

Lands of the Dark Wicche

by JC CONNORS

About the Adventure

Lands of the Dark Wicche is a gritty, folklore-inspired horror adventure set in early 15th century Germany. This adventure is written for 5E, but it can easily be adapted to other fantasy and medieval game systems (*Call of Cthulhu* and *GURPS* versions are also available at www.1shotadventures.com).

Lands of the Dark Wicche is suitable for three-to-six 3rd-level characters, though higher level characters can also work with some tweaks. For a gritty feel, use characters with little to no magical abilities! The end of this adventure includes pregenerated characters so DMs and players can get started right away.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill checks are in SMALL-CAPS. Sections marked with a map  are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person  are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

Adventure Background

15th century Germany is a chaotic, violent land. Powerful knights and lords rule safely from their strongholds, but traveling on the dark roads is perilous. Bandits and desperate men prowl the land between towns, knowing justice is often only carried out with the aid of corruption, bribes, and blackmail. There is little magic in this version of Germany, although the peasants often whisper about witchcraft, curses, and devil-

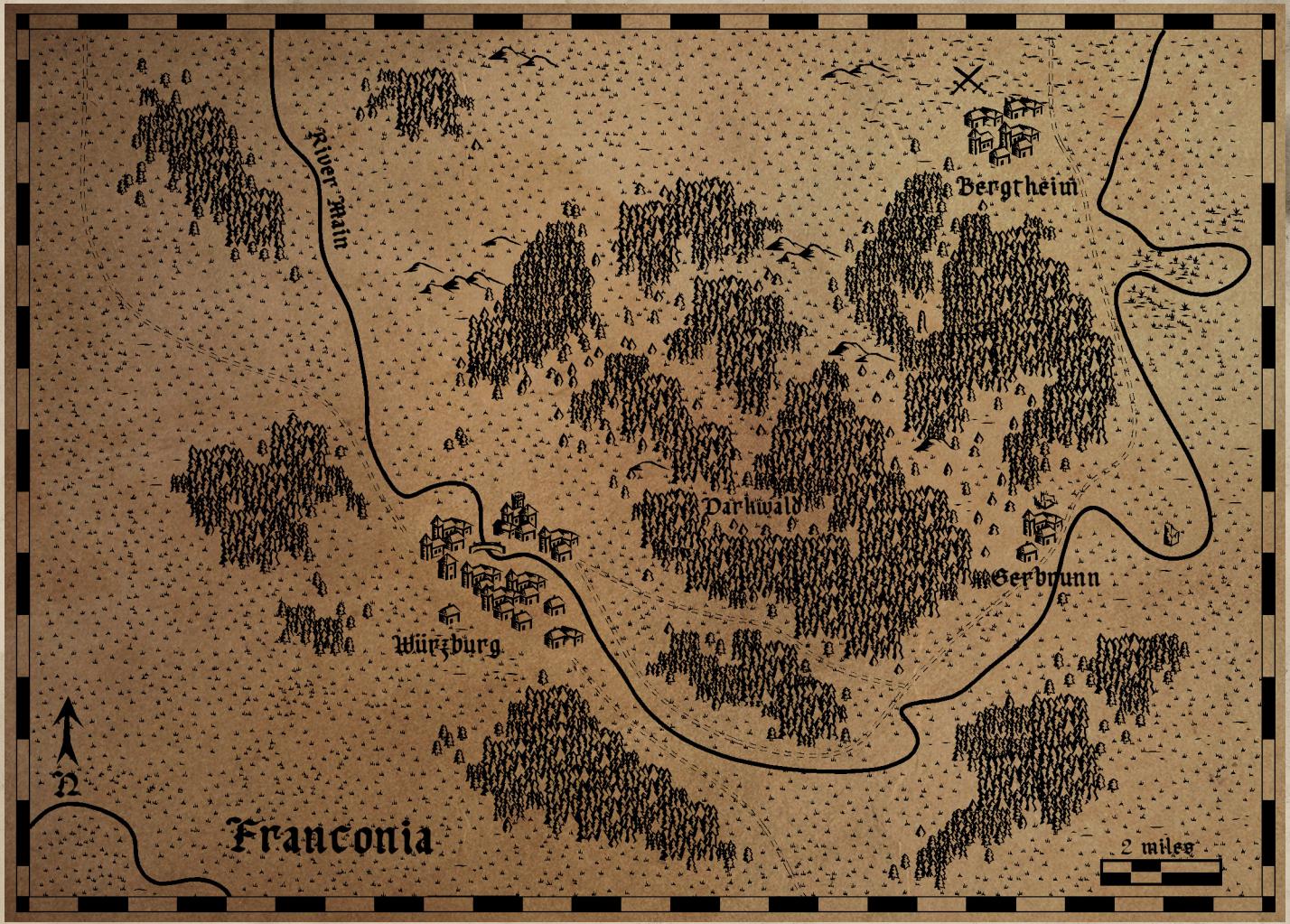
worshipping cults. Fortunately, the great saints seem to keep watch of their superstitious flock.

The adventure is centered in Franconia, near the town of Würzburg. Just a few years ago, the town fought for independence against its ruler, elderly Bishop Gerhard. Angry at him for harsh taxes, the town destroyed his new fortress and occupied his cathedral, hoping the king would intervene on their behalf. He did not, and the bishops' knights and noble allies crushed the insurgency. Over a thousand were killed, four of the town's patricians were drawn and quartered, and a hundred rebel leaders were beheaded or drowned in the River Main. It was a black day for Würzburg.

The bishop assigned his illegitimate son, Jakob, along with one of his knights, Wilhelm Geyer von Giebelstadt, to rule Würzburg. The knight is fiercely loyal to the bishop, and has been a harsh ruler, demanding reparations from the town on the lost lives and damages to the bishop's properties.

Now, only 1,500 people reside in the town, though another hundred fugitives hide in the free forests in the vicinity. One of those fugitives is the woman Otilie, whose whole family was slaughtered by Wilhelm Giebelstadt during the crisis. Turning from folk magic to full-on worship of Lucifer, she was granted dark powers, which she swore to use to destroy Bishop Gerhard.

Otilie's plan have been in the works for a year. First, she seduced a high-ranking soldier, Vick of Volksmanhagen, and convinced him to poison the bishop's chief bodyguard so as to take his place. Next, using Vick as a spy, she identified



Bishop Gerhard's likely successor, the priest Adam of Osnabrück. Already a corrupt and power-hungry priest, Adam was easily swayed to swear allegiance to the witch.

With Adam on her side, the witch now plans to murder Burgomaster Jakob, knowing the death of the bishop's son will cause him great anguish. Once Jakob is dead, her lover Vick knows that is the signal to kidnap the bishop and drag him to the witch of the woods. There, she will sacrifice him to her dark masters.

Adventure Synopsis

The adventure begins in Würzburg, at the tail end of the witch's sinister plot. In part one of the adventure, the PCs witness the murder of Burgomaster Jakob. Afraid of an uprising, the knight Giebelstadt orders them to take the body of Jakob to the bishop, who is currently in the northern village of Bergtheim.

In part two, the PCs travel the dangerous road to Bergtheim. Along the way, they encounter the strange Fiery Man, a spirit who warns them that one of the bishop's advisors is a traitor and is in league with the witch.

In part three, the PCs take rest in the village of Gerbrunn. There, some villagers try to steal the hated corpse of Jakob and deliver it to the devil-worshippers that live in an abandoned keep near the river. A side adventure lets the PCs confront a witch and her evil noble husband who live in the fort.

In part four, the PCs arrive in Bergtheim and gain audience with the bishop. Devastated by his son's death, the bishop proves useless. The PCs must discover the identity of the man who is going to betray the bishop to the witch.

In part five, the PCs must travel into the dark woods and confront the powerful witch, Otilie.

Part One

A Profane Inferno

The adventure begins at midnight. The Würzburg town bell is ringing out, as folk scream for help. The manor house that Jakob, acting *burgomaster* of the town, has caught on fire. Some townsfolk stand helplessly outside the manor as several run for buckets of water from the river.

Suddenly, shouting is heard from inside the manor. A young servant, KIRSTYN, comes running out of the manor, a blanket protecting her head. She screams that the Burgomaster Jakob is trapped by a fallen beam. She says that a kitchen servant named DOROTHEA is also somewhere inside the manor. She begs the PCs to help save the burgomaster and also her friend.

Entering the burning house looks feasible, though dangerous. The upper floors are burning ferociously, but the ground floor still looks traversable. (See appendix for the manor's map layout.)

Anyone who rushes inside the building must make a DC 12 CON saving throw every 10 seconds or start coughing terribly, causing disadvantage on most checks until they leave.

Locating Jakob requires a DC 14 WIS (PERCEPTION) check to hear his shouts. Otherwise, rescuers must fumble around looking for him, taking 1d4 damage from smoke inhalation. It's also possible to detect Jakob by circling the building, looking through the windows, but the darkness and flickering shadows makes this difficult, requiring a DC 15 INT (INVESTIGATION) check to find him.

Burgomaster Jakob is in the parlour, a heavy ceiling beam crushing his leg. What appears to be a cloaked servant woman is hunched over him. However, as the PCs enter the smoke-filled room, the woman turns around and peers at them, revealing a horrific, withered visage. Black eyes blazing with hatred, patchy matted hair, and teeth like broken glass, she shrieks at the intruders. With a knife grasped in her hand, she stabs Burgomaster Jakob, leaves the blade in his body, then murderously rushes the PCs.

If the PCs defeat the possessed creature, they find Jakob still trapped under the heavy wooden beam. The beam is 250 lbs., requiring someone to make a DC 12 STR (ATHLETICS) check to lift off him.

Unfortunately, Bergomaster Jakob is dead. In addition to being partially crushed by the beam, the witch-possessed servant stabbed him multiple times with her knife.

Aftermath

The manor burns with preternatural fire and cannot be saved. Soon, the entire house is an inferno, smelling of sour incense. The townsfolk give up their bucket brigade, and silently watch the house burn.

Within minutes, the knight WILHELM GEYER VON GIEBELSTADT rides from his own manor to investigate the



Dorothea

POSSESSED SERVANT

Medium human, chaotic evil



Armor Class 14 (leather)

Hit Points 49 (9d8+9)

Speed 30 ft.

