

Finsterland

THE ART COLLECTOR

A Finsterland adventure

by Georg Pils

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

SUMMARY

Now that the characters have three of the six keys, they no longer have any clues on the three others left. However, they have a possibility to contact the employer of the Hunters. If they act cleverly, they can try to find out who he is, meet him and try to find out what he knows, what his goals are and whether he knows the other keys' locations.

The employer lives in a small but posh hotel in Sundheim. Étienne Brasseur is a gentleman that stays out of the public eye. He had a mental breakdown a few years ago and has lived alone since then. He doesn't know why he's obsessed with the keys, but he needs them. Brasseur is not a simple man. He cultivates his eccentricities with a passion and can be exasperating. He will not shake hands, he will not look people in the eye. Since he has inherited an obscene amount of money, he can afford these peculiarities. If the characters research on his obsession, they soon find out that he has no idea what to do with the keys. He doesn't even know the location of the locks. The longer the group examines the case, the more apparent it becomes that the idea has been set in his mind by external forces. Psychologists or magicians might be able to detect the influence. It might be connected to the breakdown. The characters should be able to clear his mind by using magic, hypnosis or weird machines. This sequence might get all strange and symbolical.

Anyway, the characters will discover that the attack occurred during a visit at a young lady's salon. He was with his friends at first, but somehow found himself in a strange place deep below the sea, together with a bizarre bloated fish or batrachian.

Should the characters visit the place from his memory, they will only find a broken down building that has clearly been abandoned a long time ago. They do find some vestiges of a party, but everything is old and dusty. Suddenly, the entire structure collapses and falls into the canal. The characters have to save Brasseur as he sinks deeper into the murky waters. If they succeed, the shock has cured him, but he is visibly shaken. He agrees to help them. He offers to share all the information he has. As he tries to contact the Hunters, however, they do not answer.

STORY STRUCTURE

First scene: Making contact

Second scene: A strange host

Third scene: Journey into the unconscious

Fourth scene: Death in the waters

Fifth scene: Without a trace

CHARACTERS

Étienne Brasseur: The eccentric – A well-groomed, but strange young man. Blond hair, brown eyes. He always wears bespoke clothes and constantly pushes his glasses back up on the bridge of his nose.

Mademoiselle Dupuis: His attendant – A combined bodyguard, caregiver and butler. She wears a simple servant's outfit and a rather out of place eyepatch. She speaks very little. If she does, her voice sounds rough.

Ariadne van der Maas: The hostess – A pale young woman, very beautiful, with remarkably glossy skin and large dark eyes. She is always immaculately dressed in the latest fashion, but prefers shades of dark blue that underline her pallor.

Brasseur's friends: Useless young men with good money and bad manners.

THE CITY

Sundheim lies on the Sund, which is hardly surprising. The city has been built on the water, using pillars and stilts. Some parts are actually floating on ships and barges. The best mode of travel is by boat, there are canals crisscrossing the settlement. Houses and streets are notoriously narrow. There are legends that all the ancient families are in some way related to the denizens of the deep.