

Finsterland

SECRETS OF THE ABYSS

A Finsterland adventure

by Georg Pils

This is part one of a campaign for Finsterland which will be published over the next weeks.

SUMMARY

Tamás Fekete is a friend of the characters. He's a nouveau riche and seems a little naïve at times. He earned his fortune by producing developing fluid for photography and is now wasting his money on inane stuff. He recently bought the ruins of Castle Rienz in Elmenhorst. The fortress has mostly collapsed, but it's still a romantic backdrop. Fekete invites the characters to explore the area with him, after all, it's supposed to be haunted and there are rumors of a hidden treasure.

The castle is actually quite impressive. It is picturesque and there's a large garden and some rather fancy pieces of art to be seen. The high point is the basement, which houses a massive organ. The instrument is extremely large and complex and clearly cannot be played without being unlocked with a specialized set of six keys. The keys are missing, but looking for them reveals a gruesome discovery: In several cages, there are mummified remains of animals and humans that appear to be horribly disfigured. The characters may also be attacked by insane, raging beasts, driven mad by isolation and incest.

Once the place is cleared out, Fekete wishes to activate and play the organ. He hires the characters to find the six keys and to uncover the instrument's secrets. Further exploration of the underground areas allows the characters to find out that the organ was constructed by one Jindrich Škoda for Countess Albine Rienz. The plans are now at Alexandria University. This is where the property of the House of Rienz were brought to once the family died out.

Once in Alexanderstadt, the characters will notice that they are being followed. They can find parts of the plans and one of Albine Rienz' diaries. They can also find out that the keys are now scattered all over Finsterland. Clues point to the locations of three keys: The first one is on an island in the Thürmer Sea offshore Heisengard, the second one is in Tepice and the third was lost in the depths of the Ebnitzer Forest.

STORY STRUCTURE

First scene: The Castle

Second scene: The Basement

Third scene: The Craftsman

Fourth scene: The Lead

Fifth scene: Hunters

CHARACTERS

Tamás Fekete: The wealthy man – Short, stocky and brown-haired. He has a loud, friendly laugh and a bizarre passion for the supernatural.

Albine Rienz: The countess – Tall and strong, with wavy, jet-black hair. She was a passionate collector of art and a remorseless romantic. She's been dead for several generations.

Jindrich Škoda: The craftsman – Plump and of average height. He was a genius artist and polymath. He is as dead as his sponsor.

The Hunters: At least six people of various origins and looks. They are usually accompanied by mercenaries and fighters that allow them to disappear should things go south.

THE TOWN

Elmenhorst lies between the Leonid and Samum territories. It's a small town close to the Südwall and has an excellent view of the meanders of Pelor River. The place is quiet and picturesque, with a beautiful town square and wheat fields that sway in the wind.

Above, Castle Rienz towers on a steep cliff. The townspeople are quite happy that the Rienz family has died out with Albine. There are tales of monsters and horrors in the dungeons below. On the other hand, don't all castles have those?