STR	DEX	CON
16 (+3)	16 (+3)	12 (+1)
INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)

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STR	DEX	CON
16 (+3)	16 (+3)	12 (+1)
INT	WIS	CHA
12 (+1)	10 (+0)	13 (+1)

Skills Intimidation +3

Senses passive Perception 12

Challenge 4 (1,100 XP)

Multiaction. Dorothea makes two claw attacks.

Black Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

Possessed Fortitude. When reduced to 0 hit points for the first time, 1d4 turns later, she regains 1d10 hit points. Until she is killed again, her claw damage is increased to 8 (1d8 + 4) slashing damage.

Description: Before she was possessed, Dorothea was a dim-witted but sweet, middle-aged kitchen helper. She annoyed Bergomaster Jakob, but he kept her around because she was the aunt of Kirstyn, a maid he was attracted to. Dorothea became possessed after she answered the door at midnight. She was slashed by the Dark Wicche's claws, tainted with the blood of a goat slain in a Satanic ritual, which triggered the possession. Without a powerful exorcism by a high-ranking clergyman, poor Dorothea remains permanently possessed.

blaze. At first, he believes the townsfolk – long known for their treachery – set the fire. He sends several of his men-at-arms out to detain the witnesses, swearing and cursing that they will all hang at dawn.

Giebelstadt is a cruel man of war. He cares little for the commoners in the town, believing that they are plotting against him and the bishop that rules the land. He's horrified that Jakob has been killed. If Jakob's body was recovered, the knight will see from his wounds that the man did not suffocate or burn in the fire.

A unrecognized Franciscan friar named CORBINIAN emerges to plead for the commoners' lives, but one of Giebelstadt's men-at-arms is keeping the old man at a distance while the others round up the men.

The rescuers can take various approaches to this crisis:

- They can escape into the night. Evading the men-at-arms and escaping into the dark town requires a DC 10 DEX (STEALTH) check. As the PCs dash into the streets, Friar

- Corbinian gives one of the PCs a supportive look... perhaps even distracting one of the knight's men so the PC can better escape. If the investigators evade Giebelstadt, they will be found later that night by Friar Corbinian. The friar explains that he parleyed with the knight, and that Giebelstadt has sworn not to harm any townsfolk in exchange for information about the fire. The knight has agreed to meet them in the Würzburg cathedral at sun up.
- The investigators can bargain with Giebelstadt. He reacts to most folks poorly due to the stress of the situation and his anger over the loss of Jakob. However, Giebelstadt is a suspicious man. If he hears that the black magic demon or witch may have been involved in the murder of Jakob, he becomes deadly serious. He orders the PCs, along with the nearby Friar, indoors to discuss further. With his manorhouse a long walk from here, he'll push everyone into the Bergomaster's stable, then order his men-at-arms to guard the place. This distracts the knight and his men long enough so that the rest of the townsfolk can slip away to their homes without incident.
 - The PCs can physically defend themselves against the knight, though this will be a difficult feat, as he is accompanied by five or so fighting men, who are trained and equipped (see p.9 for statistics for such men). Killing Giebelstadt will surely earn the wrath of the bishop in the weeks and months ahead.

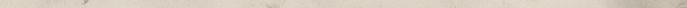
If the PCs attack or kill Giebelstadt and his men, the friar will find the PCs later that night. DM's should improvise the scene below, but using the friar instead of the knight to impart the urgency of bringing Jakob's body to Bergtheim.

Council with Giebelstadt

This scene takes place in the Bergomaster's stable, unless the PCs evaded the Giebelstadt after the fire, in which case it takes place in the Würzburg cathedral.

Giebelstadt is distraught. He is a superstitious man, and he is afraid of what the bishop will do to his station when he finds out his son has been slain, much less possibly slain by black magic. During the conversation, Giebelstadt imparts key bits of information:

- Bishop Gerhard has long suspected that some of the revolting peasants have turned to witchcraft to get their revenge on him. Giebelstadt is unsurprised, though frightened, that the witches would attack Jakob.
- A week ago, while returning at night from Gerbrunn village, Jakob told Giebelstadt that he encountered the Fiery Man, a demonic spirit that looks like a normal man from the front, but is a hollowed out, burnt corpse from behind. The Fiery Man lit the way back to Würzburg for



Wilhelm Giebelstadt

FRANCONIAN KNIGHT

Medium human, lawful neutral



Armor Class 17 (brigandine)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON
16 (+3)	14 (+2)	14 (+2)

INT	WIS	CHA
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13 (+1)	14 (+2)	14 (+2)
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Skills Athletics +5, Intimidation +4

Senses passive Perception 11

Challenge 4 (1,100 XP)

Multiattack. Giebelstadt makes three melee attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Command. Giebelstadt can utter a command to an ally within 30 feet when he makes an attack roll or saving throw. The creature can add a d4 to its roll. An ally can benefit from only one command die at a time. This effect lasts one minute, but ends if the Giebelstadt is incapacitated.

Description: After leading a contingent of 62 knights to defeat the uprising at Bergtheim, Giebelstadt was assigned to rule Würzburg along with Jakob, the bishop's illegitimate son. Giebelstadt does not enjoy his post and shows no kindness to the townsfolk.



Friar Corbinian

FRANCISCAN FRIAR

Medium human, neutral good



Armor Class 10

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON
9 (-1)	10 (+0)	12 (+1)

INT	WIS	CHA
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14 (+2)	14 (+2)	12 (+1)
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Skills History +6, Religion +6

Senses passive Perception 11

Challenge 1/8 (25 XP)

Description: An itinerant friar who often succumbs to wanderlust, Corbinian has just arrived into Würzburg. Just two days ago, he received a vision of a cloaked man removing his own head and replacing it with a martyr's skull. Corbinian traveled to Würzburg, believing events in the city would lead him to stop a sacrilege.



the price of three silver coins. "Perhaps Jakob refused to pay the man, and this was the devil's revenge," theorizes Giebelstadt.

- The bishop himself is in Bergtheim, overseeing the storage of food in the church storehouses there. He won't be back to Würzburg for another ten days.
- Giebelstadt fears that the soul of Jakob is under dire threat, until the proper rites are performed over the young man's corpse.

Giebelstadt believes it is urgent that the PCs deliver the body to Bishop Gerhard at Bergtheim. He orders the PCs to set out at first light with the corpse of Jakob, and make all due haste.

The knight himself cannot go, as he knows the town may rise up against him now that Jakob is dead. If the PCs look ill-equipped, and plead their case, Giebelstadt might assign one of his older men-at-arms to accompany them, to protect them from the dangers of the road. However, before the investigators leave for Bergtheim, the friar excuses himself to talk to one of the attendants of the cathedral.

If Friar Corbinian is present, he agrees with Giebelstadt's assessment. He adds that there are indeed witches who live in the woods to the north. He says that he saw the body of a witch hanging miles back along the road. He knew it was a witch because her long nails looked like the talons of chickens. If asked, the friar agrees to accompany the PCs to Bergtheim.

If the PCs ask around town to investigate the night's events, a DC 14 CHA check finds a group of young men who claim to have heard a woman knocking on the door of the manor shortly before midnight. "She held in her hand a candle that burned yellowish-green," says one villager, who lives along the road that leads the burgomaster's manor.

The Relic

Shortly before the PC's departure, Friar Corbinian gifts them a sturdy wooden box. Inside the box, he says, is the **Skull of St. Kilian**, a sacred relic. The friar believes the relic will protect the PCs on their journey from any witchcraft or black magic, but urges the PCs to keep it safe, as any devil would love to corrupt such a relic if he could.

A DC 12 Wis (RELIGION) check recalls that St. Kilian was a 7th century bishop who had traveled from Ireland to Franconia. He was beheaded, along with his two companions, in Würzburg's town square, as vengeance from the wife of an angry, pagan duke. He is the saint of gout and rheumatism. A devout character who venerates the relic receives advantage on any CON saving throw, but just once during this adventure.

Part Two

Journey to Bergtheim

Bergtheim lies about ten miles from Würzburg. On a crisp day, it would take about four hours to walk there. However, the roads are muddy, and a heavy wagon bearing the corpse of Burgomaster Jakob will slow the PCs down. Anyone with appropriate area knowledge or navigation skill suspects the journey will take closer to six hours.

The village of Gerbrunn is halfway between Würzburg and Bergtheim. The village was heavily involved in building a fortress for the bishop, but the fortress was destroyed during its construction during the revolt of 1400. The village has barely sustained itself since it lost so many men.

There are two roads to Gerbrunn. One leads through the forest, the other along the River Main.

The forest road is far more dangerous of the two roads. Bandits prowl that road, striking strangers and fading into the woods.

The southern, river road is usually safer. But the heavy rains have washed out a good deal of the road. It is unclear whether a wagon can make it to Gerbrunn on that road. With some effort, the PCs can locate a traveler who recently made the journey. The traveler suspects that taking a wagon down that muddy riverside road is folly.

Regardless of which road the PCs take, they encounter the Fiery Man (below). Additionally, DMs who wish to extend the journey can add an additional encounter for each road:

The Forest Road

The forest road is perilous. Wartime refugees have grown desperate and turned to banditry. Neither the bishop nor the Herr Giebelstadt have had the time or manpower to clear the forest of brigands. Now, murderous thugs look to assault weak-looking travelers on this road.

The first sign that there is trouble is that the PCs see a corpse lying off the side of the road. The smell and sound of flies attracts their attention. Two broken arrows jut from his chest, his satchel has been stolen, and his shoes removed. A DC 12 Wis (PERCEPTION) check finds a hatchet and a tanning knife nearby, lost under a thorny thicket.

Someone from the Würzburg area recognizes the dead man as CLOS, a talented tanner that travels back and forth between Würzburg and Gerbrunn. A DC 12 INT check recalls gossip that the man kept two wives, one in each city.

A few minutes later, the PCs hear men talking on the road ahead. A DC 12 Wis (INSIGHT) check identifies that the men are irate. Apparently, one of their number was badly wounded by Clos, and another is trying to clumsily stitch him up.

