

"Those who would trade liberty for
security deserve neither."
— Benjamin Franklin

WOLFSHEIM

An adventure for Scion using
the Storytelling Adventure System

Written by Ric Connelly and Drew Backer Developed by Eddy Webb Edited by Genevieve Podleski
Layout by Jessica Mullins Art: Abrar Ajmal, Sam Araya, Clint Langley, Brian LeBlanc,
Pat Loboyko, Adrian Majkrazk, Britt Martin, Dave Rapoza, Doug Stambaugh, and Rich Thomas

STORYTELLING ADVENTURE SYSTEM

MENTAL	●●●○○
PHYSICAL	●●●○○
SOCIAL	●●●○○

WHITE WOLF PUBLISHING, INC.
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STONE MOUNTAIN, GA 30087

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SCENES 10	MENTAL PHYSICAL SOCIAL	XP LEVEL Hero



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“Run,” Christof said, “run home! I’ll... I’ll... just run!” It was the last thing he had said to Gertie. Despite how much she loved him, she ran. She ran as hard as she could, stray branches tearing at her clothes and whipping her face, galloping over roots and rocks and through dips and hollows, not once pausing to look behind her or slow her pace for any reason. She heard what came after Christof’s final words – the growling that overcome the horrid, wet sound of flesh being torn over and over, the strangled scream that didn’t quite make it out of Christof’s throat and the disturbing “shlurp” that accompanied a spray of warmth on her back. Her vision had narrowed to the point where she barely recognized her surroundings – all she knew is that she was running away from the hairy thing that had ripped apart her boyfriend.

As if through a tunnel, a new noise started to break through to Gertie. Though she couldn’t quite make it out, she instinctively followed it, ducking under low-hanging limbs as she pushed through the brush. Slowly, her focus seemed to expand as she realized she was only a few dozen meters from town – the bright lanterns signaling her home. She rushed forward, a mix of cheers and plaintive cries assailing her, growing stronger as she approached. She felt rather than saw her father and threw herself forward, not daring to slow her pace even when she was within his arms, nearly bowling him over. He collapsed around her, crying, whispering her name over and over and praising the Gods that she had come home safe.

She had made it. She had survived. But even though the shock of realization had not fully set in, Gertie knew that she would never, ever feel safe again.

Introduction

“May you live in interesting times” is a paraphrasing of an ancient curse. Unfortunately it seems to hold more weight in the modern age than ever. Over the last few decades, countries have fallen and economies collapsed. Multiple disasters, both natural and man-made, rocked the very foundation of numerous societies. Cowards of all sorts try to impose their beliefs on others through terror and intimidation. These things and more have left the average citizen wondering how safe and secure they really are at any given moment. In some cases, this has led many to shore up their defenses in the quest for peace of mind. The problem with this lies in the delicate balancing act of freedom versus safety. When exactly does the need for security begin to trample over liberty?

This was the root of the problem that initially faced the humble inhabitants of the small German town, Wolfsheim. This town long ago sold its independence to an iron-fisted tyrant in exchange for his horrific protection. Wolfsheim literally traded one evil for another,

one that had disguised itself behind a veneer of civility and order. This town has become a tragic example of a population giving into those fears and of the price they must pay for doing so.

In **Wolfsheim**, the citizens are literally caught in the middle of a supernatural turf war between the fae monsters known as goblins and the Titan-serving werewolves of one Werner Krieger (originally seen in **Scion: Demigod**, pp. 288-289, though he is reprinted within for convenience). For untold years the citizens were forced by the goblins to participate in a yearly ritual, a macabre version of trick or treat called Kindernacht. When Werner Krieger came to the town’s mayor with the promise to end the goblin’s reign of terror in exchange for exclusive mining and industrial rights to the rich ore deposits nearby, it seemed the perfect solution. What the mayor (or the townsfolk) did not expect was to be dealing with yet another supernatural threat in the form of werewolves. The werewolves partially upheld their promise, only to steal the Kindernacht ritual and twist it into a yearly hunt of the children of Wolfsheim. Now the two inhuman forces fight each other for control of the town and its people, not caring who gets in their way. The story of **Wolfsheim** can be utilized as a side adventure in a long-running cycle, or as a stand-alone undertaking that can easily be modified from a modern setting to a WWII-era period piece (as detailed in “The World at War” section of the **Scion Companion**).

ABOUT THE STORYTELLING ADVENTURE SYSTEM

If this is your first Storytelling Adventure System (SAS) product, you’ve chosen a fine place to start. To keep this story kit lean and focused, though, we haven’t included a lot of the core premises and Storyteller suggestions that are at the heart of the SAS. Whether you’re a new Storyteller or an old hand, be sure to read the *free SAS Guide*, found at the SAS website:

www.white-wolf.com/sas

Here are some of the features available in **Wolfsheim**:

- **Interactive links.** Clicking on anything in gold will take you directly to the section referenced or to an appropriate character sheet or prop. It may also take you to an external website that could be useful.
- **Scenes.** Clicking on a scene name in the scene flowchart or the page number in the scene card will take you to the full write-up of the scene.
- **Bookmarks.** This PDF is fully bookmarked, so you can jump to major sections at any time when the file is open.





