

GUIDELINES FOR USING THE CLUE CARDS

FOR AN EYE FOR AN EYE

A-Is there some treachery afoot?

- ❑ A1: *The note.* You've obtained a mysterious note. You are not certain who wrote it. It bears only one word: "Goose". What could it mean? **Special: While observing servants, one drops the note or leaves it behind a recently vacated area.**
- ❑ A2: *A strange scent in the kitchen.* Upon entering the kitchen, you can make out a bitter, ripe vegetable- like smell. Unfortunately, with all of the other smells present you couldn't determine where it was coming from. It was definitely coming from somewhere near the back of the kitchen, which is where both the goose and the venison are cooking. **Kitchen: Upon entering the kitchen, and Easy (1d) Observation or Nature Lore check.**
- ❑ A3: *Piersson's recommendation.* Piersson recommends the venison. Does this mean the venison is safe? Is Piersson on your side or no? **Special: After talking to Piersson, he may recommend the venison (GM choice).**
- ❑ A4: *That doesn't smell right!* As you take in the smell of the succulent venison that sits before you, you can smell something else. Sniffing closer, you get a very strong whiff of a bitter, ripe vegetable-like smell! **Great Hall: During main course at dinner, PCs can identify with Hard (3d) Observation or Nature Lore. Becomes Easy (1d) check if PCs have completed B3-B4.**

The venison is poisoned with Schlaf.

B-What is wrong with the staff?

- ❑ B1: *Lethargic and sleepy.* You have noticed that some members of the staff seem to exhibit slow, somewhat slurred speech, as well as heavy, red-rimmed eyes and general sleepiness. They also suffer from an overall lack of focus and curiosity. **Special: During initial conversations with drugged staff PCs can make Easy (1d) Intuition check.**
- ❑ B2: *Odd breath of some of the staff.* You can smell a bitter, ripe vegetable-like scent on the breath of some of the staff. These staff members seem to be suffering from an unusual degree of lethargy and sleepiness. Can it mean something? **Special: During further conversation with drugged staff PCs can make an Average (2d) Observation check.**

- ❑ B3: *The doctor's room.* Doctor Siegler's room has a strong, bitter, ripe vegetable-like smell that emanates from two bins discovered beneath his bed. In the bins you found traces of some sort of fermented sludge. **Doctor's Room: A Simple (0d) Observation check.**
- ❑ B4: *Hmmm... gorsiete?* You have identified gortsiete growing in garden. Gortsiete, when prepared correctly, can have soporific effects. But can it possibly be this intense? **Special: If PCs make close examination of drugged staff can make an Average (2d) First Aid check or an Easy (1d) Medicine check. Add a fortune die if they have investigated the garden. If a boon is generated they know about Schlaf.**

The good doctor has drugged the staff.

C-The Unblinking Eye

- ❑ C1: *The dwarf's ravings.* Korden keeps mentioning, "Th'eye sees all! Th'unblinkin' eye sees all!" He has also whispered, "Don't let 'em force you to look into th'eye!" Who and what is he talking about? He is clearly mad, but that doesn't necessarily mean that there is no danger... right? **Hospice: Listen to the dwarf, a Simple (0d) Observation check.**
- ❑ C2: *The librarian's book.* The librarians book contains drawings of various unnatural animal crossbreeds with notations. In the margin, there are idle drawings of large, unblinking eyes. One particular doodle near the bottom shows an eye apparently consuming a man (demonstrated by the man's legs hanging out of a mouth at the center of the pupil) with the words, "His Unblinking Eye" written beneath. **Library: Catching a look at Herr Geizhals' book, an Average (2d) Observation check (with 2 misfortune dice if he thinks they're looking).**
- ❑ C3: *The pendant.* You have found a pendant that consists of a simple, leather thong attached to a small copper disc. The disc grips a blue orb made of glass in the centre of which is a tiny black fleck. It gives the overall impression of a globe-like eye. On the back of the disc is a rough inscription, "always, josef". **Dorms: Searching the servants possessions, an Easy (1d) Observation check.**
- ❑ C4: *The eye of the beholder.* When you look at the painting, you feel a dreadful scratching in the back of your brain telling you how unnatural it is. The canvas itself is like no canvas you have ever seen. It looks like some kind of hide, but not of any creature you have ever seen. A part of you feels as though you want to look at the painting forever, while your soul begs for you to look away. Worst of all, you can feel that the painting knows you are here and bears you nothing but malice. **Sitting Room: Upon further investigation after revealing the painting, requires an Easy (1d) Discipline check. Generating a Chaos star might add temporary insanity.**

The painting is a most dreadful and profane artifact.