These five men are **bandits**, led by a man named KICZOLD. They recently killed Clos. If they catch the PCs, they will happily club them on the skulls and take all of their belongings!

If the bandits are questioned – either captured after a fight, or if somehow the PCs talk their way through them – they have a few tidbits of interesting information.

- The men despise authority of all kinds. They blame the recently dead King Wenceslaus for betraying them and enabling Bishop Gerhard and Wilhelm Giebelstadt to slaughter so many Franconians.
- If asked about the Fiery Man, they laugh and say the man is just a folk tale.
- If asked about witches, the men say that there are several stone blocks in the wood around which witches are said to dance and hold pagan sacrifices. While not religious, these men steer clear of such sites.

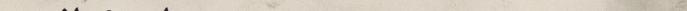
The Riverside Road

After an hour of travel down this road, the PCs realize they may have made a mistake. The mud on the road grows thick, with sharp stones hidden underneath the muck, making travel slow and dangerous.

Unless the PCs abandon the wagon carrying the body of Bergomaster Jakob, they will arrive many hours later. Additionally, the party must make DC 12 Wis (SURVIVAL) check or suffer 1d3 damage from slippery falls, battered knees, and twisted ankles. Similarly, the party's teamster handling the wagon must make a DC 10 Wis (ANIMAL HANDLING) or the wagon's horse ends up breaking a leg, further causing troubles.

About an hour down the road, the PCs see another wagon trapped in the mud. A DC 8 INT check identifies the long wagon as that of a lumberjack. A lone man, dressed in black and hooded, stands atop the wagon, weirdly still and unmoving. He does not respond to shouts.

As the PCs approach, they see that the man's visage under the hood is identical to Jakob's! When they come closer, the man points at the PCs, and speaks in a gravelly voice.



Wald Bandits

MURDEROUS OUTLAWS

Medium human, chaotic neutral



Armor Class 15 (hide, shield)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON
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14 (+2)	12 (+1)	11 (+0)
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INT	WIS	CHA
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10 (+0)	11 (+0)	9 (-1)
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Skills Survival +2

Senses passive Perception 11

Challenge 2 (450 XP)

Multiattack. A bandit makes two melee attacks.

Pack Tactics. Bandits gain advantage on an attack roll against a foe if another bandit is within 5 feet of the foe (and isn't incapacitated).

Various Hand Weapons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Description: Once common folk who fought against the bishop, these men retreated into the woods when they were defeated and their friends executed. They are friends with no men now.

The Wounded One: The wounded man, KITE, with only 10 HP, flees into the woods at the sight of trouble.



"The skull of the saint will become the devil's tankard," he groans unnaturally.

With that, the man clutches his chest and falls over into the mud. Once investigated, it is clear that the man is dead, and that his face is the simple, anonymous face of a middle-aged lumberjack.

A DC 8 Wis (MEDICINE) check finds that the man died from some kind of heart attack. Inexplicably, however, his body is far colder than one would expect from a recent and sudden death.

A search of the lumberjack's belongings finds a large knife, some rope, a woodsman's axe and saw, and a healthy supply of dried boar meat. A few yards away, just off the road, is a bronze coin of some sort, hammered and carved with the portrait of a nun holding a saint (see [Handout A](#)).

A DC 12 CHA (RELIGION) check identifies the pendant as a **Representation of Saint Milburga**, an 8th century nun who is venerated for her ability to convince sinners to repent.

She is also surrounded by fantastic stories, including that she had mysterious influence over birds. Another story tells how she prayed beside the body of a dead child. Suddenly, "fire from heaven" engulfed the child. When the flames abated, the child was alive, and his mother was overjoyed. At the DM's option, anyone possessing this trinket and showing it veneration receives the one-time benefit of a Feather Fall spell or automatically succeeding a death saving throw (whichever is needed first!).

The Fiery Man

About an hour outside of Gerbrunn, a rainstorm forms and begins pouring down rain. The light fades to what feels like dusk, and there is an acrid smell of ash and sulfur in the air.

Suddenly, a hundred or so yards into the wood a glowing light appears. A man stands there, his body blackened and wrapped in cloth strips, but surrounded in flickering flames. An DC 10 INT (ARCANA) check identifies this as the FIERY MAN, a spirit, sometimes thought to be a *kobold*, that leads men home for three silver thalers.

If the PCs enter the woods, the Fiery Man starts walking away from them, as if leading them somewhere. Finally, within five minutes, the PCs see the man enter a ramshackle hovel located in the woods, and closes the door behind him.

The hovel looks to be fifty or more years old. It is made of rotting gray wood and has a drooping thatched roof. There is a single window on its side, but the window is boarded up.

A small bucket sits outside the door. A handful of silver thalers (18 to be exact) are scattered the bottom of the bucket. The door itself is locked.

The only way to open the door is to put more than three coins into the bucket. Then, the PCs hear footsteps and the door opens. Otherwise, no amount of strength or cleverness can open the door. It is magically sealed.

If the PCs each pay the three coin fee, the door is opened by a short, ugly creature. The creature may be a man, but it is hard to tell, as it is the size of a child, its face is bearded and withered, and it has coal-black eyes. Though he rarely speaks, this dwarf's name is OSENBERG, and he is the loyal servant of the Fiery Man.

The inside of the cottage is sparse. A cot lies in the corner, neatly made, and a warm fire is lit in the fireplace, an iron pitcher warming beside it.

Sitting in a wooden chair near the fire is the Fiery Man. He looks like a normal man, tired and aged, but there is something otherworldly about him. The back half of his body is fringed with black soot; he moves with a lightness unnatural to a man, almost with the agility ashes float on the wind. He invites his guests to sit with him by the fire while the dwarf Osenberg serves them warm beer from the pitcher.

- The Fiery Man introduces himself as "The Man at Arms of the Woods" and says he's lived in these woods for many, long years, guiding men back safely to their homes. He compliments his dwarf Osenberg as a "fine chef and good caretaker."
- He seems familiar with the PCs mission to return Jakob's body to the bishop. He says he has heard that a witch has struck down Jakob, and that "...her vengeance is fueled by dark magic as a fire is fueled by black pitch."
- The man does not know where the witch is, though "he has seen her at one of the dozens of Block Mountains that lie in the woods". He warns the PCs that one of the bishop's closest allies is in league with the witch, and that "you will know him by the hourglass scar upon his arm."
- The Fiery Man cannot touch priests or blessed individuals or items, and shies away from them. If threatened with words or violence, he will politely ask his guests to leave.

Once the PCs have warmed themselves, the Fiery Man says that he is busy and politely asks them to leave, "...for you have much to do this day and must tarry no more."

Osenberg's special beer has healing qualities too, healing 1d4 hit points.

If the strangers attack the Fiery Man, a storm of ash will suddenly blow from the fire, engulfing the room. All within must make a DC 20 CON saving throw or be blinded each turn until the roll is successfully made. The Fiery Man uses that distraction to escape into the woods, moving quickly and stealthily (treat him as having Movement 40, Stealth +5). *DM's Note: If the PCs haven't yet gotten the hint about the traitor with the hourglass scar, the mark is burned into the table after this event.*

Part Three

Berbrunn Village

The small, rundown settlement of Gerbrunn was charged with building the bishop's new fortress, located just a couple miles east of the village. However, just a few months into construction, the region revolted and the structure was burned. The locals do not go near the fortress now, believing it is a place of ill-luck that has been taken over by a Satan-worshipping prince, BLACK TOBE, and his men-at-arms.

Symon & Enn

The head of the Gerbrunn town council, SYMON, along with his kind wife, ENN, greet the PCs as they enter the village. Symon is a nervous man who only earned his council position because he was visiting his sick mother in Mecklenburg during the year of the revolt. Because he was uninvolved, he was able to stay on the bishop's good side.

If the PCs inquire about lodging, the couple tells them that there is no functioning inn in Gerbrunn, but Enn points them to an abandoned house they can make their own. Enn volunteers their teenage daughter, ILSE, to bring them a venison supper later that day. Talking to the two reveals a few tidbits:

- Symon explains how the town was prosperous while they were building the bishop's fortress. While the men grumbled about the work, it made them wealthier. "However, their emotions took hold of them and they burned it down shortly after having begun it..."
- There are few men left in town since the revolt. Mostly the old and the young. Enn's family was killed in the revolt. The whole village hates the bishop and Herr Giebelstadt.
- The northern road to Bergtheim is reasonably safe. The brigands and bandits prowl the road to Würzburg instead.
- If asked about the occult or witchcraft, Symon becomes frightened. He quickly tells the PCs about the ruins of the fortress, which has been occupied by a vicious noble from Freiberg named Black Tobe, along with his wife and men. While Symon does not know for certain the man is a devil-worshipper, he would not be surprised, based on the rumor that the man killed a priest in Freiberg. Separately, Enn also has heard stories of witches in the forest, dancing around Block Mountains, but has not seen such sights with her own eyes.

Corpse Theft

If Symon sees that the PCs are bearing the body of Burgomaster Jakob, he will spread this news to his friends in his town.

These men will attempt to steal the body away from the PCs, if left with an opportunity. Hating the burgomaster, they do not wish the body to be buried on consecrated ground, and will instead take it to the old, abandoned fortress, where they believe the devil will take it.

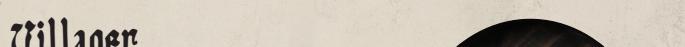
If the PCs do not leave an easy opportunity for the theft of the corpse, the men arrange a distraction. They set one of the abandoned stables on fire on the outskirts of the village, and then run to the PCs for help. If the PCs rush to the sight, the men will attempt to steal Jakob's body if left behind.

If the men cannot lure the PCs away from Jakob's body, they give up their task. This does not affect the events of the adventure.

Black Tobe's Keep

If the villagers steal the body of Jakob, the PCs will have no choice but to recover it. The DM can handle this in a few ways. The simplest is that the PCs find the body outside the abandoned keep. Perhaps it is half-eaten by scavengers, requiring the PCs to have a good story when they get to Bergtheim. Or, the villagers may still be hauling it away when the PCs catch up, giving the PCs an opportunity for diplomacy or combat.

Finally, a lengthy, optional side-quest is laid out in the next few pages, giving the PCs the opportunity to confront Black Tobe and his dangerous wife.



