



Fear the Evenfall

In which a rural community is paralysed by night terrors...

What would you do if every time you closed your eyes you felt something stalking you, something flowing into your room and pressing down on your chest? What does it want? Why won't it stop?

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Are nightmares always just nightmares, or sometimes are they something worse?

This mystery takes us to the rural heartland of Sweden between Stockholm and Gothenburg, where traditional domains such as farming and fishing are in competition with new mining and smelting methods. The people bringing in these new ideas are immigrants from Belgium who keep separate their language and religion.

Our scenario begins in the chill and misty autumn after a fine summer, but it has not been fine for the locals of Doverstorp; the harvest is unaccountably meagre, and many of the locals are ill. On top of these woes the youth in the Finspång Kommun have begun to be attacked at night, and many claim nightmares are a daily occurrence. Can our investigators work out what is wrong before someone is badly hurt?

PRELUDE

This adventure can be played as a straight mystery, but it is intended as a "*cosy horror*". If played as such, then the GM should sprinkle "*uncanny valley*" aspects about liberally; this can include objects found moved from where they were left, seeing something behind you in a reflection, tree roots twisted into unnatural shapes, people referring to your luggage when you have none, creaking noises within houses, etc.

The mystery is laid out using a **node structure**. Each node can be a place, event, or revelation, and the characters can generally traverse these nodes in a variety of orders. The nodes are linked by clues and the general information found and provided to the characters. There are always at least 3 Clues leading to a Revelation, so it is not necessary to find all the clues. There is also a handy table to help the GM to keep track of the clues and revelations. Also, there is a Progress Tracker - this involves specific events that are triggered by the actions of the PCs. The tracker is filled out as the party progresses through the mystery.

By moving through the mystery with Location based Nodes side-by-side with Event Based nodes this should add enigma to the scenario whilst still helping the GM keep track.

Many of the clues, as written, require a skill test to access them. The GM should decide whether these skill tests are necessary or adjust the skill test difficulty as needed to

tailor the experience to her group. Some GMs may prefer to just roleplay this aspect entirely. Also, in the case of using **Manipulation** to convince NPCs to provide clues, then, unless it makes narrative sense or unless the person has already been antagonised by a PC, zero successes should still yield some information rather than being classed as a failure. Furthermore, if the PCs are struggling, then perhaps remove all the skill tests; if romping through the mystery, then perhaps ramp up the number of successes required to get a clue. Furthermore, if a PC is asking directly for something specific, then unless there is a good reason (an NPC withholding information, for example) the GM should just provide the answer.

To assist with running the mystery the ANNEXES contains several tables to assist the GM. These include NPC TABLES, with relevant details for each, THE RELEVATION LIST, to tick off clues and revelations as they are discovered, THE CLUE CONNECTION LIST, to relate clues to locations, details of THE NIGHTMARES affecting the PCs, and THE EVENT PROGRESS TRACKER to keep tabs on key events in the mystery. Each Node in the body of the scenario has a bulleted list of **Impressions**, which are provided to help the GM give flavour to the scenes.

BACKGROUND

The mystery follows the tragic tale of Rebecka. Rebecka was the daughter of wealthy industrialist Alexander



Hellström, late of Upsala, but more recently decamped to Finspång Kommun, near Norrsköping to the southeast of Stockholm. Alexander had in recent years reopened a local mine; managing to make a tidy profit from the old works by importing Belgian Walloons with their modern smelting methods. All was going well, except the bored Rebecka soon fell in love with a local mine worker, Edvin Frisk. The affair, inevitably, was frowned upon by Alexander, who refused to offer Rebecka's hand to Edvin. The two lovers were

separated, and Alexander paid some of his Walloon engineers to rough up Edvin a little and offer him money to give up his claim on the girl. Edvin reluctantly acceded to Alexander's demands. Rebecka, however, locked in her room and realising that she was pregnant, escaped into a winter snowstorm in pursuit of Edvin. She never found him, perishing of exposure in the fields of Doverstorp.

Her spirit persists though as a **Mare** (Rulebook pg. 138). Things have been relatively quiet for the past 9 months or so, but Edvin now is courting another girl, Lisbeth Gustafsson, and this has led to the mare beginning to possess ladies in the area in order to attack young men and ride stallions until they are wild eyed and frothing at the mouth. Meanwhile the reopened mine has been causing problems of its own – the acid and arsenic runoff from the tailings pond is causing fish kills, a poor harvest and making the villagers ill.

Alexander, having heard of the Society from an old friend, writes to them asking for help. He needs the culprits of these attacks found and unmasked; he does not believe in the supernatural but does understand that his mine workers will need convincing from a sympathetic group.

When the investigators arrive at Doverstorp their investigations anger Rebecka; she brings on a storm which washes out nearby roads and the train line, and she also psychically links herself to a member of the party. This causes the PC to have a series of nightmares and allows Rebecka to know the party's activities. Later, once the investigators talk to Edvin this sends Rebecka into a further rage which ends with the first death; Edvin's best friend Konrad. The party's investigations also reveal to the villagers that the mine may be to blame for their problems, and so tensions start to rise rapidly between the villagers and the Walloon immigrants.

As the investigators home in on Edvin and the Walloon immigrants who caused him to abandon his suit with Rebecka, she attacks the Walloons in a sealed cabin and drives them to kill each other. With four people now dead Alexander, becoming nervous, acquires more Walloon bodyguards. Rebecka decides to drive off the investigators and attacks them. However, showing herself at this point will give the investigators the last bit of information they need for the ritual to break the curse, that being the possession from the corporal world that she is anchoring herself to (a comb).

As the party piece together what and who Rebecka is and how to defeat her, she realises she must go further on the offensive; she enchants the Walloon bodyguards to believe that Edvin is to blame for the attacks, and whilst they leave

Alexander to lynch Edvin then Rebecka attacks her father Alexander. Alexander in his fear fires his revolver into a closed door believing the mare to be on the other side, but it is in fact it is his daughter Christina who dies of her wounds.

Having the comb, the investigators will still need to find the possessed at the point when they are returning, break the comb, and yell out the name of Rebecka and telling her that she is a mare. They may need to entice Rebecka to possess one of them or they may try to stake out those who have been possessed in the past. The ritual is not without danger, however, and the possessed may end up missing limbs.

Events that have caused Alexander to take action:

Things came to a head when Edvin began courting Lisbeth Gustafsson one month ago. Since then:

- ❖ Harald Stark ([Doverstorp](#)) – 3 weeks previously was found on the floor of his bedroom gasping for breath and wild eyed. It would have been assumed to have been a seizure except for the claw marks in his chest.
- ❖ Sven Johansson ([Eliantorp](#)) – 2 weeks previously was found walking around the outside of his house in a daze, body soaked in sweat, and his hair matted and knotted.
- ❖ Guy Lejeune ([Ruda](#)) – last week reported to his priest that he had been attacked in his house by a demon. He only could report glowing yellow eyes, but his room was full of damaged furniture.

It is generally reported that people have been having nightmares and many people's horses have been found lathered and with rolling eyes in their stables.

As a result of all of this, the locals are in an uproar, with everyone suspicious and going to their priests and Alexander looking for protection.

- ❖ The locals of Doverstorp, Eliantorp, and Ringtorp believe that they are being haunted by a ghost.
- ❖ The locals of Ruda think it is a Gruvrå, a mine guardian.



SCENARIO STRUCTURE

Although the nodes are not linked in any specific order, it is likely that the mystery will assemble itself into roughly three acts. These may become:

Act 1

1. The PCs receive a letter from a wealthy industrialist, Alexander Hellström, and travel to his manor house near Doverstorp
2. The PCs gathering info in the nearby hamlets, and begin to suspect that the bad harvest and ill health may be due to Alexander's mine
3. A local is attacked again - this time a healthy youth is found dead in bed, clothes ripped apart and hair wound up in knots

Act 2

1. Gathering info at the mine and the immigrants' hamlet
2. Confrontation between immigrants and locals
3. A group of 3 immigrants kill each other in a sealed cabin

Act 3

1. Alexander, now extremely nervous, recruits more immigrants to protect him. Locals note the resemblance of a PC to Alexander's dead daughter, Rebecka (now a mare)
2. Rebecka the mare attacks the PCs in an attempt to scare them away
3. Rebecka enchants Alexander's guards to convince them to lynch her former lover, Edwin, and then attacks Alexander whilst he is unprotected. Christina, her sister, is accidentally killed by Alexander
4. The PCs banish Rebecka
5. Resolution and return to Upsala

IMPORTANT: The overall thread running through this mystery is "**Culture vs Innovation**" - this should be kept in mind when the PCs interact with the various elements in the story.

THE MYSTERY

The mystery is laid out as an Invitation, followed by the Journey and arrival at Alexander Hellström's manor house, and then the [Scenario Nodes](#).

INVITATION

The following letter arrives at the Society's headquarters one bleak day at the end of September. It has been quiet lately with little to pique the interest and no signs of væsen at all. This looks like a case!

*Ekön, Doverstorp
Finspång Kommun
Östergötland County*

23rd of September,

*To: The Society
Castle Gyllencreutz
Upsala*

Dear Members of the Society,

I have a most pernicious problem, which I believe your unique skills may be used to alleviate.

I was given your details by a good friend of mine, Måns Larrson, but first let me introduce myself. My name is Alexander Hellström, originally of Upsala but in recent years I have moved to the Finspång Kommun, Östergötland County. Amongst other concerns in Upsala I have the good fortune to own a small mine project near a hamlet called Doverstorp in the Kommun. I reopened this mine 4 years ago and have been building up the workings, cutting new adits, and providing work and prosperity for the whole vicinity. Of late, however, there have been problems; my workers and villagers have been attacked by unknowns, the locals are in an uproar, and worst, production is dropping.

Why am I approaching you? Those afflicted claim that the supernatural is to blame - I pay little heed to such ravings myself, but I will need investigators of calibre, and more importantly your reputation for dealing effectively with the occult, to seek out and unmask the true source of the troubles. Only once those such as yourselves can show the origin of the problem to be of the mundanity of traditional life, can the situation return to normal and we can continue our work.

If you are amenable to take up the contract, I am willing to pay your standard fees, plus reasonable expenses, in return for determining the source of these problems. If you are receptive to my request, then please confirm by return of post. You would be most welcome, at your earliest convenience, to come to stay at my house, Ekön of Doverstorp, whilst you make your determinations.

Yours sincerely,

Alexander Hellström

THE JOURNEY

The Doverstorp station, a small platform without ticket office, is approximately 300km (28 Lantmil) from Upsala, requiring a change at Stockholm and again at Finspång for a local service which will stop at Doverstorp. The whole journey takes about 7 hours with the PCs arriving early evening.

The Journey to Dovertorp

The journey from Upsala to Doverstorp is long, but uneventful; a morning train to Stockholm, a change to an express bound for Gothenburg, and then a series of ever-diminishing local services ends with you standing on a small platform without ticket-office. The train departs, chuffing away south towards Norrköping, and leaving a slight tang of sulphur in the air which soon fades. A quiet descends over the station, and the autumn air turns cold with the disappearance of the sun below the horizon. "Hello good ladies and sirs" a voice suddenly proclaims from the out of the gloom "I take it you are from the Society? That is, to see Mr Alexander?" A shape looms towards you, and you see an impeccably dressed man peering at you uncertainly. "My name is Klas, The Butler at Ekön. Will you come this way please? I'm sure your journey has been long, and you would wish for a warming meal and a fire. I have a trap waiting, and Elof and I will get you there in no time." despite all this politeness his eyes do not meet yours, and his body language belies his welcoming words...