Treatment

Wolfsheim is an adventure geared for hero-level Scion characters. The Band travels to the town of Wolfsheim in the Black Forest area of Germany, where an ancient battle between werewolves and goblins has led to the humans becoming victims of a horrific tradition – the Kindernacht. The sacrifice of several youths every year to the conflict between the werewolves and the goblins keeps their village alive in the midst of a supernatural land war. The Scions arrive in Wolfsheim the day before Kindernacht, encountering a goblin raid en route to the village, then discovering the werewolves that run the town. Both the goblins and the werewolves see the Band as a weapon to be used against the other side and will actively court the Scions. However, the Scions should realize that supporting either side will likely lead to the destruction of the human village, whereas doing nothing will leave the barbaric traditions of Kindernacht firmly in place as the only way for the village to survive. The Band is left with the unenviable choice of leaving the village worse than when they entered or finding some way to inspire the downtrodden populace to rise up against their oppressors.

Wolfsheim can be run as either a stand-alone story or as an enhancement to an existing chronicle. The scenes of this story include hard-hitting conflict, difficult choices and the need to find solutions others might overlook. It offers many opportunities for the players to examine the roles of their characters not just as heroic children of the gods but also as free-thinking individuals and sources for inspiration to others, a prerequisite on their journey to divinity. The atmosphere of **Wolfsheim** was inspired by movies such as *The Prophecy* and *The Untouchables* and the short story “The Lottery” by Shirley Jackson.

Theme: Turning Desperation into Hope

There are no easy choices in **Wolfsheim**. The people of the village are xenophobic, afraid more of the false hope that outsiders bring than the horror which threatens to overrun their homes. In the beginning of the story, the Band will likely see this in simpler terms – if they can drive out the werewolves, they can stop the Kindernacht and liberate the town. After a few interactions with the residents, they’ll learn that the town has grown quite accustomed to being the stomping ground of supernatural powers and see little difference between the Scions and the various monsters that plague them. The people are resigned to the thought that removing one oppressor will just allow another to rise in its stead.



The challenges for the Band need not just be physical; they may also try to find some way to restore the confidence of the people of Wolfsheim so that they will no longer need tyranny to feel secure. Simply upsetting the balance will not be enough to prevent the village from falling into ruin as the conflict escalates – only driving both factions out or steeling the populace against future takeovers will ensure success. Tradition is a hard thing to break, and only through the hope and inspiration that the characters bring can the town truly liberate its people.

Mood: The Cost of Security

The isolation of the village of Wolfsheim has effectively cut it off from modern thinking, and many villagers understand nothing other than their traditions. The townspeople long ago gave up self-determination in order to protect themselves from what they perceived as a greater threat, and their way of life became irrevocably changed as a result.

A Chapter in Your Chronicle

Wolfsheim was initially designed to be part of a larger story, a waypoint on the Band’s road to divinity. A simple way to incorporate this story into your cycle is to have an oracle (such as the one in “The Ragnarok Gambit” in **Scion: Demigod**) owed protection by a God, who is repaying the debt by having the Band assist her. The Oracle’s daughter might even be a Scion herself and a member of the Band is obligated to protect their kin. Optionally, the Band might not even know about the Oracle at all, instead being in town to acquire some artifact or relic when the Oracle approaches them for help.

A Story By Itself

As a stand-alone story, **Wolfsheim** works best with heroes that have around sixty experience points, although the story can be easily scaled. There are a few possible scenarios for running this adventure as a standalone story.

The Band receives a series of messages concerning an Oracle in Germany who has had visions about the characters which she needs to share with them in person. The visions actually relate to the Band’s activities in Wolfsheim, and the message is the lure to draw them in so that she can convince them to save her daughter. Alternatively, one of the Band’s patrons may have given the visions to the Oracle specifically to force their Scion to face the threat of Werner Krieger.



Another scenario for this adventure is to set it during the World War II setting detailed in the **Scion Companion** (pp. 199-271), with the Band working for the Allied cause against the Axis powers. Intelligence gathered by one of the Band's patrons has revealed that an Oracle sympathetic to the Allied powers has been trapped behind enemy lines. This adds the element of a covert rescue mission complicated by the Oracle's refusal to leave without her daughter, who has been chosen for the Kindernacht. In this case, remember to eliminate the more modern references in the scenes.