Villager

COMMON RABBLE

Medium human, various alignments

Armor Class 10

Hit Points 4 (1d8+0)

Speed 30 ft.

STR DEX CON

11 (+0) 10 (+0) 11 (+0)

INT WIS CHA

10 (+0) 11 (+0) 10 (-0)



Skills Survival +2

Senses passive Perception 10

Challenge 0 (10 XP)

Woodsman's Axe. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.



Black Tobe's Black Keep

A Side Adventure

The PCs may be lured to the ruined fortress outside of Gerbrunn for two reasons. The men of Gerbrunn may have stolen away the body of Jakob, and deposited it here believing the devil will claim it. Or, the PCs may want to talk to Black Tobe to understand more about the occult in this region.

The bishop's fortress was largely destroyed when the villagers burned it in 1400. Only a corner of the two-story keep is left amidst the ash. While its original roof collapsed, it has recently been repaired. The building is black with ash and smoke damage.

The ruined keep is occupied by Black Tobe, a devil-worshipping son of a count from Freiberg. Banished from the land by his father, Tobe settled here with his commoner wife, OSTERHILDIS, and five of his loyal men. A DC 12 INT (History) check recalls that when confronted by his father and a priest for being a corrupted man, Tobe stabbed his father, killed the priest, and fled into the country with his friends.

When the PCs arrive at the keep, Black Tobe and four of his men are gone, out for the day hunting black deer east of the river. Only Osterhildis and one man, PEC, are here.

If the PCs approach quietly, they will observe Pec digging in the ashen remnants of an old storage shed. It looks as if he has found something there, and is pulling timber out to get closer to whatever it is he has found. If the PCs lost Jakob's body, it is this corpse he has discovered.

Pec is loyal to Black Tobe and his wife. He is charged with guarding Osterhildis until Black Tobe returns, and will become violent with anyone who approaches, saying that there are many men inside the keep, and threatening horrible torture and death to any who go near it. He freely admits he worships the devil, and threatens that black magic hangs over the place.

This last fact is somewhat true. During this entire scene at the keep, the DM should inflict Unluckiness upon the PCs. Folk will slip in the mud, bow strings will break, and an ill-fog will roll in unexpectedly, causing them to cough and choke.

Pec

MAN-AT-ARMS

Medium human, chaotic neutral

Armor Class 14 (hardened leather)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON
14 (+2)	14 (+2)	14 (+2)
INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)

Skills Athletics +3, Perception +3, Survival +3

Senses passive Perception 13

Challenge 3 (700 XP)

Multiattack. Pec makes two melee attacks.

Dirty Fighter. Pec deals one extra die of damage when he hits with it (included below).

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 9 (2d6 + 2) piercing damage or 11 (2d8 + 2) when used two-handed.



The Black Keep

The entry into the keep is a charred wooden door, its hinges recently repaired.

The lower keep is a simple open room. It is scattered with wool blankets, stale bread, and the worthless personal belongings of Tobe's men. A single spiral staircase winds upwards.

As the PCs near the stairs, they hear singing. A fair voice from upstairs sings "The Fat Pidgeon Engelwan". A DC 10 CHA (Performance) check recalls it as a song that tells of a fat commoner clumsily emulating a nobleman, often sung as a lesson for common folk not to rise above their station.

The door to the upstairs chamber is made of heavy wood and is locked. A large keyhole, however, allows the PCs to see inside.

Black Tobe's Black Keep

(Cont'd)

Osterhildis

The beautiful wife of Black Tobe sits on a chair in the well-furnished upper chamber. Horrifically, however, her head lies in her lap. She combs her head's hair with a fine wooden comb. Where her head should be on her shoulders is the head of a black goat. This sight causes a DC 15 Wis save or else the PCs will become frightened for a minute.

Osterhildis, like her husband, is a practitioner of dark magic. Confident in the abilities her master has given her, she has no intent to parlay with strangers, or even let them into her room.

The door can be forced open with a DC 16 STR (Athletics) check. A crowbar or such gives advantage to the roll (an improvised tool can be found in the debris outside). The door can also be picked with a DC 10 LOCKPICKING roll.

When the PCs enter the room, Osterhildis appears normally – her beautiful head on her shoulders where it should be!

If the PCs try talking to the witch, it is difficult to get her to divulge information. She is fearless, seductive, and manipulative, but has no intention of giving strangers any useful help.

- She warns them that her husband will be home soon, with several of his bloodthirsty men-at-arms. “Perhaps they found meat for supper tonight, perhaps they need more,” she threatens ominously.
- If asked about events in the towns, she only says that she has spies everywhere, and knows much. She will not, however, claim responsibility for the death of Jakob. “You think us fools if you believe we want the bishop knocking at our door,” she explains.
- If asked about other witches, she says, “I care little for the hedge witches of the forest.”
- If threatened, she warns the PCs that she commands great power, and that she has no issues giving her husband a gift of their corpses when he returns. At this point, a large goat will suddenly clamber up the side of the tower and leap into the tower room from a window. The thing sidles up close to Osterhildis, protectively, as she scratches it under the chin.

Osterhildis

WITCH

Medium human, neutral evil

Armor Class 15

Hit Points 38 (7d8+7)

Speed 30 ft.

STR	DEX	CON
11 (+0)	16 (+3)	12 (+1)
INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)

Skills Arcana +4, Religion +4

Senses passive Perception 14

Challenge 2 (450 XP)



Trickery. Osterhildis' AC includes her Cha modifier.

Multiattack. Osterhildis makes two knife attacks.

Fine Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage. If her foe has no adjacent allies, she deals an additional 7 (2d6) damage.

Daemon Goat

Medium fiend (demon), chaotic evil

Armor Class 15 (natural)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON
20 (+5)	14 (+2)	11 (+1)
INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)



Senses darkvision 60 ft., passive Perception 15

Challenge 3 (700 XP)

Multiattack. The goat makes three attacks, one butt and two hooves.

Butt. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 5) bludgeoning damage. Victims are knocked back 5 ft. for every 5 points of damage. DC 13 STR save or be knocked prone.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Black Tobe's Black Keep

(Cont'd)

If forced into combat, she calls upon her dark master to help. This creates a blast of wind that rushes from one window of the tower to the other, doing 11 (3d6) thunder damage. Anyone near a window when the jet occurs must make a DX roll or tumble from the keep. This fall from the window into the soft dirt below does 1d6 cr damage.

Black Tobe Returns

If the PCs linger around the tower too long, Black Tobe and his hunting party will return. DMs who want to dangerously complicate this entire side encounter can have Black Tobe return *while* the PCs are inside the tower, talking to his wife.

Black Tobe is a murderous, intolerant, and haughty noble. He has holed up in the keep with his wife to plot revenge against his father in Freiberg. He is fiercely in love with his wife, and also intrigued by her dealings in black magic.

From their hunt, the men are bringing back a deer carcass as well as an unconscious maid, the goatherd MARY, who they cruelly plan on enslaving to do the cooking and cleaning for Osterhildis (and likely sacrificing to their dark masters, in time).

If the PCs have harmed Osterhildis, there will be no stopping her husband's vengeance. If the PCs have done no harm to her, Black Tobe is willing to have a brief conversation, though his aim is to drive the strangers away from his keep. If he suspects the investigators will turn against him, he'll order his men to chase after them and ambush them later that day. (DM's can use Pec's statistics to represent the ruthless men-at-arms).

If the PCs rescue Mary from the evil fugitives, she will plead that they escort her back to Gerbrunn, where she has an uncle who will see her back to her village east of the river.

Black Tobe

FUGITIVE NOBLE

Medium human, neutral evil

Armor Class 17 (brigandine)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON
16 (+3)	14 (+2)	14 (+2)
INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)



Skills Athletics +5, Intimidation +4

Senses passive Perception 11

Challenge 4 (1,100 XP)

Multiaction. Black Tobe makes three melee attacks.

Black-flanged War Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Voices in His Head. Black Tobe has advantage on saving throws against being charmed or frightened.

Shattering Blow (2/Day). When Black Tobe hits an armed foe with a melee attack, he can force the target to make a DC 15 STR saving throw. On a failure, the foe drops his weapon at his feet. At the DM's option, any normal weapon has a 50% chance of breaking when this happens.



Part Four

Bergtheim

Bergtheim is a poor farming village at the northern edge of the woods. The village is surrounded by acres of oat and cabbage fields. There is not a surplus here, the fields produce just enough for the village and some of the surrounding folk.

The center of the small village is a sturdy Romanesque church built on the remnants of an old monastery. The fortified churchyard here is large enough that it is often used to store excess grain for all of Würzburg. Each year, the bishop visits to bless the grain before it is stored away for winter.

When the PCs arrive, old Bishop Gerhard is resting inside a small residence on the church property. As the ruler of Würzburg, he is accompanied by a dozen or so servants at all times, and guarded by a half-dozen men-at-arms.

It is not difficult to get an audience with the bishop. A sincere reason and a Good reaction roll causes a servant to schedule a short meeting with FATHER MATTIO, the bishop's doting attendant. Father Mattio is diligent and has many questions,

but will be inclined to grant an audience with the bishop. This is automatic if the PCs inform any of the bishop's servants that they bear the body of Burgomaster Jakob, his illegitimate son.

Audience with Bishop Gerhard

Bishop Gerhard is 87 years old, frail, but still sharp of mind. He is always tended to by Father Mattio and two additional servants, VICK OF VOLKSMANHAGEN, his coughing bodyguard, and LOW ORDULF, his loyal, but dim-witted footman.

The bishop is deeply horrified that his son has been killed, and demands to know what happened. At first, he suspects the death was from another peasant uprising. Soon, he suspects witchcraft, and immediately falls into a useless, cataleptic state, which soon evolves into deep prayer. He has long suspected that a witch would come for his soul, and this has frightened him deeply.

