
CZTERY

FREE LEAGUE
WORKSHOP
Twilight:2000

A Module for Twilight 2000: 4E

by Matt Johnston

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Turonie Krakow is from Muzeum Etnograficzne w Krakowie, 1926 and in the public domain.

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CZTERY

This is a series of four "mystery" adventures for the European theatre of Twilight: 2000 4th Edition expanding the environment of post-apocalyptic Europe from military missions and bleak survival to mystery, conspiracy and mythology.

In the lonely forests, there are things that move unbidden and mysteries that should remain mysteries.

TUROŃ

The survivors are introduced to a supernatural force in the post-apocalyptic wastelands of Eastern Europe. Turoń, a native fertility deity, has ousted modern organised religions within the region. This is a scenario with a little mystery and horror with the backdrop of ignorance and superstition returning to a wasted land.

KASPRZAK

A young man is found in the woods, bearing little language and a mysterious letter in his pocket. He has injuries and enemies, but what is his secret? Who are his enemies and why does his name sound familiar? A centuries-old myth presents a new mystery and new enemies from a very long time ago to threaten anyone who might get too close.

KLĄTWA ORŁA

A 'godło' of much antiquity within Poland depicting the image of a crowned white eagle in a red field brings a curse and death to those who would covet it. Through mishap and circumstance, the survivors have come into contact with it, perhaps to their doom; either way it's time to unravel that curse.

SZUBIENICA

On the approach to this small town is a gallows. You can see it from the road or the river. It's a dire warning to anyone who approaches that there is law in this town and the consequences of breaking it are severe. This town, with a bloody history of uprising, is ruled by an iron fist, but every regime is bound to crumble.



POLAND

This set of adventures assumes the characters are in Poland sometime after the failure of Operation Reset.

Place names and even the name of the pack are Polish. It would take a small amount of work to set these in Sweden and for that I'd recommend picking up VAESEN, a Scandinavian horror RPG also by Free League, for a different feel.

Other assumptions that are made:

- The characters have not yet established themselves as horrendous marauders.
- The players have an interest in playing a scenario that involves some mystery and intrigue.