D-Where is Andreas von Bruner?

- ❑ D1: *Andreas von Bruner's belongings*. In the wine cellar you found the storage place for the former owners belongings. In this pile there are some business ledgers that hold little interest except for the fact that they are sales ledgers (written in a beautiful, florid hand) for some construction materials and masonry tools. If the place is so run down, what stonework was done? **Cellar: Search the room, a Simple (0d) Observation check.**
- ❑ D2: *The journal in the library*. In the library you found a few pages still between the covers of a torn up journal. All of the remaining pages were blank except for one, which is written in a beautiful, florid hand. The page describes the writer seeing incredible wonders "in the eye" and that it was "worth a bit of my blood to see such vistas". It goes on to mention that he wonders why, despite his excitement, he feels more and more empty with each viewing. **Library: Examining the bookshelves, Average (2d) Observation, or Easy (1d) Education.**
- ❑ D3: *The scream*. On the night of Andreas' disappearance there was a blood curdling scream. All of the servants were too terrified to leave their dormitories, leaving it to the guards to sort out. The next morning a dead beastman was found on the grounds. Pieter Koch claimed to have killed it, yet Olver Gand claims his dogs patrolled and scented no beastman, though they refused to approach within 100 paces of the house for the whole of that night. **Special: Talking to staff about Andreas, an Easy (1d) Charm or Guile check.**
- ❑ D4: *Bloodshot*. There is a disturbing painting in the sitting room of a wide open eye with a pale blue iris. More disturbing still, you have noticed slight smears of blood on the iris. Whose blood could this be? **Sitting Room: Continued examination of the painting, requires an Average (2d) Discipline check. Generating a Chaos star might add temporary insanity.**
- ❑ D5: *The face*. You have carefully examined the evil painting in the sitting room. Yes, it must be evil, for you have seen a something that has blasted your mind... a face, mouth open in a silent scream of terror and madness, at the centre of the iris. What's more, you are certain it moved! **Sitting Room: Still more examination of the painting, requires a Hard (3d) Discipline check. Generating a Chaos star might add temporary insanity.**

Holy Sigmar! Andreas von Bruner *disappeared* into the painting.

E-Hidden Places

- ❑ E1: *What an odd rug.* The geometric design on the rug in the library seems to match the design on the frame of the painting. Is there some connection? **Library: Notice the rug -- only after seeing the painting.**
- ❑ E2: *The scratches in the wine cellar.* There are faint scratches on floor of the wine cellar near a rack of bottles. They create an arc as though the rack would swing outward, but the rack does not budge. What else could it be? What are you missing? **Wine Cellar: Search the wine racks, an Average (2d) Observation check.**
- ❑ E3: *The odd marks in Lord Aschaffenberg's room.* There are faint gouge marks on the floor of Lord Aschaffenberg's room as though something has slide across that space many times. **Master Bedroom: Examining the bookshelf, a Hard (3d) Observation check.**
- ❑ E4: *Temple of damnation!* You have found a series of covert tunnels. They have led to a temple located beneath the very manor itself. It is a temple dedicated to the ruinous powers! **Temple: Finding temple, an Easy (1d) Education or Folklore check reveals the star on the floor is a symbol of Chaos.**

Secret tunnels lead to the temple of a Chaos cult.