While the bishop remains in quiet prayer, Father Mattio urges the PCs to be wary, for the devil's eyes are everywhere. Vick questions them for details about the events in Wür-

The Bishop's Attendants



FATHER MATTIO DEL BRUN - Mattio is the bishop's diligent gatekeeper; no one is allowed to see him without Mattio's approval. Mattio is an infinitely patient man, and always seems to have "just one question more" before he grants a meeting with the bishop. Mattio is a devout, middle-aged Italian priest who advises and tends to Bishop Gerhard. Mattio is sour but doting. He loves the bishop and worries about the aging man all the time. He is also concerned because he knows the bishop is declining fast, and that his successor, Adam of Osnabrück is a corrupt man. Mattio is trying to convince Bishop Gerhard to write a letter to Rome to reject Adam as his successor, but so far, his attempts have failed.



VICK OF VOLKMANSHAGEN - Vick is the bishop's arrogant, chief bodyguard. He's been recently assigned to look after the bishop after his last bodyguard fell ill in Marienberg. Vick is a veteran of the recent wars, and enjoyed the bloody work. Vick seems to have chest problems, as he is always coughing and clearing his throat. If asked about his cough, he blames the cold winter weather.



LOW ORDULF - Low Ordulf is the bishop's hardworking footman. He tends to the bishop's everyday needs, fetching him food, changing his chamber pot, grooming his favorite horse, and running simple errands at the bishop and Mattio's request. As befits his nickname, Ordulf is seen as kind but simple. Ordulf follows orders well, but both the bishop and Mattio know not to overcomplicate any instructions.

burg, and calls for several strong men in the village to protect the church, in the event of a similar attack.

Father Mattio takes it upon himself to arrange for the burial of Burgomaster Jakob. He asks Low Ordulf to begin digging a grave behind the church, in a cemetery already overfull with the dead from the Battle of Bergtheim.

Finding the Traitor

If the PCs received the warning from the Fiery Man, they will know one of the bishop's servants is a traitor, marked by an hourglass-shaped scar on his arm, and is in league with the witch. Since all of the bishop's advisors are dressed warmly for the winter, it's impossible to tell which one is the witch's agent from eyesight alone.

The traitor is Vick of Volksmanhagen. Vick met the dark witch, Otilie when he stumbled upon her cottage in the forest during a hunting trip. She seduced him, and gave him poisons so that he could murder the bishop's loyal bodyguard and take his place. Since then, she's been using Vick to spy on the bishop, and has told him that when the bishop is dead, he will be promoted as a chief advisor to the new bishop assigned to Würzburg.

Otilie has told Vick that when the bishop's son is dead, that is his cue to kidnap the bishop and take him to her in the woods. Once Vick sees that Jakob is dead, he plots to steal the bishop away in the middle of the night.

The next section of the adventure can play out in several ways:

- The PCs may find a clever way to uncover the hourglass scar upon Vick's arm before the midnight kidnapping.
- The PCs may awaken the next morning to discover that the bishop has been kidnapped. The PCs can track Vick into the woods, or search his quarters to find clues to the witch's location.
- If the PCs suspect the bishop is in danger, they may catch Vick in the act of trying to hurry the bishop away.

If confronted prior to his kidnapping attempt, Vick becomes aggressive. He will never admit to being in league with a witch, knowing it means certain death. If he can't kidnap the bishop, he'll attack the PCs, and then flee into the woods to Otilie. It does not matter whether Vick dies at the hands of the PCs or lives to kidnap the bishop and bring him to the witch. What is important is that the PCs get a clue to the witch's location.

DM's Note: If the PCs entirely missed the clue about the traitor and his scar, there is another opportunity to discover that Vick is the traitor. Father Mattio will ask them to accompany Low Or-

dulf to help dig Jakob's grave in the cemetery behind the church. If befriended with a Very Good or better reaction roll, Low Ordulf can mention to the PCs that Vick has a "pretty girlfriend who lives in the woods." This worries Ordulf, because Vick keeps his visits into the woods a secret from his wife, who Ordulf knows would be mad. If the PCs don't take the opportunity to help Ordulf with the grave, that's okay too. The PCs will likely awake the next morning to discover the bishop has been kidnapped, and Vick is missing, forcing them to track him into the woods.

The Kidnapping

As the bishop retires to his quarters – a small house near the church – Vick grabs a sturdy villager to keep guard over the bishop. He refuses to let the PCs help him guard the bishop, saying that the bishop doesn't trust them.

Shortly after midnight, Vick orders the villager to get his horse. He kills the villager upon his return, wakes the bishop, and then takes him into the woods to deliver him to Otilie.

If confronted, Vick will do everything in his power to bring the bishop to Otilie, even threatening to kill the bishop if he is stopped (which he will not do – he knows Otilie will be furious). However, if all is lost, he will do his best to escape into the woods and return to Otilie by himself.

If the bishop escapes the ordeal, he commands the PCs kill the witch and destroy her with fire. Otherwise, Father Mattio will play this role, pleading with the PCs to recover the bishop and kill the witch.

The Cloister

Vick, Father Mattio, and Low Ordulf live in a small stone building in the church's yard. The structure was originally built to house two elderly monks, but they died while traveling to Bergtheim. Now, Mattio and Ordulf share a small room, and Vick has a room to himself.

If the PCs search Vick's room, they find two items of interest. One, an undelivered note on the window sill is written to a woman named LYS, who bakes bread for the town (see [Handout B](#)). It instructs her to take a delivery of bread to Otilie in the woods. This gives the PCs a solid clue where to find the witch!

In a dirty towel on the floor is a finger bone attached to a silver chain. On the chain is written "Dymphna." A THEOLOGY roll identifies this as a Relic from Saint Dymphna, an Irish saint who is patron to the sick and mentally unstable. Vick had stolen this from a church in Marienberg to ward off the cough that he had developed.

Part Five

The Dark Wicche

The dark witch Otilie lives in a cottage a two miles south of Bergtheim. The PCs can find her location in the woods either because they followed or tracked Vick into the woods, or found the directions intended for the village's baker woman in Vick's quarters.

The dark woods are aptly named. Massive fir trees create an canopy that seals out light and chills the air. The trails are narrow and winding, making it easy to get lost. Sharp hills make visibility difficult. During the day, the forest is eerily quiet, but at night, hungry wolves howl too close.

A DC 10 Wis (SURVIVAL) check can discover edible berries while in the forest. A druid or ranger can find *moonwort*, a small fern with a magical reputation for opening locks and helping with horse care. DMs may give PCs advantage to a lockpicking or animal handling roll if they know how to prepare and apply the fern.

Vick of Volkmanshagen

TRAITOROUS CAPTAIN

Medium human, neutral evil

Armor Class 11 (leather)

Hit Points 60 (11d8+11)

Speed 30 ft.

STR DEX CON

16 (+3) 10 (+0) 13 (+1)

INT WIS CHA

9 (-1) 10 (+0) 12 (+1)

Skills Intimidation +3

Senses passive Perception 10

Challenge 2 (450 XP)

Brute. Vick deals one extra die of damage when he hits (included below).

Multiattack. Vick makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Description: Vick coughs a lot from Otilie's dark influence. He also has a strange hourglass-shaped scar on his shoulder. He has no memory of how he got it. Utterly under Otilie's sway, stubborn Vick has sworn to protect her life at all costs.



Tracking Vick in the woods requires a DC 15 Wis (PERCEPTION) check – at disadvantage if it is the middle of the night. A failure means the PCs are lost for hours in the woods, and arrive at the witch's location later than anticipated – which the DM can penalize accordingly, perhaps with the bishop already dead, or the witch having time to prepare defenses as her animal spies have alerted her. *DM's Note: If the PCs are all terrible at tracking, Low Ordulf may volunteer to help; he knows the forest reasonably well and can help track.*

The Block Mountain

Otilie has built the house on the edge of a *blocksberg*, or a “Block Mountain” – a forested hill ringed with old stones. A DC 12 INT (ARCANA) or DC 15 Wis (SURVIVAL) check identifies Block Mountains places as ancient locations where witches and cultists often perform dark ceremonies.

Small heaps of viscera are scattered around the hill, each buzzing with loathsome and large flies. It is clear that this place has been recently used for rituals. A collection of stumps forms a kind of table in the middle of the ring of stones.

Otilie

THE DARK WICCHE

Medium human, chaotic evil

Armor Class 13 (hide)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR DEX CON

12 (+1) 14 (+2) 15 (+2)

INT WIS CHA

14 (+2) 14 (+2) 16 (+3)



Skills Arcana +4, Intimidation +5

Senses darkvision 60 ft., passive Perception 12

Challenge 4 (1100 XP)

Multiattack. Otilie makes two melee attacks.

The Devil's Favor (1/Day). Otilie gains advantage on one ability check, attack roll, or saving throw.

Wicked Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

In a small pouch under her dress, Otilie carries a couple of alchemical pastilles which can cause deep sleep if burned (though she has become immune to them). When heated, the smoke induces a deep sleep (a DC 13 CON saving throw resists), so that she can dispatch her victims at her leisure.

See p.15 for details on Otilie's dark spellcasting powers.



When the PCs enter Otilie's grove, there are three likely set-ups:

- If Bishop Gerhard has been kidnapped, he will be bound to the stump table, weeping and praying, with Otilie prepared to sacrifice him, and Vick standing guard with his crossbow. The witch dances lewdly around the bishop, chanting to the devil, and preparing to gut him with a wicked-looking javelin.
- If Vick escaped the Bergtheim without the bishop, Otilie will be inside her cottage with Vick standing guard outside. Otilie is too overconfident to flee her domain! But she has summoned the daemonic entity, GAMIGIN, to protect her and Vick. See the information about Gaminin, below.
- If the PCs stopped Vick and found their way here on their own, they likely catch Otilie unawares in her cottage. She is still dangerous, however...

Otilie's Defenses

Otilie is a powerful witch who has sold her soul to the devil. She has murdered strangers that have wandered into her glen before, and she will do it again, especially if her plans to replace the bishop look threatened. Otilie has three supernatural powers that she will use to defend herself:

The Devil's Storm – She can surround Block Mountain in a whirlwind of debris, with her acting as the eye of the wind-

storm. Anyone within the windstorm must roll vs. DC 14 STR saving throw or be knocked over. Additionally, all melee attacks or similar physical rolls suffer disadvantage while in the storm.

Strike Sinners Blind – Otilie can strike men blind. Treat this as the *Blindness* spell. The spell has a range of 30 ft, is resisted by CON, and lasts a minute.