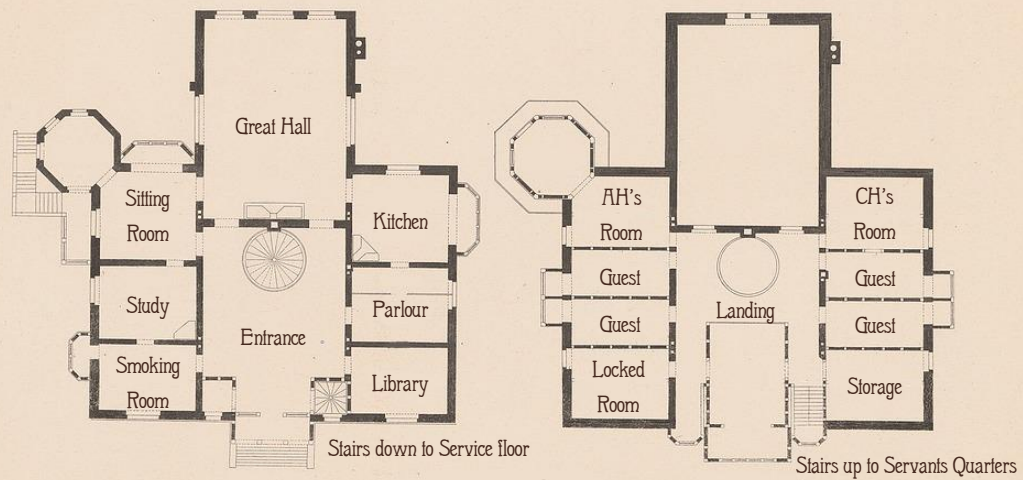
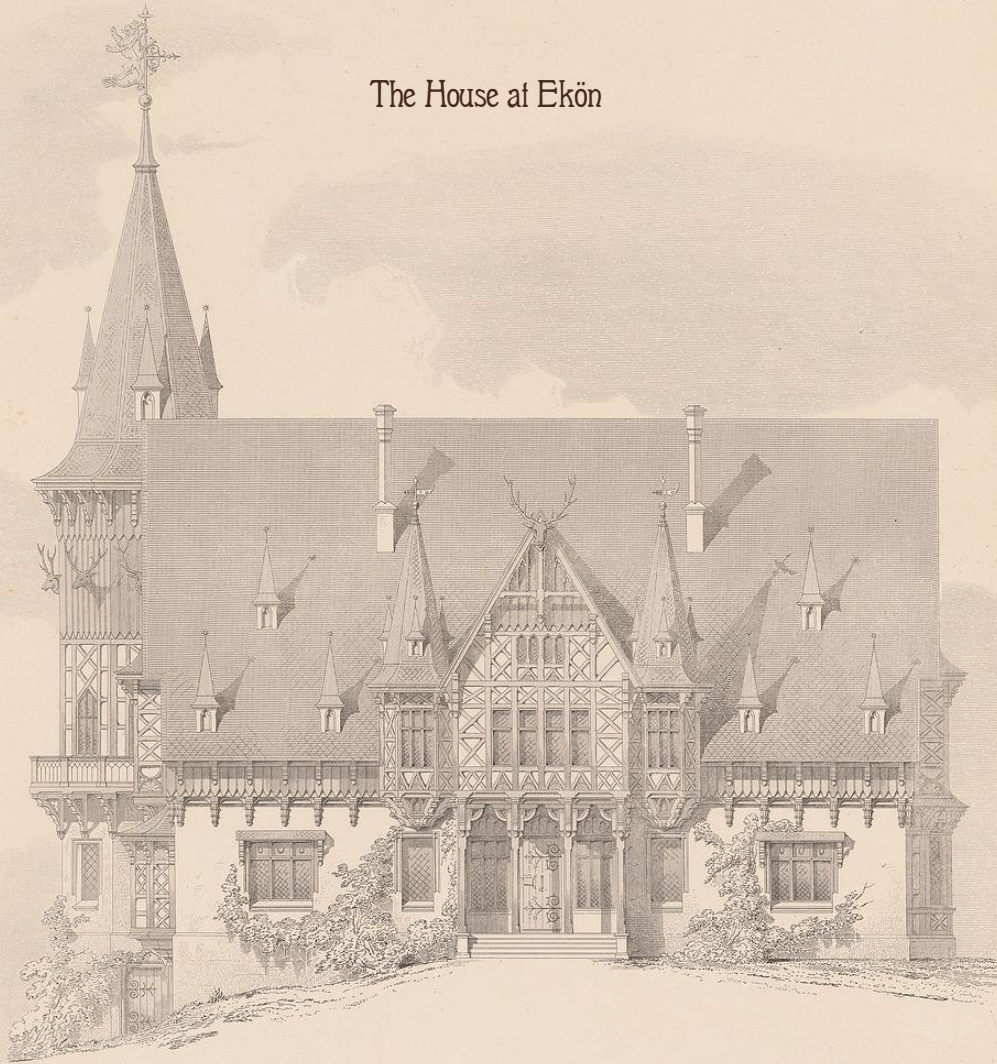
Klas will load the party's luggage on the back of the trap, harnessed to a single gelding, the Elof previously mentioned. Klas will pull gently on the reins nickering quietly, and the obedient horse will start forward with a trot. The butler will not offer any more information, but he will answer un-intrusive questions in a slightly evasive fashion. If asked about the supernatural events he will not offer any opinions and be very vague as to his thoughts.



Ekön, the manor house of Alexander Hellström, is situated at the north end of a small island in the Dofvern lake. The bridge is about 3 km from the station, and the house a further 2km along the track on the island. It is overall an hour's walk or 20 minutes by trap. As the trap approaches the passengers can see the paraffin lamps lights have been lit giving a cheery glow to the grand building - modelled after a German hunting lodge.



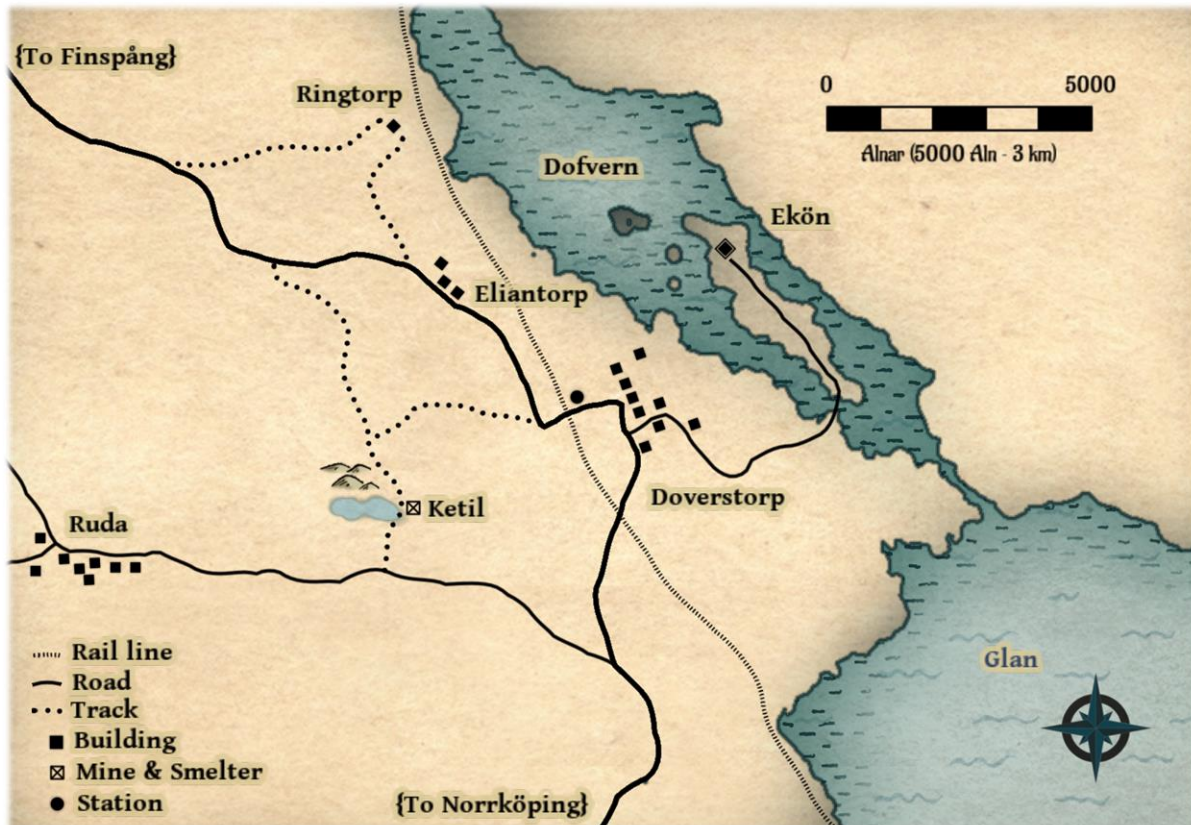
The House at Ekön



THE SCENARIO NODES

The list of Nodes is provided here. Each node can be a **place**, **event**, or **revelation**, and the characters can generally traverse these nodes in a variety of orders. The nodes are linked by **clues** and the general information found and provided to the characters. There are always at least 3 Clues leading to a [Revelation](#), so it is not necessary to find all the clues.

NODE	TITLE	DESCRIPTION	
A	Ekön	Manor House	Locations
B	Doverstorp	Hamlet with Chapel, trade: Farming, fishing & mining	
C	Eliantorp	Hamlet, trade: Fishing & mining	
D	Ringtorp	Farm	
E	Ketil	Iron mine, Walloon smelter and tailings ponds	
F	Ruda	Walloon hamlet with small Roman Catholic Chapel	
G	Dofvern	Lake and surrounding fields and woods	
H	CoS Chapel	Lutheran Chapel in Doverstorp	Revelations
I	RC Chapel	Roman Catholic Chapel in Ruda (A small, corrugated iron sided building)	
J	Rev 1	The source of the some of the area's woes is the Mine	
K	Rev 2	The source of Alexander's problems is a Mare	
L	Rev 3	The Standard Ritual to banish a Mare	
M	Rev 4	Alexander's daughter Rebecka died last winter	
N	Rev 5	Edvin is caught up in this somehow	
O	Rev 6	Edvin had been coerced by a group of Walloons	Events
P	Rev 7	The Walloons coercing Edvin were in the pay of Alexander	
Q	Rev 8	Rebecka died only after becoming pregnant, running away from home, and been rejected by Edvin	
R	Rev 9	The Mare is Alexander's daughter, Rebecka	
S	Rev 10	Rebecka's Secret, needed to banish her	
T	Event 1	PCs begin investigations (Leads to Nightmares)	
U	Event 2	PCs talk to Edvin (Leads to Konrad's death and confrontation between villagers and Melchior)	
V	Event 3	PCs talk to Jacque Delhaize or other 'Fixers' (Leads to Walloon's deaths)	
W	Event 4	PCs realise Rebecka's secret (Leads to coordinated attack on Alexander and Edvin)	
X	The Attack	Rebecka attempts to scare away the PCs	
Y	The Ritual	Ritual to banish the Mare	



LOCATION NODES

Node A

Ekön

Ekön is a recently built manor house, built in the style of a German hunting lodge. It is of wooden construction, steeply gabled, and with open views to the north and west over lake Dofvern. There is a small boat house nearby containing a rowboat, and a stable block containing 4 horses and a trap.

Scene Impressions:

- ❖ The clip clop of shod hooves on boards, as the trap crosses the narrow bridge to the island
- ❖ Sharp tang of resin from the pine trees lining the track to Ekön
- ❖ The mournful hooting of a barn owl
- ❖ Warm flickering glow from the paraffin lamps, which give off an oily aroma upon entering the house.
- ❖ The soft ticking from coal burning in the fireplaces, and that cigar-like smell that surrounds you as you warm your hands
- ❖ Ranks of dark paintings on the walls, the eyes following one wherever one moves
- ❖ The library having that reassuring smell that musty books always seem to exude

Events:

Arrival and meal with Alexander (NPC 1)

The party will be met at the door by Alexander and his daughter Christina. Alexander will have Klas and Harald the potboy take the luggage up to the guest rooms and usher in his visitors. Alexander will thank the Society for agreeing to help him, and he will ask if they will join him for dinner where he can explain the situation. Christina will curtsy, keeping her head down, and will not look anyone in the eye. The guests will each be given a grand room on the first floor with views out over the Dofvern. The party will see several portraits in the halls. If the PCs direct their attention to them, they realise that the pictures are of the Hellström family - one showing them as young family with two daughters, others of the individuals. There will obviously be a blonde daughter who is not present (**Clue 4a**). The family and staff will be reluctant to reveal any information at this point (One success on **Manipulation** test will reveal that this is a daughter who died last year (**Clue 9b**), with two or more successes and there will be a hint of scandal). If later the PCs ask again about the portrait, looking specifically for any personal effects they will notice that the portrait of

Rebecka, the blonde, shows her holding a small bone coloured comb (**Clue 10d**)



The meal is a warming and hearty affair, with Italian red wine, meat and potatoes, cheese, and a variety of vegetables. Alexander is an effusive host and tries to amuse and entertain his guests; refusing to mention the reason for their visit until the desert (a decadent chocolate cake) has been cleared away and the servants have withdrawn. He lights an after-dinner cigar, pours a healthy measure of brandy for his guests, and then launches into his story.