F-The Terrifying Plan

- ❑ F1: *Rocks on the roof?* On the roof of the manor house you have discovered a neatly cleaned space with the four large, heavy rocks nearby. The rocks certainly didn't get up here by themselves. There is also a symbol of a wide-open eye painted on the chimney stack right near here. **Roof: While on the roof, an Easy (1d) Intuition or Observation check.**
- ❑ F2: *The heretical book.* You have found forbidden books in the library. One of them speaks specifically about the persecution of "those who seek knowledge" and it makes an argument in favor of secret societies that will do anything necessary in the quest for "nameless truths". The book is called, A Disquieting Proposal, and it appears to have been heavily read. **Library: Perusing the library, a Hard (3d) Observation check or an Average (2d) Education check.**
- ❑ F3: *The missing blunderbuss.* You've learned that Kurtz's blunderbuss has gone missing. You know they're rare, expensive, and extremely dangerous weapons so it's unlikely to have been misplaced. What you don't know is who took it... and exactly what they plan to do with it. **Special: After talking to Hans (I3) let PCs make an Easy (1d) Intuition check.**
- ❑ F4: *The tome of evil.* In the hidden temple you have found two books of blasphemous origin. One of these books dares speak of daemonology and how to call upon such dark fiends. There is a satin bookmark holding a page that is dedicated to manifesting a daemon from a physical prison, but what could that mean? **Temple: Searching the temple (requires Education).**

The cult plans to summon a daemon.

G-The Dwarven Legacy

- ❑ G1: *Korden's request.* The mad dwarven blacksmith, Korden Krugansson had a brief moment of lucidity in which he mentioned his legacy and beseeched the party to find it and see it returned to his people. He quickly descended back into his mad ravings, but the urgency of his request has not left you. **Hospice: Attempt to talk to the dwarf, an Average (2d) Charm or Guile check. Easy(1d) for Dwarfs.**
- ❑ G2: *An empty case.* While searching the now-abandoned forge you came across a chest with beautiful, purple-satin lining. The outline in the lining looks as though it once held a large, hammer-shaped object. The large lock on the chest is smashed and the object is gone. Did someone find what was in the chest and take it, or was the item already gone? **Forge: Search the forge, a Simple (1d) Observation check.**
- ❑ G3: *Sister Sonja's mysterious words.* You spoke with Sister Sonja and, after some coaxing, she told you that there were all sorts of secrets going on in the manor house. She also said that while she may be blind, Sigmar has told her that the best place to hide something from so-called "clever" people is right in front of them. Unfortunately, that was all she would say. **Hospice: Further discussion with Sonja, an Average (2d) Charm or Guile check.**
- ❑ G4: *Finding the fingernail.* You examined a dilapidated chair in the sitting room. It sits before the horrid painting as though to specifically sit and view it. Dug into the armrest of the chair was a whole fingernail. The blood was dried, meaning it wasn't fresh. The fingernail is thick and tough, belonging to someone who works with their hands quite a lot. **Sitting Room: Examining the chair, an Average (2d) observation.**
- ❑ G5: *A hole in the plot.* While in the garden you found a section wherein someone appears to have dug a hole in the clay-heavy earth. This wouldn't be unusual in a garden except for the fact that it is clear that no one is planting anything these days. Also, the hole is not filled in and there is no sign of the removed earth anywhere. **Garden: Searching the garden, a Simple (0d) Observation check.**

Where is the hammer?

H-Art Appreciation

- ❑ H1: *The painting.* In the sitting room you have uncovered a shuddersome painting of nightmarish quality. The painting depicts a wide open eye with a blue iris set into a heavy wooden frame carved with a series of startling geometric patterns. There is a small brass

name plate at the bottom of the frame. It says, "His Unblinking Eye". **Sitting Room: After finding the painting.**