If using "The Ragnarok Gambit" from **Scion: Demigod** as the background setting, the Gods are nowhere to be found, cut off from the mortal world by the machinations of their enemies. Rumors reach the Band that there is an Oracle who is still able to communicate with the Overworld and is in desperate need of help. Following the trail of rumors leads the Band to the German state of Baden-Wuttenburg and the small town of Wolfsheim.

Backstory and Set-up

Backstory

In 1778, the War of Bavarian Succession saw the Prussian and Austrian nations at war in and around the areas of the Bavarian Forest and Bohemia. In a struggle to prevent the enemy from resupplying and fortifying, both countries trod over the small hamlets and cities which occupied the region, provisioning even the most meager of supplies from the residents. Although the conflict only lasted through 1779, the number of dispossessed people grew exponentially due to the frequent military incursions during that time. A small group of refugees escaped into the deeper regions of the Black Forest, seeking shelter from the political machinations of kings. Led by a man named Otto Wolfsheim, the refugees led a nomadic existence, not able to trust remaining in any one location for too long. Eventually, their wandering brought them to the realm of another ruler: Der Koenig Puck, The Goblin King.

Der Koenig Puck was a shrewd sort and saw a great deal of potential to having his own "herd" of humans. In a show of force, Der Koenig Puck appeared with hundreds of goblins but instead of a massacre, he offered a bargain. In exchange for providing security and seclusion, the people would establish their homes in goblin territory and pay a yearly tribute to their goblin "protectors" – a tradition that became



known as the Kindernacht. The Kindernacht originally began much like Halloween, where the children of Wolfsheim would go from door to door, gathering tribute to present to Der Koenig Puck in the form of sweets and small trinkets. Throughout the evening, goblins would approach the children. If the child had a sufficient amount of tribute, the goblins would escort the child home. Those who did not gather enough tribute simply disappeared and the goblins acquired another recruit for their ranks. For a while, the village was so thankful for the protection offered by the goblins that the loss of one or two children was seen almost as a fair trade by a silent majority.

Time went on and the goblins held to their end of the bargain, creating rituals that kept the village of Wolfsheim out of the sight of ordinary people, even preventing it from appearing on maps and causing those few who were actually able to leave Wolfsheim for long durations to have their knowledge of the town and its location fade from memory. Most would eventually regard tales of a village in the Black Forest to be little more than ignorant folklore, although every now and then someone would stumble upon the village. This relative idyll would be shattered during World War II, when groups of people found the city in greater numbers as they fled the Nazi regime. It was not much longer before someone with less altruistic purposes at heart – the werewolf Werner Krieger – found the city.



Werner Krieger discovered some significant deposits of iron in the area and decided to exploit its people as his own resource. Setting up shop and establishing a munitions factory outside of the city, Werner Krieger subverted the real power away from the humans of the village and changed the Kindernacht from the tradition the goblins made to one even more barbaric – it was now a hunt, with the lucky ones being bitten to become werewolves and the unfortunate ones being mauled and slain. The goblins did not take this lying down. After threats and negotiations failed, the goblins resorted to outright war and have been waging battle with the werewolves loyal to Werner Krieger for over half a century. Neither side has been able to eradicate the other as both sides reinforce their ranks from the beleaguered population of the city. This war of attrition has had a heavy cost on all sides and the rival forces are looking for any advantage to shatter the balance and claim victory.

Set-up

The village of Wolfsheim is out of touch with the modern world. Snugly nestled into a corner of the Bavarian Black Forest region of Germany, local superstitions are treated with the utmost solemnity. Few realize that this quaint settlement of thirty thousand souls would be the staging ground for the bitter fighting between the forces of the werewolves and the indigenous goblins. Fate occasionally draws people here, though whether to end the conflict or to further it is unknown.

Wolfsheim feels secluded for many reasons – tucked back into the German state of Baden-Württemberg, there are no cell phone towers or carriers in the area. Unmarred by the glut of multinational corporations, the only sign of technological advancement is the Krieger Munitions Factory located outside of town, the economic backbone of the city. Modern amenities such as Internet access can be found only in a few dedicated cafes, and even the number of television sets remains relatively small, as not many residents care to know much of the outside world – in fact, only a few residents speak any language other than an antiquated and provincial dialect of German. The two schools, one elementary and one secondary, serve the needs of the population quite well, especially in light of the Kindernacht as the barbaric tradition claims their children. Many mortals who try to leave find themselves unable to do so, inevitably becoming lost and then, by Fate’s decree, returning to Wolfsheim against their will.



This is the stage the Band enters as they are thrust into the center of a conflict where choosing to fight one side will lead to victory for the other and decimation to all who call Wolfsheim home. Scions have to negotiate a complex web of the relationships and traditions which haunt this city in order to not only achieve their objective but to leave the town of Wolfsheim better than when they entered it... or at the very least, no worse.