He will tell the party about his purchase of the mine, bringing in of the Walloon immigrants, and the building up of the works. He will not mention the loss of his wife the year before purchasing the mine, nor mention Rebecka last winter. He will then fast forward to the last month where he will say that several young men have been attacked and mischief done to horses. Workers are staying home, people are fearful, and this is affecting his profits. He believes that there must be some disgruntled local or some disagreement that has led to someone or some group to be causing trouble. He wants these people found and exposed - it is not enough for the attacks to stop, it must be shown that it was just people - he's a rational 19th Century man and he doesn't want superstition taking over. He will say that he is glad that

Karl Helsingus, the local Doverstorp vicar, supports his views, but unfortunately his sermons have not been successful in persuading the locals. Alexander will respond to questions, but again anything about his family will be answered circumspectly at best or ignored if possible. After this he will plead tiredness and wish his guests a good night.

The next morning Alexander will provide access to the trap (or to horses) and to basic equipment if requested, and he will suggest that the party begin their investigations in the village. If asked, he can point to the Stark family in Doverstorp as one of those affected.

Gossip in Ekön:

- ❖ Chatting to any of the staff will confirm **Clue 1c** regarding the poor harvest and general illness.
- ❖ Two successes with a **Manipulation** test will convince the gossip to reveal that Alexander Hellström's daughter Rebecka perished in the snows last winter (**Clue 4c**). For three successes they will further note that Stina that cook has been found missing from her bed at night, only returning in the morning with no memory of having left, presumably sleep walking (**Clue 2f**).

Note: If at any point in the scenario the PCs come to know of Rebecka's death and know Edvin's link with her, then by putting to Christina or the Staff this knowledge and pressuring them with a successful Normal **Manipulation** test, they will admit that she ran away from her father after becoming pregnant by Edvin and after he had rejected her (**Clue 8a**).

Info in the Library

The library at Ekön has a damaged copy of "A Description of the Northern Peoples" by Olaus Magnus. A successful **Learning** test will reveal the following depending on the number of clues already found from **Revelation 2**:

(2 Clues + 3 successes), (3 clues + 2 success), or (4 or more clues or the PCs are specifically looking for information on Mares + 1 success) allows the following passages to be found (**Clue 3a**):

"The mare is a hideous female creature who torments people and animals at night. She crawls onto the chest of sleeping people and squeezes the air and the very life out of them. The sleeper wakes in a cold sweat with the sensation of being suffocated" and "Occasionally a mare will attack horses. You can clearly see if a stallion has been ridden by a mare because it is always found sweaty and foaming in its stall the next morning, often with tangled plaits in its mane." [2]

Then some water damaged text "the curse can be broken if someone says she is..." "...otherwise there is a risk she will lose...". Also, further passages:

"Marra resembles a beautiful girl, but is the worst kind of troll. During the night-time, when folks lie asleep, she comes in and lays herself above them, pressing so hard on the breast that they can neither draw breath nor move a limb. She puts her fingers into their mouth to count their teeth, and if time is given her to do this, they at once give up the ghost. They must therefore try to get her away from them and drive her out, and if they are able to call out, "Jesus" she must flee, and disappears at once.

Folks often seem to themselves to lie quite awake and see Marra enter the room, come forward to the bed, lie down above the bed-clothes, and proceed to feel in their mouth for their teeth, and yet they can do nothing to defend themselves against her" [1] Book 7, pg. 271

"There was once a young fellow who was ridden by 'Marre'; every night, and although he sprinkled flax-seed outside the door, and placed his shoes the wrong way before his bed, it was all of no avail, and he was at a loss what to do. He asked

a wise woman for advice, who at once said that she knew what would help him. 'When you go home,' she said, 'you must stop up all holes and chinks that there are in your room; the keyholes and windows must also be made fast. When that is one, you must bore a little hole in the door, and cut a pin to fit it



exactly; this hole you must leave open to-night, but as soon as Marre has come in by it, spring to it and put in the pin, then she is in your power.' The man did as the woman told him. During the night Marre came in by the hole, which he immediately stopped up, to her great alarm. She went round about from keyhole to window, and made herself both small and thin to get out, but every place was closed fast, so that she could not get out, however many tricks she tried. When she saw that all her trouble was in vain, she besought him to take the little pin out of the door, and let her go as she had come, and she would never come again." [1] Book 7, pg. 72

If there are any extra successes, then the following can be found scribbled in a margin (**Clue 10a**):

"...the mare will occasionally cling to their old life by keeping a ghostly version of a personal effect close to themselves. If so, then surely the normal means of breaking the curse will fail.

In this case you must find the real-world version of this object and destroy it. Only then can the mare's curse be lifted in the usual manner."

If passages on Ghosts, Gruvrå or Vættir are being searched for, then a single success on a **Learning** test shows:

The Gruvrå, Mine Guardian

"If she appears wearing a black dress, it is certain indication of impending death". "A mine spirit rules over a mountain and its ore deposits and takes care of mines and quarries. She is both feared and respected by the miners working there. She can warn of an impending collapse or other disaster in the dangerous work underground, and even lead fortunate prospectors to new ore deposits. Many new veins of silver were discovered after suitable offerings were made to the Grav-Maja, as she is also known - a new dress, for example, is always greatly appreciated." [2]

Ghosts

"You will know a ghost is present by the strange sounds and inexplicable gusts of wind, a sudden drop in temperature, and candles and fires that burn with a clear blue flame" and "The only way to banish a ghost is to find out what is keeping her from passing on, and help her resolve whatever unfinished business she may have" [2]

Vættir

"Although they are closely related to the nisse, they are by no means loners." and "They mind their own business and don't bother humans as long as they are left in peace to get on with their lives." [2]

"Vættrar are beautiful, little, good spirits who live in houses beside good people. These enjoy good-luck, and receive assistance from them all their life-time, so that everything goes well in that house where the vættrar are. Happy is he who is their friend, for neither trolls or elves (huldufolk), nor any living thing under or on the earth, can injure him." [1] Book 5, pg. 216

"Marjun in Ördavik had good luck with her in every thing she undertook, and all went well with her; all this came from the fact that the good vættrar lived in her big byre. Nor did she forget to set down a pail of milk for them every time the dairy-maids milked the cows. The vættrar rewarded her for her kindness, and she had never any want of milk so long as they lived there; and no sickness ever came upon cattle or sheep while they watched over them." [1] Book 5, pg. 218

"Marjun was kind to the vættrar who did her so much good, and often earnestly exhorted her son to bear in mind, when

he became farmer there after her, that it was well to lodge the vættrar, and he must always give them house-room; and if he did away with, and pulled down the big byre, it would bring hurt on himself and others. Marjun died, and her son, who was now farmer in Ördavik, heedless of his mother's warnings, tore down the byre. Then the vættrar left, wishing evil on him and all his kin in Ördavik, a sudden death they should all meet. The same day that this happened, a man was going north the island from Vag, and when he came to Manna-skard, he met a tiny little woman coming down the narrow pass, leading two little children, one in each hand, and carrying Marjun in Ördavik and the Vættrar a third on her back. As he passed them he heard her say, 'Avenged shall it be, that we had to leave;' and avenged it was, for one evening, when the three brothers were out line-fishing south along the coast, they struck the reef under Tjaldar-viksholm, the boat capsized, and every one on board was lost. Marjun also had three daughters, who were at Ördavik; they died soon after of a violent plague which went over the district, and all this was revenge on the part of the vættrar who had to leave the place." [1] Book 5, pg 218

General info on Ekön

The "locked room" in the plan - this is Rebecka's room left as it was at her time of death. Neither the staff nor Hellströms will speak of it, but if asked directly if it is Rebecka's they will confirm on passing a Normal **Manipulation** test. On the dressing table in the room is a small bone comb, this is the object that must be destroyed before the ritual can successfully lay her to rest.

The house is the closest thing to an anchor that Rebecka has, and therefore creepy events will occur daily here. Play this up with "uncanny valley" elements interspersed with the mundanity of everyday life. When a PC leaves a book in one spot they find it moved, when they look in the mirror they see a shadow or eyes behind them, a PC seeing a person in a room as they pass but the room being empty when they look in, etc.

Aftermath of [Event E3/Node V](#)

Once the news spreads about the death of the 3 Walloons, then Alexander will begin to become more and more visibly distressed. He will tell the PCs that the 3 were in his employ (**Clue 7b**), and he is now concerned about the welfare of himself and his family, and he will send Klas to Ruda/Ketil to bring back three men: Melchior Wathelet, Jean-Claude Spitaels, and Guy Lejeune. Alexander will meet them privately in his study, and afterwards it will become obvious that they are securing the house (**Clue 7c**). They will openly carry rifles and pistols, they will patrol the grounds and the interior of Ekön, and always at

least two will be on the premises. Alexander will also send Klas to Norrsköping to bring police, but he does not return having been waylaid by Rebecka on the road south; whilst skirting a washout, she causes his horse to rear and he is thrown and killed. The horse will return to Ekön, and a search party will find his body a day later.

Aftermath of [Event E4/Node W](#)

With news of the attack on the PCs, with Klas missing, and with all the previous events Alexander will be seen to be openly fearful. He will have red rimmed eyes and will jump at random sounds. The first evening after [Event E4](#) where both Alexander and the PCs are in Ekön will be when Rebecka makes her move. She will first use the **Distort Vision** enchantment on his Walloon guards - they will begin to talk amongst themselves quietly at first but then louder and louder about how it is Edwin who is to blame for the attacks - if only they can get to him, they can stop this madness. It will all appear massively far-fetched to the PCs and no amount of Inspiration or Manipulation will change their minds. Alexander will also be affected and will send the guards away to find Edwin, again regardless of what the PCs say or do. This should be played such that it is clear to the party that they can save Alexander or they can save Edwin, but not both. The 3 Walloons are tough and heavily armed and the Mare is powerful, so it will take all their ingenuity and resources to save just one of the two. If the players come up with an ingenious plan to save both, then that should have a chance of working, but it should not be easy.

If the party choose to try to save Alexander:

Their employer will lock himself in his study with his rifle and revolver. He will agree only reluctantly to have others with him, remembering what happened to Jacque Delhaize (a success on a **Manipulation** test will be required). As evening deepens Alexander will notice that fruit in a bowl beside him has rotted away, and his wine has turned sour. Some flowers on the mantelpiece droop and the petals drop. If the PCs are outside of the room, then this also happens all over the house. Suddenly Alexander begins talking as if someone is in the room, but the PCs within can see no one. He appears to be pleading with someone to leave him alone. For those without they will see Christina bolting to the door, crying out for her father. For those without, they will hear a voice that is not Christina's at the door, and the doorknob rattling. In fear Alexander will empty his revolver into the door. Christina will slump against it, dead from many gunshot wounds.



In the events that follow Alexander will go mad with loss and guilt, and he will need to be restrained from turning his gun on himself (requiring success on a Normal **Force** Test). If they fail, then you can decide whether he succeeds in killing himself or not or use a **Close Combat** test to determine the outcome. Also, unless the PCs have found a clever way to protect Edwin he will be found by the Walloons and strung up and hanged that evening. The guards will then return to Alexander, suddenly not understanding where their zeal came from and a little fearful. This fear will be compounded when they see what their employer has done in the meantime.

If the party choose to try to save Edwin:

The 3 Walloon guards have been subject to an Enchantment, and whilst Rebecka is no longer concentrating on the NPCs their minds are made up and they are scared too. Edwin will be in Doverstorp in his cottage with his mother Olga. You should play out this as feels fit - whether the Walloons are followed by the PCs and there is a standoff at the cottage, or the Walloons are intercepted earlier. The guards will want to use their horses, so this may also be an opportunity for a chase scene. Any **Manipulation**, **Inspiration** or **Force** tests to convince the guards to give up their ideas will now have a chance of success given that Rebecka's attentions are elsewhere, but it should be Challenging or more likely a Difficult roll. Once one of the guards is disabled in a physical confrontation, then the other two will have a chance to break free from the enchantment with a normal **Vigilance** test. The outcomes here will depend on how the situation has been roleplayed. When the PCs return to Ekön, however, they will find both Christina and Alexander dead as per the events above.