- ❑ H2: *More than idle doodling?* In the librarian's book you have seen the idle doodling of the man-eating eye, which also says "His Unblinking Eye". The drawing clearly refers to the painting, but why did it depict a person being swallowed? **Special: After Examining Otto's Book (wait a little while), and have found painting, an Average (2d) Intuition check.**
- ❑ H3: *The tale of Franz the Fop.* You know a "spooky story" about a painting that consumes the soul of Franz the Fop, a hapless storybook character. The story is a cautionary tale about curiosity, but usually such tales have a grain of truth. The grain for this tale might be related to a painting like this one. **Special: Remembering the spooky tale (wait for a rally step or slow moment), after finding painting, an Average (2d) Folklore check.**
- ❑ H4: *Herr Jaeger's unhealthy habits.* The painting was created by Herr Stigert Jaeger, a renowned artist almost 100 years ago. Some say he had profane interests and, after creating this, his masterpiece, he committed suicide. The painting disappeared soon after Jaeger's body was found despite an intense search by the witch hunters. ... and now you've found it. Lucky you. **Library: Research in the library (after H1-H3), a Hard (3d) Observation or an Average Education check.**

The painting was created by a demented chaos cultist.

I-The Blunderbuss

- ❑ I1: *The soldiers story.* You speak to a few of the soldiers. They tell you how, in the last two days, Krug has been asking about the lethality of a blunderbuss. Specifically, he wanted to know how many people can be killed in one shot. Yesterday, when they told him that he should speak to his partner, Hans Kurtz, about this he was dismissive and aid he was just curious. The odd thing is that he asked them again this morning and became a bit confrontational when he didn't get an answer. **Gatehouse: While talking to Guards (about anything unusual), an Easy (1d) Guile or Charm check.**
- ❑ I2: *A distant, early thunder.* Some of the staff you've spoken to have admitted that they were awoken early this morning by three thunderous noises coming from the stables. They thought it could have been Kurtz engaged in target practice, but they realize he was off on the trip to into town with Hendrick and didn't arrive until this afternoon. Also, Kurtz would never perform target practice that early in the morning. **Special: After talking to the staff some more, an Easy (1d) Charm or Guile check.**
- ❑ I3: *Seeking what is lost.* When you arrived in the stables, Hans Kurtz was playing cards very poorly. He seemed very distracted. After speaking to him he admitted it was because his

blunderbuss went missing two days ago and still has not turned up. He is afraid that he will lose his job if he does not recover it. Also, he fears not having it in case of another attack. **Stables: Talking to Hans about “any odd goings on”, a Easy (1d) Charm or Guile check.**

- ❑ I4: *A very explosive request.* A formal request was made to both Captain Anders Blucher and Vern Hendrick to get Albrecht Krug a blunderbuss of his own at the soonest possible time. The request was made by Gregor Piersson in case of beastman attack. It was denied due to cost and Krug's lack of training with the weapon. It was made again three days before Vern Hendrick had set off to find some investigators and was again denied. **Gatehouse/Special: Talking to Cpt. Blucher or Vern Hendrick about the blunderbuss, a Simple (0d) Charm or Guile check.**
- ❑ I5: *Lofty help.* When you were searching the stables, you noticed Albrecht Krug doing very little to help. However, he immediately volunteered to search the loft when someone else opted to do so. He claims the ladder is weak and only he can climb it safely. Is he really concerned for your safety? **Stables: Observing Krug (if PCs don't find blunderbuss in the loft), an Easy (1d) Observation check.**

Krug has stolen the blunderbuss and hidden it in the loft.

J- A Second Opinion

- ❑ J1: *Sloppy work.* When you met Doctor Sieger he was very quick to brag about his skill and fame as a big-city doctor. Yet you noticed that blind Sister Sonja quietly followed after him and fixed up the dressings he had applied. Is the doctor lazy or is there something more going on here? **Hospice: While observing Doctor Sieger at work, an Average (2d) Observation or Easy (1d) First Aid check.**
- ❑ J2: *The doctor's room.* As you explored the doctor's living quarters you came across a pile of fairly rudimentary medical books. They all bear the von Bruner crest, meaning they likely came from the library downstairs. Why does the doctor not have his own extensive library of medical books? **Doctor's Room: While searching Doctor Sieger's room, an Easy (1d) Intuition check.**
- ❑ J3: *A "lisense"? Really?* You have seen the doctor's certificate to practice medicine hanging on the wall of his living quarters. Thanks to the presence of sharp eyes and a well educated mind the party has noticed that the word "license" was misspelled. Would that prestigious Academy of Medical Sciences in Nuln have made such an embarrassing mistake? **Doctor's Room: Looking around Doctor Sieger's Room, a Hard (3d) Observation or Average (2d) Education check.**
- ❑ J4: *The letter.* You have stumbled upon a letter that was dated a year and a half ago. The

letter is addressed to Stefan from "A". It asks Stefan to come to the lodge as a guest and that his "special skills" might be needed. The letter further states that he will be given "full credentials" and must therefore maintain the false persona he will be given.