The Devil's Stone Heart – Otilie can only use this ability once the bishop (or some other clergyman) has been slain by her hand; she can only use it a single time. Treat this as a *Power Word Kill* spell, except the victim may make a DC 20 CON saving throw to resist its effects. If the spell succeeds, the victim's heart turns into stone, killing them within minutes!

However, anyone carrying any of the three relics found previously in the adventure (the Skull of St. Kilian, the Fingerbone from Saint Dymphna, or the Pendant of Saint Saint Milburga) is immune to Otilie's dark magic. If Otilie discovers this, she will order Vick, if he's there, to steal and discard the relic.

Gamigin

Additionally, if Otilie knows that the PCs are coming and has had time to prepare – either because Vick told her, or because of sheer carelessness, or simply because the DM wants to terrorize the PCs with a more difficult final encounter – she will

Gamigin

DEMON PRINCESS

Medium fiend (demon), chaotic evil

Armor Class 13 (natural)

Hit Points 75 (10d10+10)

Speed 40 ft.

STR	DEX	CON
INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)
14 (+2)	10 (+0)	16 (+3)



Skills Arcana +4, Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Challenge 4 (1100 XP)

Multiattack. Gamigin makes two melee attacks.

Horrifying. Foes within 60 feet of Gamigin that can see her must succeed a DC 13 WIS saving throw or be *frightened* for 1 minute. A frightened target can repeat the save at the end of each of its turns

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage. (She also enjoys a good pitchfork if she can find one. Increase damage to 1d8 + 3 piercing damage.)

Description: Gamigin possesses vast knowledge, and will use near-omniscience to terrorize foes. She'll threaten eternal torment, remind men of the names of their helpless children and wives, and ask them about their past sins. She talks from the second head under her belly, making this all the more disconcerting. Gamigin, however, cannot attack holy people or those carrying relics.

have sacrificed her mule to summon a demon, Gamigin, to keep watch. In exchange for a day's protection from the devil, she has vowed to sacrifice her lover Vick to the demon afterwards – obviously something Vick does not yet know!

Gamigin is a tall, upright creature that is somehow a cross between a goat and bird, with a sharp beak, two tongues, and a second face that can appear where her crotch would be. She will lounge atop the witch's house, grotesquely gnawing on the thatch on her roof. Seeing the unholy devil requires a DC 16 WIS save or else be frightened by the creature.

A DC 13 WIS (RELIGION) or INT (ARCANA) check identifies Gamigin, and also that she is an intelligent demon princess known for teaching men dark languages. This roll also reveals that the witch has likely made a bargain with it, and that the demon will only break the bargain if a better one is made.

Devout rituals and exorcism can stun the creature for a turn. This requires a DC 15 WIS (RELIGION) check. Roll at advantage if the demon's name is known. A roll of '20' automatically banishes it from the world!



Like with the witch's spells, the demon is unable to harm anyone who is holy or who carries a saintly relic.

The Cottage of the Witch

A dozen or so yards away from the Block Mountain is Otilie's cottage, a primitive cruck wooden cottage with one window and two rooms. The main room is the central living room, the other is a smoky room containing a stone oven.

The door to the cottage is flimsy but has been equipped with a primitive lock, which can be picked or smashed open with a DC 14 STR (ATHLETICS) check. The door is usually kept open during the day, unless Otilie expects trouble.

The floors of the cottage are strewn with white ash. The living room has a large bed frame with a wool-stuffed mattress and blankets made of sheepskin. Oily and foul-smelling candles provide illumination for Otilie's work. Otilie keeps a sharp javelin leaning near the door, as well as a *stang* – a pronged stick with a black antler tied to its top. The stang burns the first person who touches it, causing 1d4 fire damage.

The other room in the cottage contains a stone oven. A sucking pig roasts inside the oven, though an examination of it reveals that the creature has a fifth leg jutting from its side.

A bow and quiver of arrows is kept in this room. A shovel and short pitchfork is also here, which Otilie uses for her garden behind the cottage.

A nice, locked cedar box is kept near the stove. Unlocking the box reveals a withered heart covered in ash. A DC 10 WIS (RELIGION) check identifies this horrific item as part of her pact with the devil; and something that should be destroyed. Indeed, this heart belonged to one of Otilie's early victims; his murder sealed the deal she made with the devils to grant her dark magical knowledge. If the heart is burned in the stove or some other fire, Otilie herself takes 3d6 fire damage and is stunned for a turn.

The Finale

Otilie is an intelligent, vengeful, and arrogant woman. She has ultimate faith in her powers, believing that they will easily help her overcome any strangers entering her glen. This is especially true if she has the bishop in her grasp.

If Otilie's sacrifice is interrupted, she will hiss and berate the interlopers, threatening them with the devil's magic if they do not retreat into the woods like the cowardly dogs that they are. She is not stupid however, and if she thinks she

is about to get overrun by a superior force, she will kill the bishop, order Vick to guard her retreat, and then escape into her cottage in order to summon her magical defenses.

Otilie will use similar tactics if she does not have the bishop, but either knows the PCs are coming from Vick, or hears them coming. She holes up in her cottage, summons her magic, and prepares to make her stand.

If Otilie is *entirely* taken by surprise, the PCs will find her in her cottage preparing supper. She will legitimately be surprised to find the PCs there, and will claim to be a simple woman, a refugee from the Battle of Bergtheim. She says that her husband was drowned in the river after he fought against the bishop (which is true), and that she is afraid to return to civilization. If she thinks her ruse is working, she'll invite the PCs to stay, perhaps seducing one of them, but in the middle of the night she'll release a pastille from her oven which is meant to put them into a deep sleep (a DC 13 CON saving throw resists), so that she can dispatch them.

With a good plan, the PCs can defeat Otilie and cast her body and soul back to the devil. When she is slain, her body collapses to the ground and her bones are gruesomely pulled into the earth, leaving only her pale white skin behind.

For completing the adventure, the PCs should receive typical XP awards. They should receive bonus XP for good roleplaying or excellent performance, such as defeating the witches and saving the bishop.

DMs should freely confer various reputations, contacts, or patrons for befriending any of the influential folk in the adventure. The bishop and Wilhelm Giebelstadt would make powerful patrons, while if the PCs left the adventure with any witches alive, they may have earned an Enemy of them.

Special Thanks

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The pregenerated characters were created with the help of the non-magical classes from *Sherwood: The Legend of Robin Hood* from Battlefield Press. If you like low-magic 5E fantasy, this book is excellent.

Finally, special thanks to the creators of the 1992 PC game *Darklands*, which inspired this adventure.

For more free one-shot adventures and their VTT assets, please visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Post a note on 1shotadventures.com or tweet @SageThalcos on Twitter.

Change Log

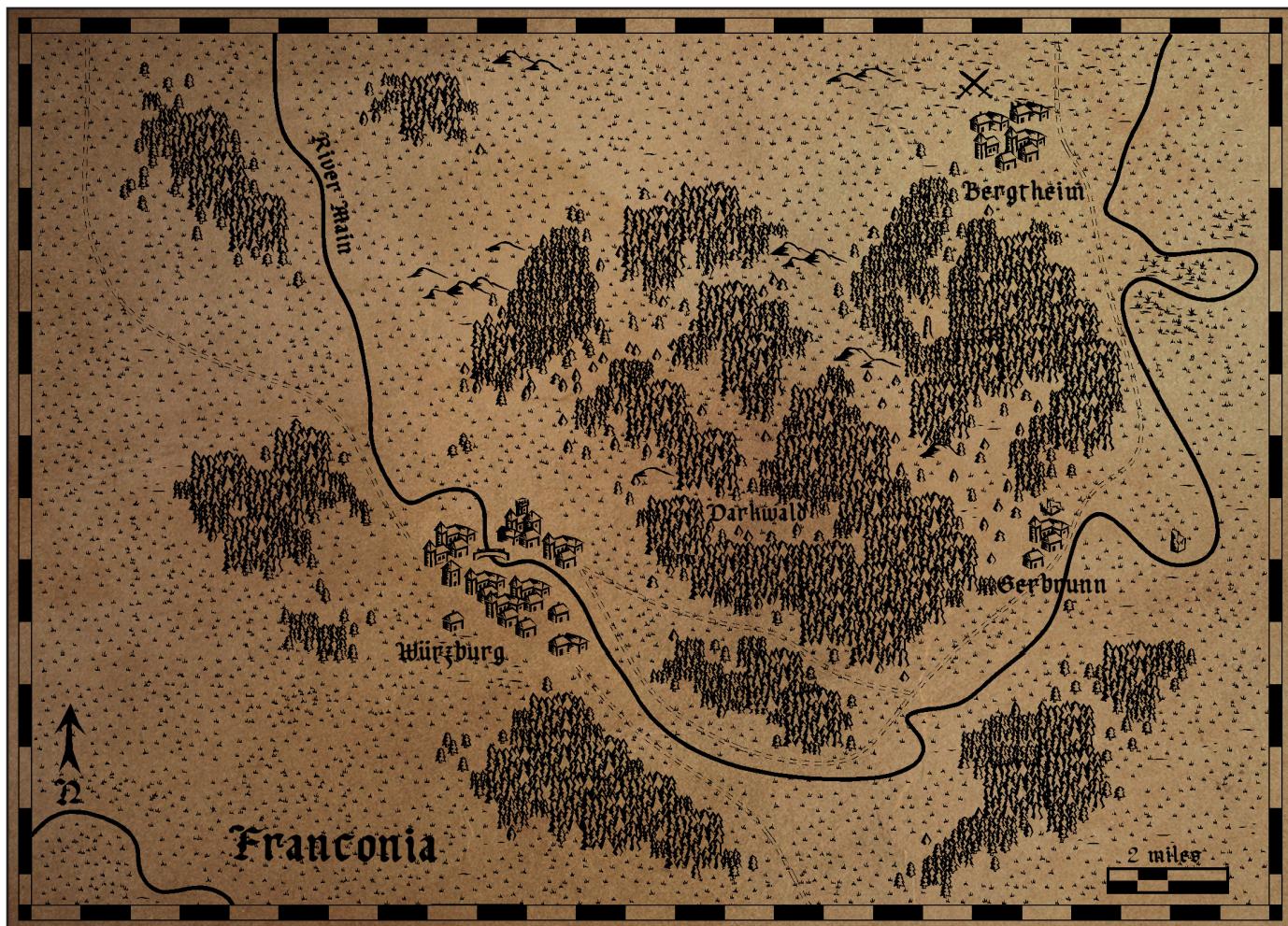
v1.0 - Original 5E release (December 2021)



Map - Jakob's Manor



Map - Murzberg and Surrounding Area



Handouts



Beyillin-

The bishop commands you to make a delivery to a poor widow woman who lives alone in the woods. This is for Charity as the Lord does command.

