the spell from memory to her spellbook. Anyone else can cast the spell once, but cannot recall it.

8: Reminds of his teacher, who stank of fish. The closeness of his sweaty body, and the sticky fingers on his neck. PC's ability Charisma is permanent reduced by 1.

9: Is driven by an insatiable hunger for d3 weeks. Requires three times the amount of food (At the inn, rations, ...). Must buy new armor after the time is up because the old one no longer fits.

10: Women's teeth exert an irresistible attraction. The PC collects them to make jewelry from the teeth.

If someone examines the rotten parchment scrolls: He finds a random level 3 spell (d20).

If a Dispel Magic is cast on the man:

The spell ends the comatose sleep, but also the magic that preserved the man. The body therefore decays within seconds, collapses and fades to dust.

22: The bloody chamber

- A **battlefield** of splintered wooden coffins and trampled skeletons. Blood on the stone tiles and on the walls. Lots of blood, as if bodies had been torn apart here.

Battlefield: 2 of Trutzkopf's men were killed here, another one was seriously wounded. However, not by the bear, as is claimed, but by Trutzkopf transformed into a werewolf.

To search the battlefield:

Find tufts of long, light gray fur. A successful roll on Bushcraft (Wisdom) reveals that it is most likely wolf fur (the escaped circus bear has black fur).

23: Traces in the mud

- Water dripping on the damp clay soil.

- A cat that has had its head ripped off decomposes in a murky puddle.
- The western wall is riddled with black openings of plundered **tomb niches**.

Tomb niches: Empty except for 5 torches tied together with a string.

If someone searches for traces:

If he succeeds in a roll on Bushcraft the PC finds tracks that indicate a bear.

24: Künna's grave

- A pile of (human) feces stinks on a **tomb slab**.
- West: **stone door** with latticed peephole. The door frame is decorated with stone ivy vines.
- Crackling torches on the walls.

Tomb slab: Feels cold to the touch. Inscription: Here lies Künna, queen of beggars, thief and murderer. May she suffer eternal damnation.

To smash the tomb slab:

Requires strength 13 or higher and appropriate tools. Once the plate breaks, freezing cold spreads through the room for a few seconds. Save vs Magic Device. If the roll fails, all liquids carried by the PC freeze until they are exposed to sunlight.

The bottom of the tomb is covered with a viscous gray matter in which pearls sparkle (d4 #toad glass). Rusty handcuffs stick out of the slime.

To open the stone door:

The lock on the door is rusted and cannot be unlocked. If someone examines the door frame and succeeds in a roll for Search (Wisdom), she discovers a button. If the button is pushed inward with a metal rod as thick as a finger, the lattice in the peephole slides to the side. A PC can now reach through the hole with his arm and lift the latch, which shoots the stone door on the other side.

25: Chamber with broken mirrors (entrance to area 3)

- An octagonal chamber, a smashed mirror on each wall. **Shards** cover the floor.
- Above each shattered mirror are fist-shaped iron fixtures with burned-out torches.
- West: Low archway to area 3.1.
- East: stone door with iron bolt.

Shards: If someone looks into a mirror shard, he sees himself as a skeleton.

26: Mill room

- A pale heap of bones and skulls.
- A white-haired **hunchback** toils at the crank of a creaking mill from which brown flour trickles into a bucket.

Mill: Portable bone mill with hopper and crank. Bone meal is used to make bone glue for carpentry work.

Hunchback: Salvatore, mumbles, smells of sweat, begs for mercy if threatened with violence.

Salvatore: Armor 12, Move 90', 0 Level, 5hp, Morale 6. Medallion with a picture of saint James (curved from moisture, 2 sp).

To talk to Salvatore:

- Saw Father Brin („A good man!“) going to Area 3 accompanied by 3 militiamen and Trutzkopf, who somehow opened the door in room 24 for them.
- Saw the bear a few days ago, but managed to drive it away with noise. The creature looked scared and ill.
- „May St. James be with you!“

27: Stone door

- **Stone door** covered with dark fingerprints, the **metal lock** is eaten by rust.
- A curse-rune is chiseled into the stone door.

Pick the lock:

Can be done with a lockpick if the rusty lock has been cleaned with (weapon) oil beforehand. In addition, a roll on Tinker (Dexterity) must succeed.

To smash the stone door:

The referee rolls on the table „Curses“ (p. 88).

28: Statue of Joz'Quatl

- On a pedestal sits the wet and shiny statue of a toad made of green stone.
- The stone base of the sculpture has a plate-sized **depression**, inscribed with a Greek **inscription**.
- Intrusive marsh smell.

Depression: Filled with black water. At the bottom of the depression lie dozens of brownish fingernails.

Inscription: „Hail Joz'Quatl, may he graciously accept this offering.“

If someone drinks from the water:

The PC is marked by Joz'Quatl (see #The Magic of the Toad) and henceforth understands and reads Dun Gaer, the language of the swamp-elves.

If someone throws a fingernail into the basin that was not already in the basin:

The secret door in the east wall opens and gives way to room 29.

Searching the chamber:

If a roll on the Search (Wisdom) skill succeeds, they discover the secret door in the east wall. However, there is no mechanism to open it.

29: Secret chamber

- Stone reading desk, the book rest is carved in the form of two hands with suction cups. They carry an open **book**.
- From the ceiling hangs a **bronze lamp** in the shape of a toad.
- Stale, musty air.

Book: Ancient, bound in cracked leather, the text written in Dun Gaer. Title #Chronicle of Raz'Ka-faun.

Bronze lamp: In the lamp lies a finger bone with a golden ring on it (roosp).