- ❑ You have seen "A"'s handwriting before. It is Andreas von Bruner! **Study: Examine the letters, a Hard (3d) Observation or an Average (2d) Education check.**

Doctor Sieger is not a doctor and was hired by Andreas von Bruner.

Locations

THE MASTER BEDROOM

- Examining the bookshelf, a Hard (3d) Observation check. E3-*The odd marks in Lord Aschaffenberg's room.*

THE DORMITORIES

- Searching Doctor Sieger's room, a Simple (0d) Observation check. B3-*The doctor's room.*
- While searching Doctor Sieger's room, an Easy (1d) Intuition check. J2-*The doctor's room.*
- Looking around Doctor Sieger's Room, a Hard (3d) Observation or Average (2d) Education check. J3-A *"lisense"? Really?*
- Searching the servants possessions, an Easy (1d) Observation check. C3-*The pendant.*

THE HOSPICE

- Listen to the dwarf, a Simple (0d) Observation check. C1-*The dwarf's ravings.*
- Attempt to talk to the dwarf, an Average (2d) charm/guile check. Easy(1d) for Dwarfs. G1-*Korden's request.*
- Further discussion with Sister Sonja, an Average (2d) Charm or Guile check. G3-*Sister Sonja's mysterious words.*
- While observing Doctor Sieger at work, an Average (2d) Observation or Easy (1d) First Aid check. J1-*Sloppy work.*
- Engaged with Doctor Sieger, an Average (2d) Observation check reveals a "ripe vegetation smell" on Doctor Sieger.

THE LIBRARY

- Catching a look at Herr Geizhals' book, an Average (2d) Observation check (with 2 misfortune dice if he thinks they're looking). C2-*The librarian's book.*
- Examining the bookshelves, Average (2d) Observation, or Easy (1d) Education. D2-*The journal in the library.*
- Notice the rug -- only after seeing the painting. E1-*What an odd rug.*
- Perusing the library, a Hard (3d) Observation or an Average (2d) Education check. F2-*The heretical book.* Note: clue only talks about one book.
- Research in the library (after H1-H3), a Hard (3d) Observation or an Average (2d)

Education check. H4-*Herr Jaeger's unhealthy habits.*

THE GALLERY

THE STUDY

- Examine the letters, a Hard (3d) Observation or an Average (2d) Education check. J4-*The letter.*

THE KITCHEN

- Upon entering the kitchen, and Easy (1d) Observation or Nature Lore check. A2-*A strange scent in the kitchen.*

THE SITTING ROOM

- After finding the painting. H1-*The painting.*
- Upon further investigation after revealing the painting, requires an Easy (1d) Discipline check. Generating a Chaos star might add temporary insanity. C4-*The eye of the beholder.*
- Continued examination of the painting, requires an Average (2d) Discipline check. Generating a Chaos star might add temporary insanity. D4-*Bloodshot.*
- Still more examination of the painting, requires a Hard (3d) Discipline check. Generating a Chaos star might add temporary insanity. D5-*The face.*
- Examining the chair, an Average (2d) Observation check. G4-*Finding the fingernail.*

THE GREAT HALL

- During main course at dinner, PCs can identify with Hard (3d) Observation or Nature Lore. Becomes Easy (1d) check if PCs have completed B3-B4. A4-*That doesn't smell right!*

THE WINE CELLAR

- Search the room, a Simple (0d) Observation check. D1-*Andreas von Bruner's belongings.*
- Search the wine racks, an Average (2d) Observation check. E2-*The scratches in the wine cellar.*

THE CHAOS TEMPLE

- Finding temple, an Easy (1d) Education or Folklore check reveals the star on the floor is a symbol of Chaos. E4-*Temple of damnation!*