Node B

Doverstorp

The "village" of Doverstorp is at most a hamlet, perhaps 15 dwellings and a small wooden church arrayed in proximity to the station, itself just a small platform and sidings to allow iron ore from the mine to be loaded. There are no stores, and food and equipment would need to be bartered unless one wants to travel the 7km north to Finspång or the 10 km south to Skärblacka to find commercial premises. The buildings are of traditional Swedish design, small rough wooden affairs mostly, although the vicarage and church ([Node H](#)) are more finely built. There is arable and sheep farming between the tracks and the lake, and fishing on the lake provides a living for the older residents. Most of the youth, however, have gone to work for Alexander in the reopened Ketil iron mine ([Node E](#)), about 2km up a dirt track from the station.

Scene Impressions:

- ❖ A dusty track with hills and pine trees on one side, and farmland on the other
- ❖ The smell of newly cut grass mixed with an eggy smell from new manure. Then, as a newly ploughed field is passed, the feel of earth on your tongue
- ❖ Old farm buildings and cottages with askew siding and small gaps around the windows

Whilst wandering about the hamlet the pcs will come across the sight of thousands of small worms wriggling up out of the soft earth, writhing as if to escape something ([Clue 1b](#)).

Discussion with Harald Stark (NPC 16)

If the PCs seek out the Stark residence, they are directed to the far side of the village, near the lake, where their small house sits. Eva Stark and her son Harald will be at home, but head of the household Erik will be on the water, fishing. The exterior of house stinks of rotten fishguts, though Eva seems to be immune to the smell. She will welcome in the group and offer them coffee, which is excellent. Her son Harald is still bedbound after the events of 3 weeks ago. He is happy to answer their questions as best he can. He can confirm the following:

- ❖ He had been having nightmares for several days before the incident - someone coming into his room and sitting on his chest ([Clue 2b](#))
- ❖ On the night of the event he awoke screaming, soaked in sweat, wild-eyed and foaming at the mouth.

- ❖ His chest and belly were bleeding badly with many lacerations
- ❖ These marks are healing but long scabs with angry red skin underneath can be seen (a Normal **Medicine** test will indicate that these appear to be an animal's claw marks)

If the characters chat with Eva she will happily tell them about the village, noting that it has been a poor harvest this year, all the more unusual given the good weather ([Clue 1c](#)). She will also state that although Harald was attacked, at least he is on the mend unlike many other people in the village who have fallen ill recently ([Clue 1c](#)). If asked who is ill, she will mention **Knut Persson**, **Emil Gustafsson**, and his son **Matthias Gustafsson**, she also will mention that **Marianne Rääf** and **Paulina Johansson** from nearby Eliantorp have not been well. Interviewing any of these villagers will reveal that they all began to lose energy in the late spring to late summer of this last year. Symptoms include swollen skin, stomach pain, nausea and vomiting, diarrhoea, a racing heartbeat, cramps, and tingling in the extremities (A Challenging **Medicine** Test will reveal that these are all signs of arsenic poisoning ([Clue 1f](#))). Many of the ill are unable to work or have been often missing work. If the party track down **Emil Gustafsson**, the sheep farmer, he will in addition note that his sheep have been acting strangely recently ([Clue 1i](#)).

General gossip in Doverstorp:

- ❖ Chatting to any of the villagers will confirm [Clue 1c](#) regarding the poor harvest and general illness. Many will state that they have been going to see **Sigrid Orre**, the old herbwife in Eliantorp, but to little effect.
- ❖ The villagers will also be happy to state that horses have been found lathered and wild eyed in their stables with their hair in knots ([Clue 2a](#)), and that the youth in the village have been suffering nightmares ([Clue 2b](#)).
- ❖ One success with a **Manipulation** test will convince the gossip to reveal that Alexander Hellström's daughter Rebecka perished in the snows last winter ([Clue 4b](#)). For two successes they will further note that someone in the village has been found missing from her bed at night and only returned in the morning with no memory of having left, presumably sleep walking ([Clue 2f](#)). For three successes they will also reveal that this person is **Lisbeth Gustafsson** ([Clue 2f](#)).
- ❖ If asked directly about Rebecka's relationships with the villagers, then a passed normal **Manipulation** test will divulge that Rebecka had

been seen courting **Edvin Frisk** last autumn (**Clue 5b**).

Discussions with Edvin and Olga (NPCs 18 and 17)

- ❖ If the party seek out the Frisks during the day, they will find Olga at home, but Edvin at work in the mines. Olga will be tight lipped, but with one success with a **Manipulation** test, and if directly asked about Edvin or Rebecka, then she will verify that the two had been courting just before Rebecka's death. With two successes she will state that their match had been forbidden by Alexander, and with three successes she will further state that Rebecka had subsequently run away from home and died in a snowstorm (**Clue 8c**). She does not know that Rebecka was pregnant.
- ❖ Edvin can be found at home here in the evening; he can provide information as covered in [Node E](#), the Ketil Mine.

Discussion with Lisbeth Gustafsson (NPC 22)

- ❖ If the party seek out Lisbeth, they will find her working at home alone spinning wool from her father's sheep.
- ❖ She will be reluctant to talk to the party, but with one success on a **Manipulation** test will confirm that she and Edvin have been "*stepping out*" for the last month (**Clue 5d**). With a second success she will admit that for the same time she has occasionally been found missing from her bed at night (**Clue 2f**). She does not know where she has been going.

Aftermath of [Event E2/Node U](#) -

With all the questions being asked by the PCs, the villagers of Doverstorp begin to gossip about the source of the community's woes. They soon conclude that it is the mine that is the source of their problems. It does not help that the Walloons are relatively wealthy, continue to use their own language and religion, and have begun marrying the more desirable local women. This boils over with a confrontation between **Melchior Wathelet**, a coal driver for the Ketil smelter, and the villagers. Melchior has brought his wagon down to the station and has been loading coal all afternoon. Whilst taking a break he began flirting with **Lisbeth Gustafsson**. Lisbeth fled, crying, and a group of local men began to surround Melchior and harass and bait him. The group includes **Tryggve Bäckmark**, **Knut Persson** and **Erik Stark**. This happens whilst the PCs are transiting Doverstorp on their way to or from Ekön.

The villagers will have surrounded Melchior on his wagon and tempers will be flaring. If the PCs want to avoid violence, then an **Inspiration** test will be required. With one success the locals will be dissuaded from violence but will still hound the Walloon out of the village. With two successes or more they will be convinced to drop their grudge and let the man be on his way. If the PCs fail, then Melchior will be pulled from his wagon and soundly beaten. Depending on how the PCs have acted then they may also be considered to be in-league with the Walloons in future. If Melchior is beaten, then relations will continue to sour over the coming days between residents of Ruda and the other areas and this may affect relations and situations associated with [Event E3 and E4](#) (especially the Walloons' views on Edvin when they go to lynch him).



Node C

Eliantorp

Eliantorp is smaller than the nearby Doverstorp; perhaps 8 dwellings arrayed along the road to Finspång. It, like many of the hamlets for many miles around, uses the church in Doverstorp, and there is no real hub here. The buildings are wooden construction like that in Doverstorp and the primary work is fishing and mining.

Scene Impressions:

As for Doverstorp but also

- ❖ An upturned boat being mended, the reek of creosote assaulting the back of your throat
- ❖ Flies boiling over a bucket of fishguts

General gossip in Eliantorp:

- ❖ Like in Doverstorp the villagers will also be happy to state that horses have been found lathered and wild eyed in their stables with their hair in knots (**Clue 2a**), and that the youth in the village have been suffering nightmares (**Clue 2b**). They will state that they have been going to see **Sigrid Orre**, the old herbwife, but to little effect.
- ❖ One success with a **Manipulation** test will convince the gossip to reveal that Alexander Hellström's daughter Rebecka perished in the snows last winter (**Clue 4d**). For two successes they will further note that someone in the village has been found missing from her bed at night and only returned in the morning with no memory of having left, presumably sleep

walking (**Clue 2f**). For three successes they will also reveal that this person is **Marianne Rääf** (**Clue 2f**).

Discussions with Sven Johansson (NPC 27)

- ❖ Sven will be out fishing on the Dofvern during the day, but he can be found at home in the evenings. He appears to be fit and well, but 2 weeks previously he was found walking around the outside of his house in a daze, body soaked in sweat, and his hair matted and knotted (**Clue 2b**). He remembers nothing of the attack, but does not appear particularly affected by it, and continues his day-to-day activities.

Discussion with Marianne Rääf (NPC 24)

- ❖ If the party seek out Marianne, they will find her working at home alone weaving baskets from reeds she collects from the lakeside.
- ❖ She will be reluctant to talk to the party, but with a Challenging **Manipulation** test will confirm that she has occasionally been found missing from her bed at night (**Clue 2f**). She does not know where she has been going.

Discussion with Sigrid Orre (NPC 28)

- ❖ Sigrid will welcome the party into her rough hovel at the edge of the hamlet. There are fragrant herbs hanging from the ceiling, and the chimney does not draw well and a fug of smoke hangs in the air.
- ❖ She will prepare a bitter herb tea for her visitors and freely answer questions regarding væsen and the state of the village. She does not know why villagers have been getting ill and is frustrated that she has not been able to help them. On a successful Challenging **Manipulation** test she will also state that she believes the culprit of the attacks to be a Mare, though she thinks there is more to the area's problems than just a væsen. She will answer direct questions about ghosts, mares and gruvrå and can reveal, if asked, the following:

Ghosts

- ❖ Ghosts are spirits of the dead with unfinished business, and they may be bound to a particular place
- ❖ They manifest themselves by a sudden chill, by making uncanny noises, and sometimes by changing the colour of flames. When

seen they may appear as a rotting corpse, and usually transparent

- ❖ To banish a ghost, one must know what is keeping it from passing on and then resolve the unfinished business

Mares

- ❖ Mares are people who have been possessed by the spirit of young women who are seeking revenge or to see a loved one
- ❖ They crawl on the chests of sleepers and cause terrible nightmares
- ❖ To lift the curse the mare must be found whilst she is returning and leaving her host – she must be woken by loudly proclaiming that she is a mare. This is risky however and the possessed person may lose limbs that have not fully returned.
- ❖ A way of placating the mare temporarily can be for a mare ridden person to kneel and propose marriage to the mare; however, if they are not true to their word then the mare's vengeance will be terrible. (**Clue 3b**)
- ❖ Some mares will continue to cling to their former lives, and if so they will be seen clutching a personal effect. Until this personal effect is found and destroyed the Mare will return the next night (**Clue 10a**)

Gruvrå

- ❖ Gruvrå are guardians of the mine – they look after the mine and can warn of impending collapse, but if they show themselves to a miner then that miner may soon die
- ❖ Miners will often placate the gruvrå with a set of new clothes. They avoid whistling in the mines as they don't want to anger their guardian
- ❖ She does not know how to banish a gruvrå



Node D

Ringtorp

Ringtorp is an old farm near the lake (Torp meaning croft). The scattering of farm buildings predates Doverstorp and Eliantorp, and there is a small community of relatively friendly **Vættir** living under the stables. If treated well they can provide useful information to the party, but if

mistreated may cause their own problems. The party may be visiting as part of general investigations or maybe because Konrad has died in the aftermath of [Event E2](#).



Scene Impressions:

- ❖ Farm buildings obviously far older than from Eliantorp and Doverstorp - most building simply showing the open grain of grey weathered wood.
- ❖ The fetor of sheep piss, and mewling of the flock as a short brown and grey dog bounds around herding his flock (A Västgötaspets, also called a Vallhound)
- ❖ The deep soft mud underfoot foils any attempts to reach the farm buildings without soiled limbs



On their arrival the PCs will notice young Ida Blomberg in the stableyard making an offering of coffee beans and performing a little saying "*Little húsvættir take these with the blessing of the house*". If any of the Blombergs or if Efraim is asked about the offerings, the farmers will state that they have vættir under the stables and therefore need to take extra care to keep these væsen happy.