THE RULES OF THE KINDERNACHT

At first glance, the Kindernacht seems heinous – the villagers of Wolfsheim allow some of their own to be slaughtered by werewolves in a trade for the relative security of the town. This barbaric rite does have some guidelines that are followed, however. (Naturally, the “game” is rigged in favor of the werewolves, and they will sometimes ignore any or all of the guidelines below in the throes of blood lust).

Two days prior to the Kindernacht, seven children between the ages of 13 and 17 are chosen at random, their birth certificates marked with a red ink stamp to prevent repeat selections. The families are notified that their child has been chosen for the Kindernacht and are warned that any attempt to leave the town will result in devastation for the entire family.

Just before dusk on the evening of the Kindernacht, Helmut Steiner leads a group of werewolves to the town square. As the chosen are gathered, the remains of any who attempted escape are publicly displayed and Helmut Steiner calls out to see if any wish to invoke the Right of Exemption. **The Right of Exemption** allows one person over the age of 13 to replace one of the chosen, so long as the person invoking the Right of Exemption is in no way related to the person they are replacing. The werewolves allow this as a way of gauging those who might be brave enough to be selected for “the wolf’s kiss” during the Kindernacht itself.

Then the hunt begins, lasting from dusk until dawn. Shortly after nightfall, the chosen are released into the woods miles from Wolfsheim. If one of the children is able to make it to Wolfsheim, he is safe and becomes immune to future Kindernachts. Likewise, if one of the chosen is somehow able to elude the werewolves until the break of dawn, she is also considered safe. The werewolves have hidden some of their number in the woods earlier in the evening, so accomplishing either of the above is extraordinarily difficult. The werewolves hound the chosen mercilessly, toying with them as much as possible before swooping in for the kill. Those few who prove themselves either smart enough or brave enough to hold their own against a werewolf for fifteen ticks of direct combat get singled out as potential recipients of “the werewolf’s kiss,” receiving the bite either from Helmut Steiner or (in rare cases) from Werner Krieger himself.



The Cast

Wilhelm Steiner, Failed Mayor

Quotes: *"The town and its people want no trouble... please!"*

"I must humbly ask you to depart the premises."

"God knows what I have lost, and He never lets me forget it."



Nature: Caregiver. Wilhelm truly wants what's best for the people of Wolfsheim, even if that means remaining submissive to the werewolves.

Background: Wilhelm Steiner is the son of a Nazi colonel. His father deserted his post after witnessing the horror of concentration camps first-hand and fled to the hidden town of Wolfsheim with his wife and young son. Wilhelm Steiner had a sheltered childhood where his paranoid father indoctrinated him with the social mores of his new home, which included the Kindernacht.

Wilhelm married young, having hardly ever left town, and became mayor in his late twenties after the death of his father. A few years after taking office, Wilhelm was approached by the werewolf followers of Werner Krieger. With knowledge of his father's past, they strong-armed him into granting them zoning and mining rights to the area and the promise to end the goblin's reign of terror. Wilhelm could only watch as Werner's werewolves wrested control of the entire town and the surrounding area from him over the course of a few months.

Since then, Wilhelm has personally lost two wives and his son to the werewolves. His first wife was killed when Wilhelm refused to accept the werewolves' version of Kindernacht. His son, Helmut, was chosen and survived the new Kindernacht to become a loyal werewolf follower of Krieger. Helmut devoured Wilhelm's second wife years later as he was forced to watch. Wilhelm has become a shell of man who daily handles his father's old Luger, wondering if he will ever have the courage to use the two silver bullets in it to end his families' stain upon the world.

Description: An overweight, balding man with grey hair and a thick mustache, Wilhelm is in his early sixties but moves as if he was much older. He is typically dressed in a brown suit and bow tie that is consistently wrinkled and looks slept-in. His most distinguishing features are his jowls and the sad, resigned eyes of a pathetic bulldog. His shoulders are stooped with the weight of his responsibilities and failures.

Storytelling Hints: Wilhelm is an odd challenge for the Scions. He is a good man who genuinely cares about the town, but the werewolves have beaten him into submission. He will do everything he can (in the most respectful way) to ward off the Band's involvement. Having been around the supernatural the majority of his life, the Scions' obvious power causes him great anxiety. Fearful of upsetting the delicate balance of the town, he believes the best course of action is to not rile the Band but send them on their way as soon as possible. Part of him recognizes the potential aid the characters could offer and he might (through some serious cajoling) be convinced to turn a blind eye to their doings. He should be played as a scared and sullen man who is resigned to the status quo, seeing no way out of the situation he and the town are in. Wilhelm must be assured of an outcome before he is willing to take a risk.