Deliver four brot loaves, six apples & a honeyed loaf of barley to a cottage. Take the deer trail one mile until you find a split fir tree. Then take the shorter path south until you see a brook. Follow the brook down for a mile to the cottage near a block Mountain. The woman's name is Otilie. Deliver the charity and return henceforth.

herr Vick

K R S

Handout A - Representation of Saint Milburga

Handout B - Letter the baker, Beyillin, from Vick, showing the whereabouts of Otilie's cottage

Name: Nikolaus Pressel

Player: _____ Age: 24

Class: Yeoman Occupation: Carpenter

Level: 3 Alignment: Lawful Neutral

Speed: 30 ft

Inspiration

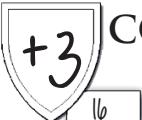
Dark Ages

 STR +3 ● Athletics
lb

 +5 save

 DEX +0
○ Acrobatics
○ Sleight of Hand
○ Stealth
○ Tools

 +0 save

 CON +3
lb

 +3 save

 INT +0
○ Arcana
○ History
○ Investigation
○ Nature

 +2 save

 WIS +0
● Animals
○ Insight
○ Medicine
○ Perception

 +0 save

 CHA +0
○ Deception
○ Intimidation
○ Performance
○ Persuasion

 +0 save

 10

Passive Wisdom
(Perception)

 +2

Proficiency Bonus

 +0

Initiative



Abilities

Yeoman Training: You are proficient in light and medium armor, shields, simple weapons, and the flail. You are also proficient in Strength and Dexterity saves.

Commoner's Aspect (1st): You gain advantage on skill checks when trying to fool a guard, noble, or priest, or blending into the crowd with Stealth, or are dealing with other commoners using Charisma-based skill checks.

Hardworking (1st): You gain advantage on any saving throw to resist exhaustion.

Team Player (2nd): You can take the Dash, Disengage, or Help action as a bonus action.

Craftsman (3rd): You are proficient in Carpenter's Tools and Woodcarver's Tools.

Defensive Bonus (3rd): You gain +2 AC when not wearing armor.

 12

Armor Class

Armor: -

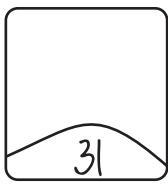
Shield: -

Dexterity: -

Other: +2

Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Woodsman's Axe	+5	1d6+3	slashing	2 lbs.

 31

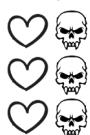
Hit Points (3d10)

Max: 31

Con: +3

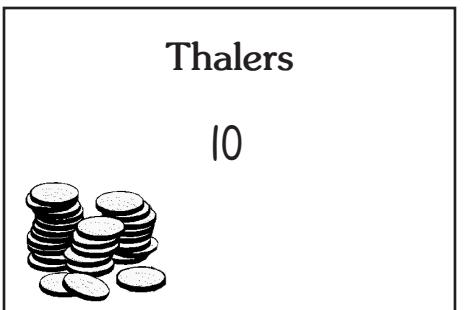
HD Used: -

Temp: -



Equipment

Weight Carried: lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)



Thalers

10



You just bought land in Würzburg and built a small, but well-crafted house. Your business of selling barrels to local ale makers has been booming lately. Seems that most of the previous guildsmen doing the work died in the revolt last year, either at the Battle of Bergtheim or afterwards when the leaders were executed by Wilhelm Giebelstadt. Thank the heavens you were living north in Magdeburg at the time, visiting your sister, and so you missed out on the revolt and its bloody aftermath. Now, you just want to build a good reputation with Giebelstadt and the head of the town, Burgomaster Jakob, so you can earn a good living.

Languages

German

Experience

301

900

XP Needed

Resting (Gritty)

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain hit points.

Long Rest (8 hours, once per day): Regain all lost HP and spent HD equal to half the PC's total HD.

Notes

Actions

Attack, shove, or grab (Athletics vs. Athletics/Dexterity)

Dash to increase your Speed,
or disengage to escape attacks
of opportunity

One ally gets advantage on their next ability check. Or foe within 5' of your ally has disadvantage.

All attacks against you have
disadvantage

Attribute Modifiers

Attribute 4-5	-3
Attribute 6-7	-2
Attribute 8-9	-1
Attribute 12-13	+1
Attribute 14-15	+2
Attribute 16-17	+3
Attribute 18-19	+4

Name: Sister Margryte Trosch

Player: _____ Age: 20

Class: Nun Occupation: Novice

Level: 3 Alignment: Lawful Good

Speed: 30 ft



Dark Ages

SC

STR ○ Athletics

+0
save

DEX ○ Acrobatics
○ Sleight of Hand
○ Stealth
○ Tools

+0
save

CON

+0
save

INT ○ Arcana ●● Religion
○ History
○ Investigation
●● Nature

+2
save

WIS ○ Animals ○ Survival
○ Insight
● Medicine
● Perception

+4
save

CHA ○ Deception
○ Intimidation
○ Performance
● Persuasion

+5
save



Passive Wisdom
(Perception)

Proficiency Bonus

Initiative

Armor Class
Armor: -
Shield: -
Dexterity: -
Other: -

Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Punch	+2	1	bludgeoning	-

Hit Points (3d6)
Max: 14
Con: +0
HD Used:
Temp:



Equipment

Weight Carried: lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

Languages

German

French

Latin

Experience

301

900

XP Needed

Resting (Gritty)

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain hit points.

Long Rest (8 hours, once per day): Regain all lost HP and spent HD equal to half the PC's total HD.

Notes

Actions

Attack, shove, or grab (Athletics vs. Athletics/Dexterity)

Dash to increase your Speed,
or disengage to escape attacks
of opportunity

One ally gets advantage on their next ability check. Or foe within 5' of your ally has disadvantage.

All attacks against you have
disadvantage

Attribute Modifiers

Attribute 4-5	-3
Attribute 6-7	-2
Attribute 8-9	-1
Attribute 12-13	+1
Attribute 14-15	+2
Attribute 16-17	+3
Attribute 18-19	+4

Thalers

10



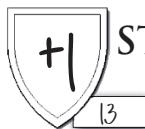
Name: Volrad Warnekouw

Player: _____ Age: 26

Class: Knave Occupation: Criminal turned gravedigger

Level: 3 Alignment: Neutral Good

Speed: 30 ft Inspiration



STR +1

13

Athletics



+1
save



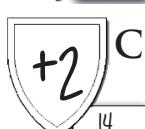
DEX +3

16

Acrobatics
Sleight of Hand
Stealth
Thieves' Tools



+3
save

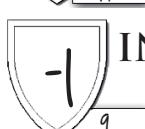


CON +2

14



+2
save



INT -1

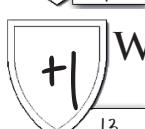
9

Arcana
History
Investigation
Nature

Religion
Survival



-1
save



WIS +1

13

Animals
Insight
Medicine
Perception

Survival
Stealth



+1
save



CHA +2

14

Deception
Intimidation
Performance
Persuasion



+2
save



Passive Wisdom

(Perception)



Proficiency Bonus



Initiative



Armor Class

Armor: -

Shield: -

Dexterity: -

Other: +3

Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Round mace	+3	1d6+1	bludgeoning	2 lbs.
Brass knuckles	+5	3	bludgeoning	-
Dagger	+5	1d4+3	piercing	1 lb.



Hit Points (3d6)

Max: 20



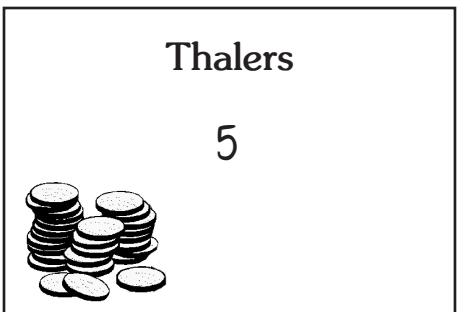
Con: +2

HD Used:

Temp:

Equipment

Weight Carried: lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)



Thalers

5



You joined the revolt in 1400. Grabbed a bunch of your boys, found some weapons, and prepared to kill some of the bishop's men. Didn't go well. Most of your friends were killed by the knights at Bergtheim. Big Cuno spit in Herr Gebelstadt's face and was hanged on the spot. You fled into the woods. Barely survived. But when you got back to Wurzberg, you were arrested for treason. But the old bishop Gerhard said he saw "God's Grace in your eyes" and forgave you. Gave you a good job at the church, digging the graves and helping clean up the rectory. You don't know why you deserved that. Maybe the bishop confused you with someone else? Best not to ask some questions.

Languages

German

Experience

301

900

XP Needed

Resting (Gritty)

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain hit points.

Long Rest (8 hours, once per day): Regain all lost HP and spent HD equal to half the PC's total HD.

Notes

Actions

Attack, shove, or grab (Athletics vs. Athletics/Dexterity)

MOVE

Dash to increase your Speed,
or disengage to escape attacks
of opportunity

HELP

One ally gets advantage on their next ability check. Or foe within 5' of your ally has disadvantage.

DODGE

All attacks against you have
disadvantage

STABILIZE

DC 10 Medicine check

Attribute Modifiers

Attribute 4-5	-3
Attribute 6-7	-2
Attribute 8-9	-1
Attribute 12-13	+1
Attribute 14-15	+2
Attribute 16-17	+3
Attribute 18-19	+4

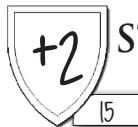
Name: Veitt Heilingschwerdt

Player: _____ Age: 31

Class: Man-at-Arms Occupation: Teutonic Knight

Level: 3 Alignment: Lawful Neutral

Speed: 30 ft Inspiration



STR +2

15

+1

DEX

- Athletics
- Acrobatics
- Sleight of Hand
- Stealth
- Tools

13

+2

CON

15

+0

INT

10

+1

WIS

13

+1

CHA

13



- Arcana
- History
- Investigation
- Nature

- Religion
- Survival

- Animals
- Insight
- Medicine
- Perception

- Deception
- Intimidation
- Performance
- Persuasion



Abilities

Man-at-Arms Training: You are proficient in all armor, shields, simple weapons, and martial weapons. You are proficient in Strength and Constitution saves.