General gossip in Ringtorp: (if this visit is soon after Konrad's death the residents will likely not be amenable to idle gossip)

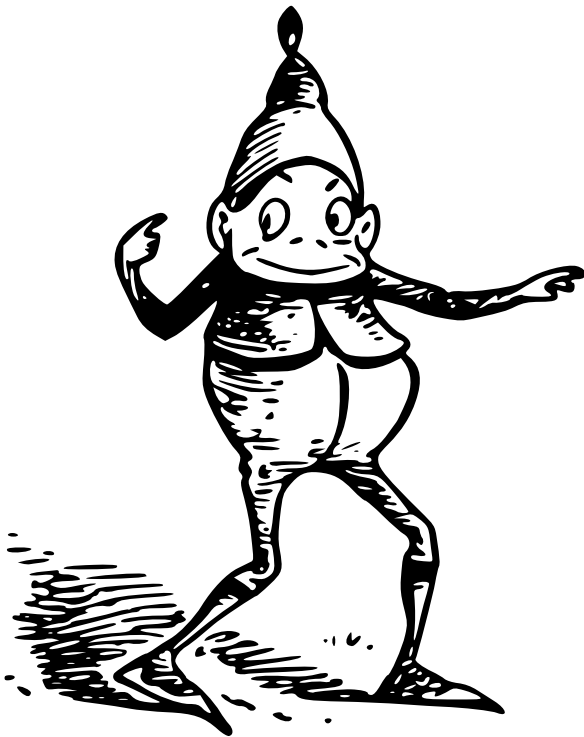
- ❖ Chatting to any of the farmers will confirm **Clue 1e** regarding the poor harvest and general illness.
- ❖ The farmers will also be happy to state that horses have been found lathered and wild eyed in their stables with their hair in knots (**Clue 2a**), and that the youth in the village have been suffering nightmares (**Clue 2b**).

Aftermath of [Event E2/Node U](#) - The Blomberg's son, Konrad, has been found dead in his bedroom, his clothes ripped apart and hair wound up in knots. The Lutheran priest, **Karl Helsingus** will be in attendance if the PCs arrive the next morning after the event. He will be laying out the body, and all signs of distress deftly erased. Hulda will be despondent and mostly unresponsive, and Bertil will be off working in the fields trying to pretend that he has not lost his son. Young **Efraim Bäckmark**, their farmhand or the **priest**, with a successful **Manipulation** test, will be willing to answer questions and can confirm the manner of death (**Clue 2e**), although they will not know the ultimate cause. An **Investigation** test will reveal torn sheets and clothes and Konrad's brown hairs torn from his scalp (**Clue 2e**).

Aftermath of [Event E3/Node V](#) - If the PCs visit Ringtorp after the deaths of the 3 Walloons, then the Blombergs will indicate that Konrad had talked about the same Walloons harassing Edvin (**Clue 6c**)

The Vættir in Ringtorp

The farm at Ringtorp have vættir under their stables – these væsen will be relatively friendly if approached in the right way and may even provide useful information about the Mare. The PCs will first notice them out of the corner of their eyes when moving around the stables and the kitchen area. The PCs will note Hulda shouting out a warning before she pours out hot water on the ground and otherwise making protection signs. If the PCs lumber about too much, they may displease the vættir here, Toss, Bess, Gom, Yipp and Fidd, who guard an old Viking sword buried under the stable block.



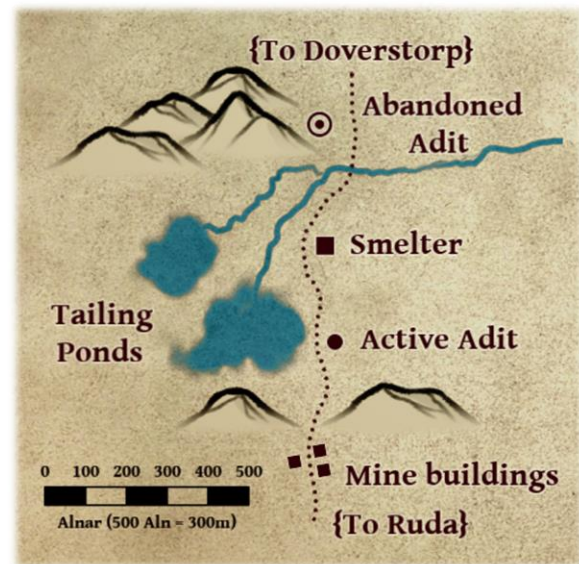
If the PCs make offerings to the vættir then they may coax them out. Once they realise that they can be seen by the PCs, then Toss and Bess will approach at an appropriate moment and request a small favour – some guttering has failed on the side of the stableblock and the water erosion is affecting their homes. If the guttering is repaired, the vættir will be grateful and answer one question about the local væsen. This question will be truthful, but given in a way as to only likely make sense in retrospect (i.e. They will speak in riddles mostly). If [Event E2](#) has happened already, then the vættir will also indicate that a mare was to blame ([Clue 2g](#)). If the players antagonise the vættir, then they will be hounded by Enchantments and Curses from these væsen for the rest of the mystery.



Node E

The Ketil Mine

Ketil is the re-opened iron mine in the hills above the village. The mine had operated for as long as anyone can remember, but it closed in 1830. It reopened 4 years ago when Alexander Hellström arrived having bought the worthless mine rights and then bringing in Walloon immigrants to build a new smelter. This new technology allowed even the old tailings to be reprocessed to yield high-quality iron, and the reopened mine began to expand rapidly. The downside is that the tailing ponds are now leaching acids and heavy metals (such as arsenic) into the waters above Doverstorp, and this is making the locals ill and affecting crop yields and the local livestock.



The mine employs about 20 whilst the smelter staff is a similar number, mostly Walloons. The Mine Forman is Jean-Maurice Dehousse, and the Smelter foreman is André Monami; both Walloons from Ruda. The shift leads are Jacques Delhaize for the mine and Rudy Coëme for the smelter. Edvin Frisk works here as a mine loader.

Scene Impressions:

- ❖ A mix of ancient mine buildings, boarded up adits, and a brand new structure with a tall smokestack producing a plume of black smoke.
- ❖ Tailing ponds covered with a brilliant iridescence, and at the same time people will notice a slight burning at the back of their throat
- ❖ Dusty miners and smeltermen staggering towards their tiny barracks at the end of a shift

- ❖ The screech of metal on metal as wheels turn
- ❖ A feeling of vibration through the very rocks as the sound of huge drills percolates out of the holes in the ground
- ❖ The creak of shifting timbers and drip of water into puddles as soot from the oil-wick cap lamp stings your eyes



A Normal **Investigation** test in the area will reveal odd coloured rocks below the tailings ponds due to leaching of minerals, dead animals around the watercourses, and bleached rocks (**Clue 1h**). If the PCs state they are looking for signs of leakage then the success is automatic.

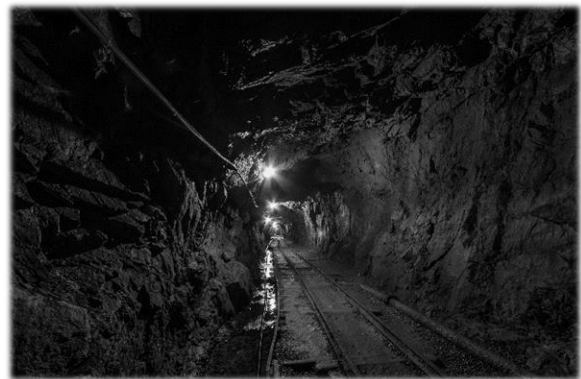
Edvin Frisk will seek out the investigators when they visit Ketil (**Clue 5a**), having heard of their purpose from village gossip. He will approach quite circumspectly asking if he can speak - he will appear fearful, and he will indicate that he should not be seen talking to the party. After finding a private spot to talk he will reveal that there has been conflict between him and a group of Walloons and will mention Jacques Delhaize (**Clue 6a**). He is contacting the investigators because he is scared, though he will not initially say why. He is hoping that the investigators will home in on the Walloons, and if they are thought guilty of something then perhaps that will save his own conscience. As a result, he may not come across to the investigators as particularly coherent, and it may not be clear why he has approached them.

Note: If at any point in the scenario the PCs come to know of Rebecka's death and know Edvin's link with her, then by putting to him this knowledge and pressuring him with a successful Normal **Manipulation** test, he will admit that she ran away from her father after becoming pregnant by Edvin and after he had rejected her (following the pressure placed by the Walloons) (**Clue 8b**).

If the investigators see the mine or smelter foremen and ask to see the ledgers, they will find all the normal expenses but with a Normal **Investigation** or **Learning** test also find repeated mentions of **Jacques Delhaize**,

Rudy Coëme and **Bernard Anselme** against at term "*special services*" (**Clue 6d**). They will also find with that successful test that the mine is currently extremely profitable for Alexander, as much of the ore going into the smelter has already been mined and is just being take from the slag heaps.

If the party investigates the mine adits themselves, they find a maze of cross passages underground - many of which are boarded up. This is an opportunity to push the feeling of dread and apprehension when the investigators move away from well-travelled adits and stopes, and towards the quieter areas not yet being worked. There will be odd sounds and creaks and a feeling of being watched, but nothing will come of it.



If they ask specifically about the mine and væsen, there will be a common understanding that a Gruvrå looks after it - older mine hands actively providing new clothes for the Gruvrå, and woe betide anyone who whistles in the mine or otherwise is thought to aggravate its guardians.



Node F

Ruda

Ruda is a new settlement, and most buildings are only a few years old. It was built by the Walloon immigrants brought in by Alexander to build and staff his new smelter at the Ketil mine, and it is these Walloons who have been bringing Alexander his new wealth. The buildings are wooden as in Doverstorp except for the chapel (**Node I**). The Walloons have largely kept their language and religion here, though most can speak passable Swedish and there are a few local women who have married into the community (Such as Kerstin Anselme, née Johansson).

Scene Impressions:

- ❖ New buildings in a more urban style, brightly painted wood
- ❖ The earthy, nutty, rich, and slightly bitter smell of fresh coffee as the door is opened
- ❖ Drying clothes snapping on a washing line in a light breeze

General gossip in Ruda:

- ❖ Chatting to any of the residents will reveal that Ruda has not been subject to the poor harvest and general illness that has plagued the hamlets close to the Dofvern (**Clue 1g**). A Normal **Learning** test will indicate that Ruda's water supply is not affected by the Ketil mine (**Clue 1g**).
- ❖ The residents are worried about the recent attacks, and especially Guy Lejeune's recent experience (see below). They will note that they are lucky that their priest, **Robert Delcroix**, believes this to be the work of the devil and is spending much energy to spiritual protection of the hamlet.
- ❖ Two successes with a **Manipulation** test will convince the gossip to reveal that someone in the village has been found missing from her bed at night and only returned in the morning with no memory of having left, presumably sleep walking (**Clue 2f**). For three successes they will also reveal that this person is **Kerstin Anselme** (**Clue 2f**).

Discussion with Guy Lejeune (NPC 46)

- ❖ During the day Guy will be working at the smelter, and after [Event E3](#) he will be spending day and night at Ekön
- ❖ If the PCs do interview him, he will only say that last week he had been attacked in his house by a demon. He only remembers glowing red eyes, and that his room was full of damaged furniture

Discussions with Kerstin Anselme (NPC 42)

- ❖ If the party seek out Kerstin, they will find her working at home alone spinning wool bought from Emil Gustafsson in Doverstorp.
- ❖ She will be happy to talk to the party, asking as to the health of her mother Paulina Johansson in Eliantorp, and with a Normal **Manipulation** test will confirm that she has occasionally been found missing from her bed at night (**Clue 2f**). She does not know where she has been going. With an extra success she will note that her

husband has taken to locking her in her room, but she has been able to bypass the locks in some unknown manner. She will reveal that she has been to see **Sigrid Orre** in Eliantorp about her supposed sleepwalking, but uncharacteristically the old lady's concoctions have not helped.

Aftermath of [Event E3/Node V](#)

Once the PCs interview the Walloons **Jacques Delhaize**, **Rudy Coëme** or **Bernard Anselme**, then Rebecka will realise the extent of their culpability in her death and will move to eliminate them. They will have gathered for a regular evening of drinking at Jacque's little cabin in the woods on the outskirts of the hamlet. After she spooked the three with various Enchantments, they locked themselves inside the cabin. At this point Rebecka turning into an oily mist entered the cabin through a keyhole, incorporated, planted a **Mare's Kiss** on Rudy and convinced him to shoot Bernard. Then Jacque and Rudy simultaneously shot each other and the three bled out within the cabin. They were discovered the next day when villagers broke in after Rudy and Bernard's wives raised the alarm. The cabin interior will be smashed up, and there will be signs of several gunshots in the walls.

A Normal **Investigation** test will reveal that the three turned on each other within a sealed room after a night of drinking. An extra success will show signs that the men had tried to barricade themselves within the cabin. A normal **Learning** test could be used here for the PCs to work out a link between these deaths and the description of the mare's methods if the party has found out general info about the Mare at this point (**Clue 2c**). The bodies all have signs of fear and terror etched into their faces. If the horses of the dead men are checked, they will be found with their manes twisted up in marelocks (**Clue 2c**).