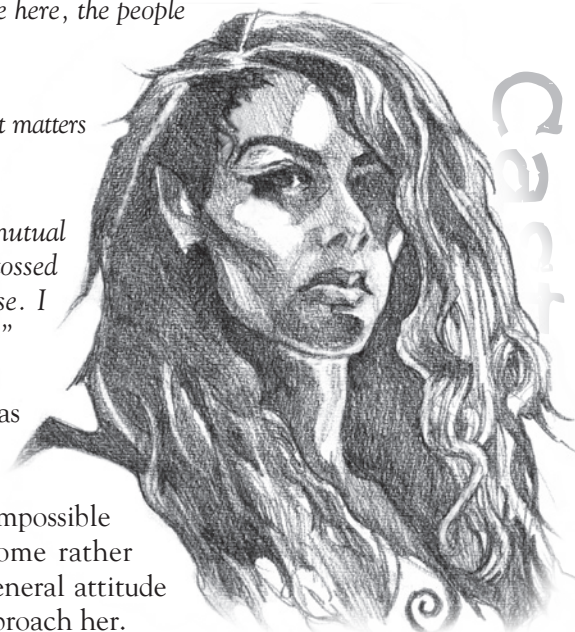
Annaleisa Watkins, Oracle

Quotes: *"It is good that you are here, the people need... I need heroes."*

"My daughter is the only thing that matters to me!"

"It seems that we all share a mutual fate, to be pawns of the Gods, tossed aside when we are of no more use. I would rather be of no importance."

Nature: Cynic. Annaleisa has come to the belief that no matter how she tries to avoid it, escaping the forces of fate is an impossible task. This has led her to become rather resigned and doubtful in her general attitude towards most all who would approach her.



Wolfsheim

The

Cast



Background: Annaleisa was a young girl traveling abroad before college. She had decided she wanted to see more of Europe in an attempt to “find herself” before committing to serious study at the University in her home town of Dortmund, Germany. Things were going according to plan until she arrived in Paris and met a boy. The young man (whose name she strangely could not recall) swept her off her feet in a classic whirlwind romance and then disappeared, leaving the broken-hearted Annaleisa pregnant and alone.

This is when the Gods of old began to speak to her and through her. It took some time for her to realize she had not gone crazy; what was happening was all too real. After her daughter Johanna was born, she tried to pursue a normal life for a few years, but found that it was repeatedly interrupted by visitors claiming divine heritage with trouble hot on their heels. Desiring only to protect Johanna, she began looking for a safe haven.

Annaleisa discovered the remote town of Wolfsheim, rumored to be untouched by the war between Gods and Titans, and took her daughter there in hopes of finding peace. Upon arriving in early spring, she found that the simple and small town appeared to be just what she was looking for, quiet and peaceful. So she used the last of her savings and bought a small cottage house on the edge of town and got a job at a local tavern, tending bar. All was fine until she learned about the Kindernacht, that Wolfsheim was anything but safe. Panicked and without resources, she tried her best to take her daughter and leave, but to no avail. No matter what she tried, she somehow could not leave the town. Time passed and Annaleisa became resigned to the fact that forces beyond her control would always shape her life.

That is until just this year, when her precious Johanna turned thirteen and found herself chosen to participate in the Kindernacht.

Description: An attractive woman in her mid-thirties, Annaleisa wears her wavy brown hair long in a fashionably unkempt manner that frames her pretty face and desperate blue eyes. She is of an average build, and is typically attired in peasant dresses and simple jewelry that compliment her features. Some would consider her beautiful, but her sharp tongue and pessimistic scowl are too off-putting to many.

Storyteller Hints: Annaleisa would normally be somewhat dismissive of the Band and their plight, only sullenly giving in to their desires after a bit of cajoling. However, with the Kindernacht looming around the corner, she has become desperate and sees the Scions as the only hope for her daughter. In social interactions with the Scions, she visibly fights her hard-learned cynicism in the urgent hope that she can convince the Band to aid her. Annaleisa is extremely forthcoming with any information the Scions may want or need, as long as they agree to help Johanna. In fact she holds back key information in the conversation until the Band agrees to her terms, or even if they seem reticent to do so. She should be played as a frantic mother on the verge of desperation, crying and bemoaning her fate to squeeze out every bit of sympathy she can from the characters.