- Searching the temple (requires Education). F4- *The tome of evil.*

THE ROOF

- While on the roof, an Easy (1d) Intuition or Observation check. F1- *Rocks on the roof?*

GARDEN & GARDEN SHED

- Searching the garden, a Simple (0d) Observation check. G5- *A hole in the plot.*

SHRINE TO SIGMAR

THE STABLES & COACH HOUSE

- Talking to Hans about “any odd goings on,” a Easy (1d) Charm or Guile check. I3- *Seeking what is lost.*
- Observing Krug (if PCs don’t find blunderbuss in the loft), an Easy (1d) Observation check. I5- *Lofty help.*

THE KENNELS

THE FORGE

- Search the forge, a Simple (1d) Observation check. G2- *An empty case.*

THE WALLS & GATEHOUSE

- While talking to Guards (about anything unusual), an Easy (1d) Guile or Charm check. I1- *The soldiers story.*
- Talking to Cpt. Blucher or Vern Hendrick about the blunderbuss, a Simple (0d) Charm or Guile check. I4- *A very explosive request.*

SPECIAL (WANDERING, SPECIFIC NPC, DEPENDENCIES)

- While observing servants, one drops the note or leaves it behind a recently vacated area. A1- *The note.*
- After talking to Pierson, he may recommend the venison (GM choice). A3- *Pierson's recommendation.*
- During initial conversations with drugged staff PCs can make Easy (1d) Intuition check.

B1-Lethargic and sleepy.

- ❑ After talking to the staff some more, an Easy (1d) Charm or Guile check. *I2-A distant, early thunder.*
- ❑ During further conversation with drugged staff PCs can make an Average (2d) Observation check. *B2-Odd breath of some of the staff.*
- ❑ If PCs make close examination of drugged staff can make an Average (2d) First Aid check or an Easy (1d) Medicine check. Add a fortune die if they have investigated the garden. If a boon is generated they know about Schlaf. *B4-Hmmm... gorsiete?*
- ❑ Talking to staff about Andreas, an Easy (1d) Charm or Guile check. *D3-The scream.*
- ❑ After Examining Otto's Book (wait a little while), and have found painting, an Average (2d) Intuition check. *H2-More than idle doodling?*
- ❑ Remembering the spooky tale (wait for a rally step or slow moment), after finding painting, an Average (2d) Folklore check. *H3-The tale of Franz the Fop.*
- ❑ Talking to Cpt. Blucher or Vern Hendrick about the blunderbuss, a Simple (0d) Charm or Guile check. *I4-A very explosive request.*
- ❑ After talking to Hans (I3) let PCs make an Easy (1d) Intuition check. *F3-The missing blunderbuss.*

Scenarios Notes

The first clue card in each series is usually obtained with a simple skill check or just being in the right place at the right time. Clue series are typically a progression of inquiry or difficulty, though most don't need to be acquired in order. There *are* a few clues that have a dependency on a specific event or other clue. I've tried to note these in the text.

The clue cards bring a significant investigative structure to the Second Chapter of the scenario. One might suppose that the additional information would make the investigation fairly easy. In particular, the titles of each clue series are very descriptive and provide hints to the players. In my experience, however, it doesn't really help the players all that much. It does, however, bring a lot of flavour to the investigation and helps keep the players on track. But in the end, they still need to solve the mystery and convince the staff and Lord Aschaffenberg before they get too aggressive. They are outsiders, after all, so if they start to attack the staff without justification it should go poorly for them.

Be prepared to answer some additional questions about things the party learns from the card titles. For instance, the players will quickly discover information about the *Unblinking Eye*, that there is *treachery afoot*, and that something is *wrong with the staff*. But just because they suspect the existence of a Chaos cult, that someone is "up to no good," or that the staff are afflicted with a

Schlaf poisoning, doesn't really help them all that much; they still need evidence. Instead, they should feel surrounded by danger unsure of what is going to happen next.