- ❖ The deaths of Jacques Delhaize, Rudy Coëme and Bernard Anselme will put the hamlet into an uproar with real fear in peoples' eyes if they encounter strangers. All attempts to gossip will increase by one difficulty level (Normal to Challenging, etc).
- ❖ The priest **Robert Delcroix** will be called and will begin preparing for the burial of the three
- ❖ If the PCs interview any of the Walloon's wives they will readily state that the 3 had been working for Alexander on unusual or special jobs, though they know no more (**Clue 7a**)



Node G

Dofvern lake and surrounds

The area between the tracks and the lake is given over to arable and livestock farming, whilst the lake provides a living for fishermen, and the forested hills behind have mines such as Ketil iron mine scattered about.

Scene Impressions:

- ❖ The sparkle of sun reflecting on the nearby water
- ❖ A breeze off the lake ruffling your hair
- ❖ The smell of the earthy loam and musty leaves as you trudge through thickets

An **Investigation** test for the lakeshore and nearby woods and fields will reveal the following information

- ❖ Zero successes - A fish kill in the lake, the party come across hundreds of silver bodies floating belly up in the shallows (**Clue 1a**)
- ❖ One success - above, plus overly large mushrooms growing in the woods (**Clue 1c**).
- ❖ Two successes - above, plus sheep in the farmer's fields are acting odd - running in circles and head-butting trees (**Clue 1i**)
- ❖ Three successes - above, plus orange runoff found in the streams above Doverstorp (**Clue 1d**)



Node H

Church of Sweden Chapel in Doverstorp

The Church of Sweden chapel is a fine wooden building with a vicarage beside it. The chapel serves the area for miles around, not just Doverstorp. **Karl Helsingus** the vicar will be most days, excepting situations like in the aftermath to [Event E2](#). Kar is dismissive of any of the recent happenings being supernatural in origin and will continually return to the idea that logic will always show a simple explanation. "*Occam's Razor will always win*" will be his point of reference.



Discussions with Karl Helsingus (NPC 8)

If approached, Karl will have the party come to the small vicarage beside the church. His housekeeper **Lotten Bäckmark** will provide some coffee and biscuits and Karl will endeavour to answer the PCs' questions. If asked directly about Rebecka he will say that she had come to see him in the weeks before her death. She had seemed very upset, but they had never had the in-depth talk that she had requested. With a one success on a **Manipulation** test he will confirm that Rebecka had approached him looking for advice and had mentioned Edwin's name (**Clue 5c**). With another success he will also note that she had said that some Walloonian men had been bothering Edwin (**Clue 6b**).



Node I

Roman Catholic Chapel in Ruda

The Roman Catholic chapel is a small building with corrugated iron siding, a demonstration of luxury and innovation available from Ketil for such an out of the way locale. It manages to service the small community largely through Ruda's relative wealth and the tithes this brings in. The tithes do not stretch to paying for a housekeeper for **Robert Delcroix**, but his youth and zeal mean that he does not mind so much looking after himself. This does mean that his garments are not always as clean as would be normal and that he appears slightly undernourished due to his poor cooking skills.



Guy Lejeune reported being attacked to Robert and the young priest has taken the information to heart. Unlike his Lutheran counterpart in Doverstorp, Karl Helsingus, Robert is acutely aware of the presence of the supernatural within his district, and constantly on the lookout for signs of witches and similar evils. He has a battered copy of the **Malleus Maleficarum** (Hammer of Witches) and refers to it regularly. If asked for information on the banishing of **Mares** specifically then he will excitedly pull out and read the following:



"When the change comes over her, the mare first turns into an oily smoke and then flies away into the night. The curse can be broken if someone says she is a mare the minute she returns the next morning. However, wise people wait until she has resumed her normal form, otherwise there is a risk she will lose a finger or a toe that hasn't quite finished changing back." [2] (Clue 3c)



REVELATION NODES

Node J

Revelation that the source of the areas woes is the Ketil iron mine

The new Walloon smelting methods allow the old tapped out iron mine to be made profitable. This involves extensive mine tailing ponds, and the Acid Mine Drainage from these ponds has led to fish kills, a meagre harvest and sick villagers from acidification and leached heavy metals, including arsenic. The locals are therefore suffering from a lack of food and from bad health from poisoned water, although it is not clear to them yet the extent that their problems are due to the new mine.



Node K

Revelation that the source of Alexander's problems is a Mare

The villagers from Doverstorp, Eliantorp and Ringtorp believe that they are being haunted by a ghost, and the Walloons of Ruda think it is a mine guardian, a Gruvrå; however, it is a mare, Rebecka the daughter of Alexander Hellström who died in a snowstorm after fleeing her father's house.



Node L

Revelation of the Standard Ritual to banish a Mare

A mare must be banished by calling out her name and calling her a mare at the point that she is releasing her possession. This will normally be at dawn. However, there is a risk that the mare will then be banished whilst the possessed is not fully incorporated, and in that case, they may lose a finger, a hand, or even a limb.



Node M

Revelation that Alexander's daughter Rebecka died last winter

Rebecka was locked in the house by Alexander, but scared and realising that she was pregnant, she fled into the night, became lost in a snowstorm, and died of exposure. She is buried in the graveyard in Doverstorp.



Node N

Revelation that Edvin is caught up in this somehow

Edvin was Rebecka's lover, who pursued her hand with Alexander, but after the industrialist paid some Walloons to put pressure on Edvin and pay him off, he abandoned his suit. Rebecka blames Edvin, her father, and the Walloons for her death.



Node O

Revelation that Edvin had been coerced by a group of Walloons

As noted above Edvin was pressured by the group of Walloons to abandon his suit for Rebecka's hand in marriage, and offered money, which to his later shame he accepted.



Node P

Revelation that the Walloons coercing Edvin were in the pay of Alexander

Alexander paid the three, who were his standard "fixers", to convince Edvin to give up Rebecka.



Node Q

Revelation that Rebecka died only after becoming pregnant, running away from home, and been rejected by Edvin

Edvin had rejected Rebecka after pressure from the 'Fixers'. Being pregnant and locked away by her father she escaped with the help of Christina, only to perish in a snowstorm. These circumstances tie up with how a mare is created (**Clue 9c**).



Node R

Revelation that the mare is Alexander's daughter, Rebecka

After dying of exposure in a snowstorm the spirit of Rebecka lives on, possessing women at night and using them to attack youths in the village.



Node S

Revelation of Rebecka's secret, that needed to banish her

Rebecka is bound to an object from her life, and this object must be destroyed if her curse is to be lifted and she is to be free. The object is a small bone comb that she used incessantly in life and her mare form can be seen with the comb in her hand. The comb can be found in her room in the house (**The Locked Room**). Left as it was by Alexander in his grief.



EVENT NODES



Node T

Event E1 - PCs begin investigations

Rebecka latches onto a PC and they begin to have nightmares (**Clue 9a**). See Nightmare list and Progress Tracker Table.



Node U

Event E2 - PCs talk to Edvin

Rebecka in a rage kills Konrad Blomberg (Ringtorp, [Node D](#)). Locals begin to realise that the mine is a source of problems and a confrontation occurs between the villagers and the Walloons at the station (Doverstorp, [Node B](#)). See THE EVENT PROGRESS TRACKER.



Node V

Event E3 - PCs talk to Jacques Delhaize or other 'Fixers'

Rebecka decides to kill the Walloon 'Fixers' and isolates and kills them in a cabin in Ruda ([Node F](#)). Alexander in fear, hires more Walloons as bodyguards (Ekön, [Node A](#)), and sends Klas to Norrsköping for help. Rebecka also has decided to scare off the PCs, and so this leads to [Node X](#). See THE EVENT PROGRESS TRACKER.



Node W

Event E4 - PCs realise Rebecka's secret

Rebecka realises that she needs to act quickly, and she moves to kill Edvin and Alexander. Whilst defending

himself Alexander accidentally kills Christina (Ekön, [Node A](#)). See THE EVENT PROGRESS TRACKER.



Node X

Rebecka attempts to scare away the PCs (Proactive Node)

Rebecka realising that the PCs are trying to remove her first tries to scare them away, however this will backfire as she will be seen by the PCs and they may then realise which object is associated with her secret. The attack will happen at a suitable time after [Event E3](#) / [Node V](#). Rebecka will choose either to attack the PCs at Ekön or a lonely stretch of road if they are venturing out from the house after dark. This will be an opportunity to ramp the tension up further with noises, movement in bushes or rooms recently vacated, shadows appearing, etc.



Rebecka will use the full range of Enchantments and Curses available to her, and she will aim to harm at least one of the PCs before breaking off, turning into smoke, and disappearing.

Her preferred use of Magic will be to use Enchantments to bring up a sudden **Fog** (if outdoors) or **Darkness** (if indoors), and then use the curses **Mute** and **Lame** to separate and intimidate the PCs before finally using a **Claw** or **Shortness of Breath** attack on a preferably male PC. During this final attack any darkness will drop and the PC will see the full horror of her visage (see below). They will also notice, or will later remember, that one hand held a dainty bone comb.

Description of Rebecka - When corporeal Rebecka assumes the form of a young woman swathed in ragged dirty white veils, except that her eye sockets are empty, her mouth is devoid of teeth, and both eye sockets and mouth are overly large. Her long hair hangs in greasy

hanks, and her fingers seem worn though to bone, with ragged red tips. Clutched in her left hand is a small bone comb (**Clue 10c**), which appears to have been dipped in blood.

Note: If the PCs have enough information to hand and the means to banish Rebecka that very night then [Node W](#) events will happen then, otherwise it might be delayed a further night.



Node Y

Ritual to banish the mare

By now it is likely that either Alexander or Edvin will be dead, but PCs also have what they need to banish the mare (They may decide that they do not need to risk themselves further, and in which case they are able to leave Ekön unobstructed). If this is the evening of the attack on Alexander and Edvin ([Node W](#)), then Rebecka will have possessed Stina, if another evening then it will be Stina, Lisbeth Gustafsson of Doverstorp, Marianne Rääf of Eliantorp, or Kerstin Anselme of Ruda, as appropriate. The PCs may try to use Edvin (if still alive) to propose to Rebecka after trapping her in a room with him (via stopping up all the entrances), however this will only be a temporary fix, though perhaps enough for the PCs to believe they have sorted the problem and to depart Doverstorp.

If the PCs plan to destroy Rebecka's comb and then make the declaration as she relinquishes her control over her victim, then they will find the comb on the bureau in Rebecka's locked room in Ekön. They will have to find the possessed person at the point of dawn, so this likely will mean enticing Rebecka to take over a particular victim. Rebecka will still be upset with the PCs so she may try to attack them at Ekön the next night in any event, in that case Stina is an obvious choice for the next possessed. Given the psychic link with one of the PCs, then this also can be used to give clues, via nightmares, as to her next move. In any event there may be further attacks on the PCs or staff at the house or in the hamlets.

If they do not remember, the PCs should be reminded that the ritual is not without risks to the possessed.



Once the PCs have found the bed of the possessed at dawn, smashed the comb, and made the declaration, then Rebecka will be banished, evaporating with a scream that trails into nothing. The PC making the declaration should roll an **Agility** test, if no successes then the ritual is successful, but the possessed will lose a finger or other appendage. With any successes the possessed will be returned unharmed. If the comb is not destroyed for any reason at this point, then Rebecka will return the following night.

ANNEXES

NON-PLAYER CHARACTERS

NPC information and statistics are listed here – full details for the most important roles and then summary tables, broken down by location, for the secondary characters.



ALEXANDER HELLSTRÖM

"Honest work is its own reward"

Wealthy Upsalan industrialist Alexander Hellström has spent his 45 years getting ahead in the world. As a no-nonsense rationalist his worldview does not include an idea that invisible creatures exist. His wife Ebba died 5 years ago, shortly before he bought the Ketil mine and brought his family from Upsala to the area. After the loss of his wife, he became overly protective of his two daughters, Rebecka and Christina, and they characteristically longed to gain their freedom; Rebecka by finding a likely local lad to fall in love with, and Christina by burying her head in books and preparing for University. Alexander is tall and slim, short brown hair, cleanshaven and with piercing blue eyes. When he pays attention to you, you are the centre of the world, but his gaze soon moves on to someone else. Alexander is motivated to succeed at whatever he does. Once the Ketil mine is back operating normally again his next goal is to purchase the Finspång Iron Works, in the eponymous town to the north of Doverstorp.