Hermann Mauer, Secretive Policeman

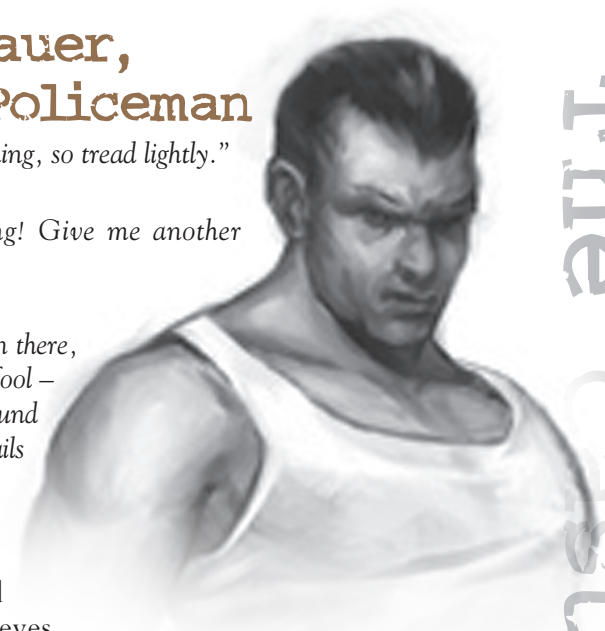
Quotes: *“I will be watching, so tread lightly.”*

“They keep coming! Give me another damn magazine!”

“You intend to just rush in there, without a plan? Don’t be a fool – I have a map of the compound and a list of their security details right here.”

Nature: Architect. Mauer hates chaos and disorganization. He believes to succeed in anything, one must have a plan. No decision should ever be taken lightly.

Background: A Berlin native born into a military family, Hermann Mauer did exactly what was expected of him and became a soldier. He had excelled at his profession and had successfully completed special-ops training when his homosexuality was revealed. He was discharged from service and sent home, only to be disowned by his traditionalist family. With nothing left for him in Berlin, he left his hometown seek-





ing a new life. On the way to a rented cabin in the Black Forest, his car broke down not far outside of secluded Wolfsheim. Feeling as if it was part of God’s plan for him to be there, Mauer rented a room to survey the town and ended up as entrenched in Wolfsheim as those who were born there. His skill set and mentality led Wilhelm to approach and offer Mauer the long-vacant position of village policeman.

Having been in Wolfsheim for five years now, he has been searching for a way to free the town of the werewolves’ tyranny, but he hasn’t found a plan that he believes is foolproof enough to proceed. He has grown quite fond of the locals, even developing a fatherly relationship to Johanna, Annaleisa’s daughter. They are often seen together playing chess or shopping, and Johanna is one of the very few people who know the truth about Hermann’s sexuality.

Description: Mauer has an extremely stoic and slightly predatory bearing. His tall and well-muscled frame is highlighted by his sharp features, cold blue eyes and close-cropped dark hair. His well-pressed uniform is always immaculate in appearance, the olive and khaki tones offset by the shiny black leather gun belt that he always wears. He carries himself with a strong air of authority that could be confused with arrogance.

Storytelling Hints: Hermann Mauer should be played as terse and slightly abrasive in his mannerisms – he’s the typical strong and silent action hero type that becomes more gregarious in the heat of battle. Mauer can be used in a number of ways during the course of the story. His large stature and unfriendly demeanor could cause the characters to mistake him for a werewolf if they do not use some divine gifts to discern otherwise. This could be used as red herring to drive the interaction between the characters and Hermann Mauer.

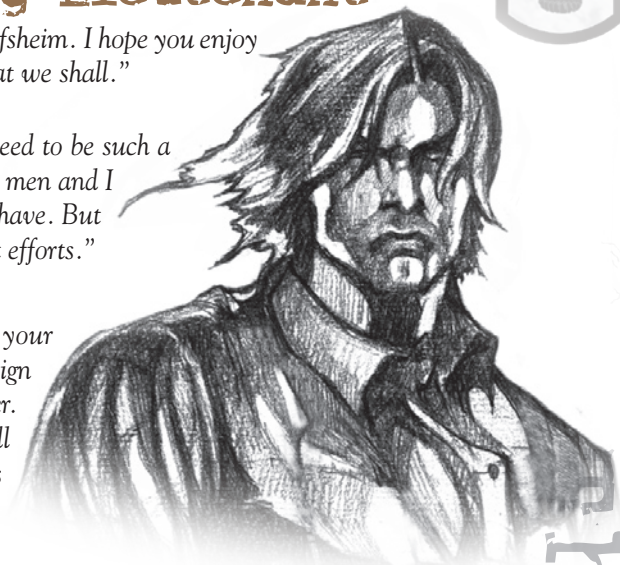
This being said, short of a severe act of aggression on the part of the Scions, Hermann Mauer should not take on the role of an enemy. If the interactions with him don’t go completely sour, he can also make a steadfast and capable ally, especially in combat. His time in Wolfsheim has made him hard to shock when it comes to dealing with supernatural occurrences. He has in his possession a large amount of information concerning the day to day operations of the werewolves, goblins, mines and munitions factory that could prove a key factor to any plan the characters may formulate. Basically, if he works with the characters, he can provide any important tactical or strategic element that they either missed or had no knowledge of previously.