In fact, they clue cards can actually lead the players in the wrong direction entirely. In my campaign, for instance, the players suspected the drugged staff of being cultists as they thought the smell was related to a Chaos mutation. Furthermore, they suspected the *goose* was poisoned. And when they heard mention of The Unblinking Eye, I allowed the wizard, who was from Altdorf, to do some research in the Library and recall that a few years back a cult of the same name was wiped out in Altdorf. At that point they started to get a little paranoid and there was a lot of party discussion about who was and wasn't involved. A great time to increase the party tension meter.

SMALL CHANGES

The cards do introduce a few slight additions or changes to the scenario.

Schlaff poisoning. The clue series adds the "ripe vegetable" smell to those afflicted as well as in the kitchen not just on the Doctor (who is concocting the evil brew).

The pendant. I couldn't find mention of it. I decided to have the PCs discover it in the Dormitories (belonging to Hanna Dralst). You could easily have it belong to someone else.

The legacy. This series is a bit of a McGuffin. It adds flavour, but the final clue still doesn't get the players closer to finding the hammer.

Changing the note about the goose. This worked brilliantly with my players. Instead of "Goose is good." I handed them a note that just had one word, "Goose." After a little more investigation, they the goose was poisoned.

Additional info about Andreas. There's a series of clues filling in the backstory of Andreas. To discover some of the final clues, I required the players to make willpower checks with the painting. This was a little difficult since there are a lot of clues and things already associated with the painting but spreading it out seemed to work fairly well.

History of the painting. One series provides a lot of backstory for the painting. I had the players do some research in the Library to get the end of this series.

A COUPLE EXTRAS

Research in the Library. I allowed research in the library, for pretty much any historical narrative. It went over pretty well.

Locked doors. Feel free to put a locked door behind any of the entrances to the secret tunnels if you feel like the players discover them too early. My party left them alone and decided to come back at night when they wouldn't be disturbed (ha).

Soporific Musk. Note there is a Chaos trait that is called Soporific musk. Oddly enough one of my characters knew about this (the mage appropriately) and guessed that the smell coming from the drugged staff was caused mutation. This turned out to be an awesome red herring. For a good portion of the early events, my players thought that the staff that were drugged were the bad guys. If I ran the scenario again I might allow the players to do an Education or Spellcraft check to introduce it again just to confuse them.

Maps.

Rally Steps. Add rally steps to the Chapter Two to allow for recovery of fatigue and stress during story mode.

Miscellaneous. Feel free to have any Banes indicate they are overheard, or a walked in upon by wandering servants while performing a task or searching for something.

Lots of clues associated with the painting you may want to parcel these out over time. Also I added insanity for Chaos stars when examining the painting.

The setting is spooky. Eerily quiet. Dogs bark, and sound carries too far. At night Morrslieb, whose cycle is unpredictable, is full. The players are out in the middle of the woods surrounded by Chaos cultists. Feel free to scare the crap of them.

EXTRAS FOR CHAPTER ONE AND THREE

Meeting with Aschaffenberg. Notes about the meeting with Aschaffenberg

Beastmen Attack. Optional rules for running beastman attack off-screen.

CONCLUSION

I think the clue cards a great GM device for running the investigation in the second chapter of *An Eye for an Eye*. It's easy to forget, however, there's more "flavour" than just the cards. The descriptions of the NPCs and locations have lots of great information to use. Don't forget to

review the descriptions and the skill checks in the text. The clue cards don't encapsulate the entire second chapter though they are a pretty awesome device for keeping the players going in the right direction.

Finally, don't worry if PCs figure out who the bad guys are -- if they don't have evidence then it doesn't help them. For most of this chapter, they are surrounded by people they believe are cultists and they don't know who to trust. They aren't going to be able to do much until they get more information. And if you play it right, they will have some doubt in their mind until they actually catch someone in the act. For instance, my players didn't like Piersson but never really could nail him down on anything until the end. They figured out pretty early, however, that Doctor Sieger was up to something nefarious. They didn't expose him until later. Ironically, at first they thought his "poor performance" was because *he* was drugged. I think you'll find in the end the more information you give the players the more creative and involved they get with the story. You'll almost feel bad when you kill them all in chapter three.