- ❖ Physique 2 Precision 2 Logic 4 Empathy 3
- ❖ **RANGED COMBAT 1 MANIPULATION 3 LEARNING 2 OBSERVATION 2**
- ❖ Mental Toughness 3 Physical Toughness 2
- ❖ **EQUIPMENT:** Revolver





REBECKA HELLSTRÖM, MARE (rulebook pg. 138)

*"I have been most **brutally** used!"*

After perishing in a snowstorm last winter, whilst pregnant and rejected by her lover, Edwin Frisk, Rebecka has become a mare. She has quietly haunted the area since, but now that Edwin is courting a new paramour she has been actively attacking locals. All that is left of her is a core concept of revenge; revenge on her father for preventing the match and then paying his Walloon 'fixers' to rough up and pay off her lover, revenge on the fixers, and revenge on Edwin who firstly pushed himself on her after she fell in love with him, and then abandoned her when the pressure was applied. She will use whatever Enchantments and Curses are necessary to achieve her goals, but will preferentially use Distort Vision, Fog, Rot food, give PCs and NPC nightmares, and use the curses Twist Vision, Lure, Mute, and Lamé. She will also use the Mare's Kiss, Claw, and Shortness of Breath to attack directly if necessary.

MIGHT 6 BODY CONTROL 9 MAGIC 8

MANIPULATION 10 Fear 2/1





EDVIN FRISK

"By that one act I am damned"



As a mine loader Edvin is no stranger to hard work. After his father died 3 springs ago, he has provided for his mother Olga and assumed the mantle as head of the family. Edvin is tall and heavily built, with a mass of unruly brown thatch on top, a strong jaw and a twinkle in his green eyes. He was initially surprised at being approached by Rebecka last year, but soon, as is normal with young love became besotted with the attractive daughter of his employer. Also, as is unfortunately too common, he pushed Rebecka further than she wanted to go and she became pregnant. He gladly would have married her, but her father Alexander forbade the match, and soon Alexander's 'Fixers' came knocking; they took him around the back of the house and beat him black and blue. They made it clear that he would be out of a job and he and his mother would be thrown out of their meagre house if he did not give up his claim on the girl. To his shame he agreed to renounce Rebecka and accepted a small amount of coin in compensation. He almost instantly regretted his decision, and once he learned of Rebecka's death he fell into a black depression. It has now been many months since Rebecka died, and he has pulled himself out of the hole. In fact, his eye has settled on a new affection, Lisbeth Gustafsson, and he wishes now to avoid the mistakes of the past. He has been courting Lisbeth, but in a very proper and circumspect manner. Edvin does not suspect that the recent attacks have anything to do with Rebecka. His best friend is Konrad Blomberg from Ringtorp, also a mine loader at Ketil.

- ❖ Physique 4 Precision 2 Logic 2 Empathy 2
- ❖ **FORCE 4 CLOSE COMBAT 3 VIGILANCE 1**
- ❖ Mental Toughness 2 Physical Toughness 3



NPC TABLES

ID	Name	S	Details	NPC Archetype	Ekön NPCs Description	Motivation	Ambition	Quirk
1	Alexander Hellström	M	Industrialist, 45	See description	Wife Ebba died 5 years ago, daughter Rebecka died last winter	Success	Take over Finspång Iron Works	-
2	Rebecka Hellström	F	Daughter of Alexander, 18	Mare, see description	Deceased last winter	Revenge	Kill Alexander, Edvin, and the Walloon 'Fixers'	-
3	Christina Hellström	F	Daughter of Alexander, 16	Student	Naive and studious. Strikingly beautiful with long brown hair, flawless skin and hazel eyes	Excitement	Go to the University of Stockholm and study Engineering	Slight stutter
4	Klas Mellander	M	Butler, 55	Valet	Sour faced man, impeccably dressed, slim build, grey hair, thin moustache, hawk nose	Service	To retire back to Upsala. Rural areas don't agree with him	Gloomy
5	Stina Backlund	F	Cook, 35	Maid	Possessed by Rebecka	Pleasure	Return to the city, but working for the nobility	Perky
6	Leonard Jernberg	M	Gameskeeper, 29	Hunter	Taciturn, tall and skinny man with a bushy beard	Respect	A cabin in the woods	Quiet
7	Harald Backlund	M	Potboy, 17	Street Child	Plump youth who is always hungry	Gluttony	Become a butler	Gossipy

Doverstorp NPCs								
ID	Name	S	Details	NPC Archetype	Description	Motivation	Ambition	Quirk
8	Karl Helsingus	M	Lutheran Vicar, 52	Priest	Priest who is steadfast in his defence of the rational and position that Væsen do not exist.	Rationality	Promoted to a church in Finspång or Skärblacka	Shaking hands
9	Lotten Bäckmark	F	Housekeeper, 43	Maid	Housekeeper to Karl, widow, sister to Tryggve	Respect	To earn Karl's affection	Gossipy
10	Knut Persson	M	Fisherman, 35	Hunter	[ill]	Diligence	Recover and teach his children his craft	-
11	Milda Persson	F	Fishwife, 33	Maid	Wife of Knut. 4-off Children between and 7 and 15, (Gösta, Karin, Ida, and Bror)	Love	Help her husband recover	Fusses over people
12	Tryggve Bäckmark	M	Farmer, 45	Farmer	-	Obligation	Pay off his debts to Alexander	Gruff
13	Lena Bäckmark	F	Farmwife, 43	Farmer	Wife of Tryggve. 2-off children, one is Efraim of Ringtorp. Both have left village.	Charity	-	-
14	Erik Stark	M	Fisherman, 48	Hunter	Medium build, quiet.	Respect	-	Industrious
15	Eva Stark	F	Fishwife, 47	Maid	Wife of Erik. 1-child, Harald. Plump and dour	Thrift	-	Pious
16	Harald Stark	M	Mine hewer, 19	Dockworker	Son of Erik, Lives at home. Previous victim of Rebecka	Pleasure	-	Liar
17	Olga Frisk	F	Wool spinner, 39	Maid	Widow. Mother of Edvin. Black hair streaked with grey. Small and stooped.	Obligation	To become a grandmother	Bad short-term memory
18	Edvin Frisk	M	Mine loader, 19	See description	Former lover of Rebecka	Guilt	Avoid the mistakes of the past	-
19	Emil Gustafsson	M	Sheep Farmer, 40	Farmer	[ill]. Strongly built with small pot belly. Haggard expression and haunted eyes.	Duty	Just. Get. Better.	-
20	Annette Gustafsson	F	Farmwife, 41	Farmer	Wife of Emil. 2-off children.	-	-	-
21	Matthias Gustafsson	M	Mine barrowman, 19	Dockworker	Son of Emil [ill]. Formerly strong as an ox.	-	-	-
22	Lisbeth Gustafsson	F	Wool spinner, 17	Maid	Daughter of Emil, being courted by Edvin, Possessed by Rebecka. Reserved	Servitude	-	Pious

Eliantorp NPCs								
ID	Name	S	Details	NPC Archetype	Description	Motivation	Ambition	Quirk
23	Stefan Rääf	M	Mine hewer, 24	Dockworker	Short and stocky young man with brown hair and eyes.	-	-	-
24	Marianne Rääf	F	Basket weaver, 22	Maid	Wife of Stefan. Possessed by Rebecka, [ill]. Obsessive about her work.	Quality	-	-
25	Herman Johansson	M	Fisherman, 45	Hunter	Solidly built middle aged man with greying hair and beard.	-	-	-
26	Paulina Johansson	F	Fishwife, 45	Maid	Wife of Herman, 2 of 3-off children all have left the village (Mother to Kerstin Anselme). [ill]. Gregarious	Friendship	-	Busy-body
27	Sven Johansson	M	Fisherman, 25	Hunter	Son of Herman, Previous victim of Rebecka	Promotion	To get own boat	-
28	Sigrid Orre	F	Hermit, 68	Seer	The "witch" of the village. An old crone with pure white hair and creased skin. Her eyes remain a watery blue colour that latch onto one and do not let go. Talks in a low gasp and moves unsteadily on her feet.	Knowledge	To bring peace to her village	-

Ringtorp NPCs								
ID	Name	S	Details	NPC Archetype	Description	Motivation	Ambition	Quirk
29	Bertil Blomberg	M	Sheep farmer, 36	Farmer	Tall and thin and blind in one eye	Duty	To convince Konrad to come back to the farm	-
30	Hulda Blomberg	F	Farmwife, 36	Farmer	Wife of Bertil. 3-off children: Konrad 17, Ida 15 and Sven 11. Plump and plain	Respect	-	Superstitious
31	Konrad Blomberg	M	Mine loader, 18	Dockworker	Son of Bertil, Best friend of Edvin	-	-	-
32	Efraim Bäckmark	M	Farmer, 26	Farmer	Farmhelp. Son of Tryggve - estranged from his family		To move to own farm	-

ID	Name	S	Details	NPC Archetype	Ruda NPCs Description	Motivation	Ambition	Quirk
33	Jean-Maurice Dehousse	M	Mine Foreman, 45	Merchant	Heavy set man with salt and pepper beard and hair.	Control	To be accepted by the local Swedish community	Pious
34	Marguerite Dehousse	F	Housewife, 40	Maid	Wife of Jean-Maurice, 3-off grown children	-	-	-
35	André Monami	M	Smelter Foreman, 35	Merchant	Short man with large beer belly and grand moustache. Has tiny round eyeglasses.	Recognition	Move to run the Finspång Iron Works	-
36	Marie Monami	F	Housewife, 30	Maid	Wife of André, 2-off children aged 10 and 9	-	-	-
37	Robert Delcroix	M	Roman Catholic Priest, 28	Priest	Slim build with oiled black hair and a waxed moustache. Vestments always laundered and starched.	Reverence	Promoted to church back home in Belgium	Paranoid
38	Jacques Delhaize	M	Mine Shift Lead	Dockworker	Alexander's 'Fixer'. Was courting Rebecka. Charming	Power	Become the foreman of the mine	Superstitious
39	Rudy Coëme	M	Smelter Shift Lead, 27	Dockworker	Alexander's 'Fixer'. Quiet.	Pleasure	Avoid hard work at the smelter	-
40	Astrid Coëme	F	Housewife, 24	Maid	Wife of Rudy, pregnant, 2-off children, 3 and 1 years old	Duty	-	-
41	Bernard Anselme	M	Mine Brakesman, 25	Dockworker	Alexander's 'Fixer'. Confident	Wealth	Improve their house	House proud
42	Kerstin Anselme	F	Wool spinner, 20	Maid	Wife of Bernard, a local (Née Johansson), 1 child, 2 years old. Possessed by Rebecka. Shrewd	Control	Improve their house	Gossipy
43	Melchior Wathélet	M	Coal driver for Smelter, 26	Coachman	Replacement 'Fixer'. Tough and Reserved	Respect	Get out of the barracks and into a house	-
44	Jean-Claude Spitaels	M	Smelter engineer, 25	Merchant	Replacement 'Fixer'. Vain	Envy	-	-
45	Geraldine Spitaels	F	Basket weaver, 22	Maid	Wife of Jean-Claude, 1-off child, 2 years old.	-	-	-
46	Guy Lejeune	M	Smelter engineer, 23	Merchant	Replacement 'Fixer', previous victim of Rebecka. Bookish	Knowledge	Become the smelter foreman	-
47	Jacqueline Lejeune	F	Wool spinner, 20	Maid	Wife of Guy. Reserved	Propriety	Have a large family	Pious

If more Swedish NPCs are needed, then see pg. 191 in the rulebook. If more Walloon NPCs are needed, then see Wikipedia for [typical names](#).

The identifier **[ill]** indicates that the person has the symptoms discussed in [Node B](#).



THE REVELATION LIST

Treat this as a checklist. If the PCs find a clue, check it off ○ → ●. If the PCs have missed a clue (by failing to search a room, for example), circle it. If the PCs have reached a particular conclusion (not just considered it as a possibility, but definitively concluded that “this is what’s happening”), tick the entire revelation □ → ■.

