

Finsterland

THE FALL OF HOUSE RIENZ

A Finsterland adventure
by Georg Pils

This is part nine of a campaign for Finsterland.

SUMMARY

Once the characters have collected all six keys, it is time to return to Elmenhorst and let Fekete enjoy his organ. As they reach the town, it has been transformed: Fekete has had a part of the mountain blasted away, revealing the organ to the world. The older people have insisted on moving away with their younger relatives. The town is practically deserted and the picturesque ambience has been thoroughly destroyed.

When the group meets Fekete, he seems strangely agitated. He gets them a meal, but then decides to immediately get up on the mountain, ignoring the characters exhaustion after their trip. He wants to see results now, even if it's the middle of the night. The characters might note that there are armed mercenaries around, in addition to the laborers.

As the party climbs the mountain, there is an outbreak of chaos. An explosion causes a landslide and the further ascent is blocked. When they finally reach the ruins, a band of other mercenaries has set up camp up there and fortified the area. Fekete wants to order his men to attack when he is interrupted by Ariadne van der Maas and Étienne Brasseur. They demand the keys, otherwise they will have their troops open fire. Fekete ignores them and insists on finally unlocking the instrument. He seems feverish.

Unless the characters intervene, he orders his men to attack. Fekete reaches the organ, unlocks it and starts playing. In this moment, it becomes apparent that the instrument is not an organ, but rather a bizarre machine designed to tear a rift into this world and allow demons to flow in from the Infernal Sphere. If the game master wants, Fekete can explain that he found the diary of lady Rienz and discovered that she had the organ constructed to bind the power of the demons to her and become almighty. The bodies in the dungeons were failed experiments.

However, the countess was killed by her retainers before she could finish what she planned. Master Škoda could no longer destroy the organ without opening the rift. As a result, he locked it and the six murderers took the keys with them.

Mademoiselle van der Maas is a Salamander and a former correspondent of the countess. She was very impressed by her work, but was surprised by the treason of her minions. She forgot about the whole affair until Fekete bought the castle. She used Brasseur as a straw man and decided to gather the keys using the Hunters. Now that they have failed, she has moved on to direct action and attacked. However, she has a tactical advantage: She can wait. She only has to have Fekete fail, then she can return to the project at a later time. As a result, she is willing to let the characters have the keys. She wants the organ to be kept intact, but doesn't want it to be activated.

The characters can decide which faction to support or do their own thing. However, the longer they wait, the sooner Fekete opens the rift. He is instantly possessed by an enormous demon. Apparently, the countess left some details out of her diary. The creature forces him to play on and prevents the characters from killing him.

If you want, you can add an additional complication. Albine Rienz is buried deep in the catacombs under the castle. If the demon enters reality, it is immediately pulled to the sarcophagus by ritual devices and bound to her. She is revived and able to continue her work. The characters now have to face a demon-possessed undead occultist aristocrat. This makes everything even more complicated, especially since she knows the layout of the castle very well and makes short work of any mercenaries, while turning their corpses into murderous marionettes. The show-down would be suitably horrifying.

One solution would be to lock the organ and either destroy or hide the keys again. This would mean a lot of responsibility for the characters. They should also be careful that the organ does not break down, which would also open the rift.

If they trust Mademoiselle van der Maas, everything will be perfectly fine. As long as they live, there won't be any trouble. At all. It's their choice.

The demon is a bizarre combination of chestnuts, an elk, anemones, pokers and, of course, the organ itself. Its name is Primalesoteric Archhighapostolary of the nineteen metapolyandric horn-crowned Fire-Scepters Tarfoktausdetromalcist, Misconstructor of unthinkable Thoughts and Destroyer of all Doubts.