Helmut Steiner, Self-Serving Lieutenant

Quotes: *“Welcome to Wolfsheim. I hope you enjoy your stay. I am quite sure that we shall.”*

“Herr Mauer, there is no need to be such a bore to these fine tourists. My men and I shall see to any questions they have. But we thank you for your diligent efforts.”

“Excuse the interruption, your honor but I shall need you to sign these contracts from Herr Krieger. Tiresome I know, but we all must do as our superior asks. Is that not correct, Father?”



Nature: Rogue. Helmut holds little regard for authority and tradition, unless he can use those things to his own purposes. He bides his time, playing the roles he is given, until he finds the opportunity to take everything he wants from those around him.

Background: The only son of Wilhelm Steiner and his first wife, Gretchen, Helmut was born and raised in Wolfsheim. Like his father before him, young Helmut’s entire worldview has been shaped by the oddity of his town. Sheltered and pampered, Helmut was unprepared for the horrors that awaited him as he approached adolescence. Even the goblin’s Kindernacht barely touched him, as his father made sure of his security during the event.

The traumas visited upon Helmut came when he turned thirteen, during the early days of his father’s dealings with the werewolves of Werner Krieger. After a disagreement over the werewolves’ plan for Kindernacht, Krieger killed Helmut’s mother in front of Wilhelm and Helmut. But that was not enough for Krieger, who demanded that Helmut be the first pick in the Kindernacht. And so it was that Helmut was bitten and afflicted with the curse by Krieger.



That was almost twenty-five years ago, and yet the anger and hatred that he feels towards his father and Werner has never dimmed. Over the years, Helmut has become a trusted lieutenant to Krieger, and was named the head of his security force for the munitions factory and mines outside of Wolfsheim. Feeling cheated by everyone and everything, Helmut has taken every chance he can to gain more power, uncaring of those he has hurt along the way and often finding that he enjoys the suffering itself. He has very much become the traitorous, sycophantic seneschal.

Description: Although well into his late thirties, Helmut still physically appears to be in his early twenties. He stands a little over six feet tall and has a well-toned physique. His blonde hair is kept long and wavy, framing his angular face and hawkish nose. He carries himself with arrogance and grace, making all of his movements deliberate and smooth. Always in the dark brown uniform of Krieger Munitions Security Forces, he makes sure that his appearance is perfect. His uniform is tailor-fitted and well-pressed. The leather of his boots and belt are oiled and shined meticulously.

Storytelling Hints: Helmut exudes self-importance. He carries himself as the alpha of the town (and he is, so long as Werner isn't present). He is always sarcastically polite and finds enjoyment in the wordplay that accompanies his veiled threats. Helmut possesses an aura of palpable menace and he knows it.

Before the Scions face Helmut in combat, he should be used as a slight annoyance to them while they explore the town and surrounding area. He may turn up at the location they go to scout or arrive soon after the Band does. Perhaps he came to inspect the site or whip his men into shape, unaware of the Scions' presence. Or he might show up to interrupt conversations during the crux of something important, just to reassert his authority.

The Band should also witness Helmut bullying random townspeople in his infuriating manner. Any interactions Helmut has with his father should be uncomfortable to witness. Imagine a predator toying with his food repeatedly and you have the gist of their relationship. Helmut is out only for himself and is an opportunist at best. While he will not actively move against Krieger, Helmut will not hesitate to undercut him or swoop in to assume his place should he fall.

Supernatural Powers:

Regeneration: Helmut, like all werewolves, can heal himself at an extremely fast rate. He heals one bashing every five ticks and one lethal every ten ticks. Helmut can not accelerate the healing of aggravated damage, including damage from silver.



Wolf Form: As a miscellaneous action and for no cost, Helmut can transform himself into a wolf. The wolf has the same stats as a normal wolf (see **Scion: Hero**, p. 332), except it retains Helmut's Intelligence and all his Epic Attributes.

Hybrid Form: As a miscellaneous action and for the cost of one Legend Point, Helmut can transform into a large wolf-man creature. He gains a +3 to his Strength, Dexterity and Stamina, and his claws and bite inflict +2L damage

Silver: Werewolves are vulnerable to silver. Any successful attack with a silver weapon (silver bullets, a silver knife, etc.) inflicts aggravated damage. Furthermore, while any silver is inside a werewolf's body, such as a silver bullet, the werewolf's regeneration powers do not function.

Werner Krieger, Werewolf Leader

Quotes: *"Do your... parents know you're here? Do they seriously expect to see you again?"*

"I'd be happy to do that – if you do something for me first."

"Do you know who I am? I have put the fear of me in Gods."

Nature: Autocrat. This monster uses his immense influence and cunning to plot and plan the total defeat of the Gods for his Titan masters.