1. The source of the some of the area's woes is the Mine □
 - a. A fish kill in Dofvern ○
 - b. Worms writhing up out of the ground in Doverstorp ○
 - c. Overly large mushrooms in the woods near Doverstorp ○
 - d. Orange runoff in the streams above Doverstorp ○
 - e. Meagre harvest and underweight livestock in Doverstorp even though the weather was favourable, people becoming ill ○
 - f. Those ill in the village have signs of arsenic poisoning ○
 - g. The Walloons water supply is not affected by runoff from the mine, and the Walloons have not been getting ill ○
 - h. The mine tailings seen to be leaking, with dead animals along the stream and bleached rocks ○
 - i. Sheep in Doverstorp's fields acting strange, running in circles and head-butting trees ○
2. The source of Alexander's problems is a Mare □
 - a. Horses found disturbed with their hair in knots (mare ridden) ○
 - b. As well as physical attacks many of the youth are suffering nightmares
 - c. The manner of the Walloon's death ○
 - d. The horses of the Walloons who were killed had marelocks ○
 - e. Konrad's death points to a Mare ○
 - f. People have been found missing from their beds and returned at first light ○
 - g. The Vættir in Ringtorp confirm the haunting is a Mare ○
3. Details of the standard ritual to banish a Mare □
 - a. The Library at Ekön (There is a partial collection of the Description of the Northern Peoples (rulebook pg 93), but many of the texts have been water damaged and information is incomplete) ○
 - b. The old herbwife in Eliantorp ○
 - c. The Catholic Priest (has a copy of Malleus Maleficarum (rulebook pg 93)) ○
4. Alexander's daughter Rebecka died last winter □
 - a. Rebecka and Family portraits ○
 - b. Gossip in Doverstorp ○
 - c. Questioning of the staff at Ekön ○
 - d. Gossip in Eliantorp ○
5. Edvin is caught up in this somehow □
 - a. Edvin seeks out the party when they visit the mine ○
 - b. If the party asks about Rebecka in Doverstorp the villagers point to Edvin as courting her ○
 - c. The Lutheran priest, if asked, will confirm that Rebecka had approached him & had mentioned Edvin's name ○
 - d. Edvin has recently begun courting Lisbeth Gustafsson ○
6. Edvin had been coerced by a group of Walloons □
 - a. Edvin hints that he doesn't get along with Jacque Delhaize ○
 - b. The Lutheran Priest notes that Rebecka had said that some Walloonian men had been bothering Edvin ○
 - c. The Blombergs indicate that Konrad had talked about Walloons harassing Edvin ○
 - d. Investigations at the mine can reveal transactions in the mine's ledgers indicating that the Walloons have been paid for "special services" ○

7. The Walloons coercing Edvin were in the pay of Alexander ☐
- a. Talking to their wives reveals their patron ☐
 - b. Talking to Alexander reveals he is their patron ☐
 - c. Alexander hires 3 more Walloons to guard him ☐
8. Rebecka died only after becoming pregnant, and running away from home, and been rejected by Edvin ☐
- a. Questioning of Christina or the staff at Ekön ☐
 - b. Questioning of Edvin ☐
 - c. Questioning of Olga ☐
9. The Mare is Alexander's daughter, Rebecka ☐
- a. The nightmares reveal a link with Rebecka ☐
 - b. The timing of Rebecka's death and the attacks ☐
 - c. The nature of Rebecka's death ☐
10. Rebecka's Secret, needed to banish her ☐
- a. The Library at Ekön / Herwife / Catholic priest hint that a personal effect needs to be found and destroyed ☐
 - b. The nightmares show the dreamer combing her hair ☐
 - c. The mare shows herself and a comb can be seen in her hands ☐
 - d. A close look at Rebecka's portrait shows her with a comb in her hand ☐



THE CLUE CONNECTION LIST

For planning and reference purposes.

ID	Clue or Lead	Obtained From Node	Leads To
1a	A fish kill in Dofvern	G	R1
1b	Worms writhing up out of the ground in Doverstorp	B	R1
1c	Overly large mushrooms in the woods near Doverstorp	G	R1
1d	Orange runoff in the streams above Doverstorp	G	R1, E
1e	Meagre harvest and underweight livestock in Doverstorp even though the weather was favourable, people becoming ill	B	R1
1f	Those ill in the villages have signs of arsenic poisoning	B	R1
1g	The Walloons water supply is not affected by runoff from the mine, and the Walloons have not been getting ill	F or I	R1, E
1h	The mine tailings seen to be leaking, with dead animals along the stream and bleached rocks	E	R1
1i	Sheep in Doverstorp's fields acting strange, running in circles and head butting trees	G or B	R1
2a	Horses found disturbed with their hair in knots (mare ridden)	B, C or D	R2
2b	As well as physical attacks many of the youth are suffering nightmares	B, C or D	R2
2c	The manner of the Walloon's death	F & V	R2
2d	The horses of the Walloons who were killed had marelocks	F & V	R2
2e	Konrad's death points to a Mare	D & U	R2
2f	People have been found missing from their beds and returned at first light	A, B, or F	R2
2g	The Vættir in Ringtorp confirm the haunting is a Mare	D	R2
3a	General Væsen info at the Library at Ekön	A	R3
3b	General Væsen info from the old herbwife in Eliantorp	C	R3
3c	General Væsen info from the Catholic Priest (has a copy of Malleus Maleficarum (rulebook pg 93))	I	R3
4a	Presence of 2nd daughter in Family portraits	A	R4
4b	Gossip in Doverstorp reveals a daughter of Alexander who died of exposure	B	R4
4c	Questioning of the staff at Ekön reveals a daughter of Alexander who died of exposure	A	R4
4d	Gossip in Eliantorp reveals a daughter of Alexander who died of exposure	C	R4
5a	Edvin seeks out the party when they visit the mine	E	R5
5b	If the party asks about Rebecka in Doverstorp they point to Edvin as courting her	B	R5
5c	The Lutheran priest, if asked, will confirm that Rebecka had approached him and had mentioned Edvin's name	H	R5
5d	Edvin has recently begun courting Lisbeth Gustafsson	B	R5
6a	Edvin hints that he doesn't get along with Jacque Delhaize	E	R6, F
6b	The Lutheran Priest notes that Rebecka had said that some Walloonian men had been bothering Edvin	H	R6, F
6c	The Blombergs indicate that Konrad had talked about Walloons harassing Edvin	D & U	R6, F
6d	Investigations at the mine can reveal transactions in the mine's ledgers indicating that the Walloons have been paid for "special services"	E	R6, F
7a	Talking to the Walloons' wives reveals their patron to be Alexander	F & V	R7, A
7b	Talking to Alexander reveals he is the Walloon's patron	A & V	R7
7c	Alexander hires 3 more Walloons to guard him	A & V	R7
8a	Questioning of Christina or the staff at Ekön reveals the circumstances of Rebecka's death	A	R8
8b	Questioning of Edvin reveals the circumstances of Rebecka's death	B or E	R8
8c	Questioning of Olga reveals the circumstances of Rebecka's death	B	R8
9a	The nightmares reveal a link between Rebecka and the Mare	T	R9
9b	The timing of Rebecka's death and the attacks reveal a link with the Mare	A	R9
9c	The nature of Rebecka's death reveals a link with the Mare	Q	R9
10a	The Library at Ekön and the Eliantorp Herbwife hint that a personal effect needs to be found and destroyed	A or C	R10, W
10b	The nightmares show the dreamer combing her hair	T	R10, W
10c	The mare shows herself and a comb can be seen in her hands	X	R10, W
10d	A close look at Rebecka's portrait shows her with a comb in her hand	A	R10, W



THE NIGHTMARES

The PC's nightmares – night by night (if the PCs are progressing more quickly or more slowly than expected, then jump to nightmare 4 at the appropriate point)

1. A spring day, the sun is shining and birds are calling. A light breeze plays over the landscape, and the dreamer sits by the lake with a picnic. Suddenly on taking a bite of pie, she realises that it is full of maggots. <wake>
2. The same spring day, not feeling hungry the dreamer gets to her feet dusts off her petticoats and strides towards the village. She turns a corner and comes across a body that is in an advanced state of decay such that it is not even possible to work out if it is male or female – the body starts to shiver and bulge and then the eyes open. <wake>
3. The same spring day, rather than walking towards the village she turns towards the road to Ekön, walking over the bridge she hears the howling of wolves. It is suddenly dark, and she picks up her skirts and runs for the house. She can hear the wolves getting closer and closer, and then the hot breath on the back of her neck. Just as it is going to catch her, she nips into the open door and slams it shut. Gasping for breath she looks around to see the servants lying on the floor, blood everywhere, their throats ripped out. The back door is open and a wolf that is not a wolf is slowly padding towards her, bloody saliva dripping from its maw. <wake>
4. The same spring day, deciding to stay by the water a perfect calm descends. Whilst combing her hair she glances downwards to use her reflection (**Clue 10b**). She is the girl from the portrait in Ekön (**Clue 9a**). <wake>
5. Walking in moonlight along the lake with Edvin Frisk – suddenly as you go to kiss Edvin's skins starts sloughing off and his eyes go blank. He starts to pursue you. <wake>

...Of the Locals

If the PCs ask specific questions about the nightmares experienced by the locals, then they find they are very non-specific, with one aspect in common – the youth waking feeling that they are unable to breath. Examples of nightmares can include:

- ❖ being pursued through a dark forest,
- ❖ the farm burning down,
- ❖ being buried alive in a coffin,
- ❖ being eaten alive by insects



THE EVENT PROGRESS TRACKER

This covers the events that are triggered directly by PCs actions. Each is related to an [Event Node](#). Progress clocks do not require the aspects to be filled in order. See [Blades in the Dark](#) for more information on Progress Clocks.

The triggers ideally should be spaced at least a day apart, but if not then space out the outcomes appropriately. If the PCs try to investigate the Walloonians immediately after talking to Edvin, then they should be away "*on a job*" for Alexander (this being the sourcing modern weapons (rifles and revolvers) from Finspång, see **Event E4**). They will be delayed returning by the washed-out roads (from **Event E1**) if it has occurred.



Clock	Trigger	Outcome	Notes
E1 	PCs begin investigations	Rebecka creates psychic link with a PC (preferably female) and this PC starts to have nightmares. Each night getting more intense. Rebecka causes a storm that causes a landslide which knocks out the trainline and the main road.	After E3 the nightmares includes the PC seeing their reflection which they recognise from a portrait in the house at Ekon. Note: The nightmares and psychic links are both Enchantments rather than Curses and therefore do not rely upon an opposed role from the PCs. If the PCs make reasonable efforts to exorcise this link, then this should succeed with one success on a Learning test; however, then Rebecka may attempt to apply similar effects as Curses (which would be opposed each time). Also: after Nightmare 4 those in the Ekön household will start to note that the character resembles Ms Rebecka.
E2 	PCs talk to Edvin	Rebecka in a rage kills Konrad rather than just leaving him with nightmares and shortness of breath. Doverstorp and Eliantorp locals will realise that the PCs are suspicious of the mine, and use this to create a confrontation - surrounding a coal cart that is on its way to the mine and assaulting Melchior the driver	This will likely bring the PCs to Ringtorp. Konrad Blomberg has been found dead in bed, clothes ripped apart and hair wound up in knots. The Lutheran Priest has been called and will be in attendance.
E3 	PCs talk to the Walloonian 'Fixers'	The 3 are attacked in a hunting cabin near Ruda and kill each other after Rebecka uses the Mare's Kiss to set them on each other	As a result of the deaths, Alexander will become nervous and hire some more Walloons to act as a bodyguard until the PCs can confirm who is causing the deaths. He will send Klas to Norrsköping to bring police, but the butler does not return (a search party finds his body a day later, see Node A). Rebecka makes her first moves against the PCs and in this shows them herself (Node X).
E4 	PCs work out Rebecka's secret (Rev 10)	Once she realises that she is vulnerable (via her psychic connection) she goes on the offensive, curses the new Walloon 'Fixers' to convince them to lynch Edvin, and then she goes after Alexander	Rebecka will possess Stina Backlund. The attack on Alexander will result in Christina's death; Alexander panic stricken will fire his revolver repeatedly through a locked door, but it will be Christina on the other side not the mare. The PCs will need to decide whether to protect Alexander from the mare or protect Edvin from the possessed Walloons; they likely will be unable to do both, as either choice will still require all of their resources to be successful.

Note: After the storm on the second evening the weather should be varied throughout the adventure as necessary to chime with the mood of the party. This may include an early snowfall.



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[2] "*Vaesen, Spirits and Monsters of Scandinavian Folklore*" by Johan Egerkrans, 2017.

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“Fear the Evenfall”, a mystery for Vaesen,

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