Second Wind (1st): On your turn, use a bonus action to regain hit points equal to $1d10 +$ your level. Once used, you must finish a rest before you use it again.

Tactician (1st): You have four d8 tactical dice. Regain all expended dice when you finish a rest. Expend a die to: **Bolster Ally** - grant an ally temporary hit points equal to the tactical die roll + Cha modifier. **Protective Threat** - Anyone attacking an ally within 60' before the end of your next turn must make a Wis save ($DC 10 +$ your Cha modifier). On failure, the creature has disadvantage on all attack rolls made against that ally. **Warning Shout** - When an attack roll is made against an ally within 60 feet, you can use your reaction to shout a warning. Your companion rolls the tactical die and adds it to its AC against that attack. This must be performed before knowing whether the strike hit or misses!

Action Surge (2nd): On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

Defensive Bonus (3rd): You gain +1 AC when not wearing armor.

Improved Critical (3rd): Your slashing melee weapon attacks score a critical hit on a roll of 19 or 20.



Passive Wisdom
(Perception)



Proficiency Bonus



Initiative



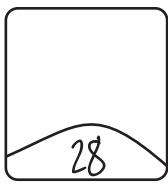
Armor Class

Armor: 12

Shield: +2

Dexterity: +1

Other: -



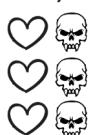
Hit Points (3d10)

Max: 28

Con: +2

HD Used: _____

Temp: _____



Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Poleaxe	+4	1d10+2	slashing	6 lbs.
Broadsword	+4	1d8+2	slashing	2 lbs.

Equipment

Weight Carried: lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

Languages

German

Polish (Broken)

Experience

301

900

XP Needed

Resting (Gritty)

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain hit points.

Long Rest (8 hours, once per day): Regain all lost HP and spent HD equal to half the PC's total HD.

Notes

Actions

Attack, shove, or grab (Athletics vs. Athletics/Dexterity)

Dash to increase your Speed,
or disengage to escape attacks
of opportunity

One ally gets advantage on their next ability check. Or foe within 5' of your ally has disadvantage.

All attacks against you have
disadvantage

Attribute Modifiers

Attribute 4-5	-3
Attribute 6-7	-2
Attribute 8-9	-1
Attribute 12-13	+1
Attribute 14-15	+2
Attribute 16-17	+3
Attribute 18-19	+4

STAR 17

DC 10 Medicine check

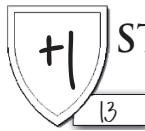
Name: Fr. Poncellet

Player: _____ Age: 31

Class: Priest Occupation: Dominican Investigator

Level: 3 Alignment: Lawful Good

Speed: 30 ft Inspiration

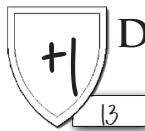


STR

Athletics



+1
save

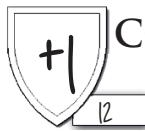


DEX

- Acrobatics
- Sleight of Hand
- Stealth
- Tools



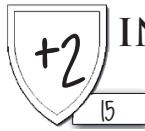
+1
save



CON



+1
save

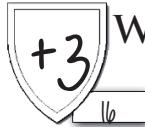


INT

- Arcana
- Religion
- History
- Investigation
- Nature



+2
save



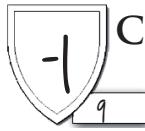
WIS

- Animals
- Insight
- Medicine
- Perception

○ Survival



+5
save



CHA

- Deception
- Intimidation
- Performance
- Persuasion



+1
save



Passive Wisdom

(Perception)



Proficiency Bonus



Initiative



Armor Class

Armor: 10

Shield: -

Dexterity: +1

Other: +1



Abilities

Priest Training: You are proficient in light armor and simple weapons. You are also proficient in Charisma and Wisdom saves.

Inspiring Presence (Ecclesiastical Privilege) (1st): Gain advantage on Deception, Intimidation and Persuasion skill checks. Once you have used this feature, you must rest before using it again.

Vow of Poverty (1st): You must give all but 10% of your wealth to the Church.

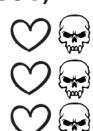
Scholarly Pursuits (2nd): In addition to French, you speak German and Latin. Double your proficiency bonus when making Religion or Investigation checks.

Religious Fervor (3rd): As a bonus action, you can enter into a state of religious fervor. For the next 1 minute, you deal an extra $1d4$ damage when you hit with a weapon attack. If you are wounded during this time, you must succeed in a Constitution saving throw (DC 10 or half the damage taken, whichever is higher) to remain in this state. Once you use this ability, you can't use it again until you finish a long rest.

Defensive Bonus (3rd): You gain +1 AC when not wearing armor.

Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Quarterstaff	+3	1d6+1	bludgeoning	4 lbs.



Hit Points (3d6)

Max: 17

Con: +1

HD Used:

Temp:

Equipment

Weight Carried: lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

Languages

French

German

Latin

Experience

301

900

XP Needed

Resting (Gritty)

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain hit points.

Long Rest (8 hours, once per day): Regain all lost HP and spent HD equal to half the PC's total HD.

Notes

Actions

Attack, shove, or grab (Athletics vs. Athletics/Dexterity)

Dash to increase your Speed,
or disengage to escape attacks
of opportunity

One ally gets advantage on their next ability check. Or foe within 5' of your ally has disadvantage.

All attacks against you have
disadvantage

Attribute Modifiers

Attribute 4-5	-3
Attribute 6-7	-2
Attribute 8-9	-1
Attribute 12-13	+1
Attribute 14-15	+2
Attribute 16-17	+3
Attribute 18-19	+4

6

PC 10 Medicine check

Name: Ckristina of Rostock

Player: _____ Age: 31

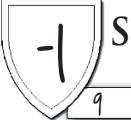
Class: Noble Occupation: Noble

Level: 3 Alignment: Neutral Good

Speed: 30 ft

Inspiration

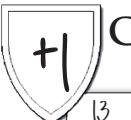


 STR Athletics
9

 -1 save

 DEX Acrobatics
 Sleight of Hand
 Stealth
 Tools
13

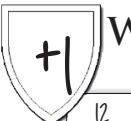
 +1 save

 CON 13

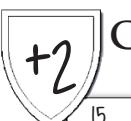
 +3 save

 INT Arcana
 History
 Investigation
 Nature
16

Religion
 +3 save

 WIS Animals
 Insight
 Medicine
 Perception
12

Survival
 +1 save

 CHA Deception
 Intimidation
 Performance
 Persuasion
15

 +3 save

 11

Passive Wisdom
(Perception)

 +2

Proficiency Bonus

 +1

Initiative



Abilities

Noble Training: You are proficient in armor, shields, simple weapons, and martial weapons. You are also proficient in Charisma and Constitution saves.

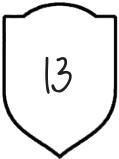
Noble Privilege (1st): Your station grants you advantage on all Intimidation and Persuasion checks when dealing with NPCs that have less noble levels than you.

Rallying Word (1st): You can use a bonus action to make an ally within 30 feet of you regain hit points. Your ally regains hit points equal to $1d8 +$ your Charisma modifier. You must finish a long rest before you can use this feature again.

Direct Others (2nd): As an action, you can verbally guide an ally that can see or hear you to take the Attack, Dash, Disengage, Dodge, or Help action as a reaction. You can use this feature a number of times equal to your Charisma modifier. You regain expended uses when you finish a long rest.

Silver Tongued (3rd): Gain proficiency in the Deception skill

Defensive Bonus (3rd): You gain +2 AC when not wearing armor.

 13

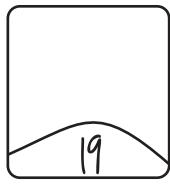
Armor Class

Armor: 10

Shield: -

Dexterity: +1

Other: +2

 19

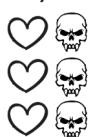
Hit Points (3d8)

Max: 19

Con: +1

HD Used: _____

Temp: _____



Main Weapons

Weapon	To-Hit	Damage	Type	Weight
Fine Dagger	+3	1d4+1	piercing	1 lb.

Equipment

Weight Carried: lbs (5X Str is -10' Speed; 10X Str is -20' Speed and Disadvantage)

Languages

German

Experience

301

900

XP Needed

Resting (Gritty)

Short Rest (1 hour): Spend 1 or more HD (+Con bonus) to regain hit points.

Long Rest (8 hours, once per day): Regain all lost HP and spent HD equal to half the PC's total HD.

Notes

If the DM allows, take Frics, your son, as an ally. Treat him as having 11 hit points, AC 12, and able to attack with his sword for +4 to hit, 6 ($1d8 + 2$) slashing damage.

Actions

ATTACK

Attack, shove, or grab (Athletics vs. Athletics/Dexterity)

MOVE

Dash to increase your Speed,
or disengage to escape attacks
of opportunity

HELP

One ally gets advantage on their next ability check. Or foe within 5' of your ally has disadvantage.

DODGE

All attacks against you have
disadvantage

STABILIZE

DC 10 Medicine check

Attribute Modifiers

Attribute 4-5	-3
Attribute 6-7	-2
Attribute 8-9	-1
Attribute 12-13	+1
Attribute 14-15	+2
Attribute 16-17	+3
Attribute 18-19	+4

Nikolaus Pressel

Carpenter and Craftsman

Passive Perception 10



Sister Margryte

Novice Nun

Passive Perception 14



Volrad Warnekoum

Gravedigger



Passive Perception 11

Veitt Heilingschmerdt

Teutonic Knight



Passive Perception 11

Fr. Poncelet

Church Investigator



Passive Perception 13

Christina of Rostock

Chronicler of Suffering



Passive Perception 11