Background: Werner Krieger, also known as the Wolf of the Black Forest, is a Bavarian werewolf and a powerful leader among those werewolves who serve the Titans. Werner is actually a descendent of a werewolf family that has existed since the time when the Aesir walked openly in the World. Descended from the original Kved-Ulf, the progenitor of all werewolves, Werner's ancestors have served as a Titan-worshipping cult for centuries. Yet within each generation, only the most intelligent and cunning heirs of the family received "the wolf's kiss," a bite from an elder that transforms the recipient into a werewolf. Werner himself received the wolf's kiss in 1843. In the time since, he has risen to become the patriarch of the entire family.



Wolfsheim

Titan Masters



The Krieger family is much more than mere Titan cult—Krieger Munitions has been among the most prominent weapons manufacturers in the World for more than a century. While the Kriegers were heavily involved with the Nazis during World War II, only a few token members (all mortal) faced justice at Nuremburg. Werner and his siblings all made a great show of rejecting the Third Reich, even as they secretly gave financial support to the Thule Society and other fascist conspiracies. Today, Werner is “retired” from actively running Krieger Munitions, as the escape of the Titans has encouraged him to focus his full attention on the bidding of his masters.

He has directed millions of dollars into finding Scions and exterminating them while they are still young. He also directs the operations of dozens of hidden conspiracies consisting of wealthy businessmen, intelligence operatives and military officers. These conspiracies scour the World for hidden Relics and doorways to lost places, all for the benefit of Werner’s Titan masters.

Description: Werner is a giant of a man, with gray hair and a matching beard, typically dressed in the finest suits when he doesn’t expect to shift into his hybrid form. Although he is nearly 200 years old, he could pass for a man in his sixties. In his wolfman form, he stands over seven feet tall and is covered with the dark red fur associated with European wolves.

Storytelling Hints: Of course, for all his business and social acumen, Werner is first and foremost a werewolf and he is not above getting his claws dirty. Werner frequently leads werewolf packs consisting of his own family members against the most powerful Scions. Younger Scions fare even worse. Werner often arranges for captured Scions to be transported to his remote Bavarian estate, stripped of their Birthrights and then released into the Black Forest for Werner and his kin to hunt down and kill.

Supernatural Powers:

Regeneration: Like all werewolves, Werner heals his injuries at a phenomenal rate. He heals one bashing every five ticks and one lethal every 10 ticks. Werner cannot accelerate his healing of aggravated damage, including damage from silver.

Wolf Form: As a miscellaneous action and for no cost, Werner can transform himself into a wolf that is identical to a normal wolf (see **Scion: Hero**, p. 332), except that he retains his normal Intelligence dots and his Epic Attributes.

Hybrid Form: By spending a Legend point, Werner can turn into a humanoid wolf-man creature. In this form, Krieger gains +3 to his Strength, Dexterity and Stamina, and his claws and bite inflict +2L damage.

Silver: Werewolves are vulnerable to silver. Any successful attack with a silver weapon (silver bullets, a silver knife, etc.) inflicts aggravated damage.

Furthermore, while any silver is inside a werewolf’s body, such as a silver bullet, the werewolf’s regeneration powers do not function.

Trophy: Werner typically carries a pair of pearl-handled Colt .45 pistols that add an additional +3 to Accuracy. Regardless of what ammunition is put into them, they always fire silver bullets. He also has a rapier enhanced with the following traits: Accuracy +2, Damage +5L, Defense +2, Speed 4.

Werewolves

Quotes: “Run, child. Make it fun for me.”

“That would be a good hiding place, if I couldn’t smell your fear.”

“Aroooooooooooooooooo!”

Nature: Variable by werewolf, but most are Fanatics or Survivors. As Titans-pawn, they are wholly dedicated to both serving their own needs and those of the Titans.

Background: Acting as Werner Krieger’s personal police force, the higher ranking werewolves were trained and indoctrinated by Werner himself. These villains are cult-like zealots with a mean streak. They’ve become used to being the de facto power in Wolfsheim, and don’t even try to hide their bestial natures from the townsfolk. The isolated location provides the perfect training ground, allowing them to operate outside of the eyes of mainstream mortal society. The war with the goblins has taken a toll on their numbers, making the Kindernacht all the more important to them. No longer just a symbol of their total power, the tradition provides them with much needed recruits who are already aware of the supernatural world around them.

Description: Although diverse in human form, most are very physically fit and carry themselves with confidence. Unless off-duty, they wear the dark brown Krieger Security jumpsuit, the shiny black boots matching the holsters of their weapons. Even in civilian attire, werewolves are easy to spot by the fearful and subservient reactions of those around them. In their hybrid forms, each individual grows 2-3 feet in height and gain a few hundred pounds of thick muscle, covered from fangs to claws in coarse reddish-brown fur.

Storytelling Hints: Rough and bullish, they demand obedience from anyone they encounter and are unused to being questioned. The only





time cracks in their arrogant swagger appear is when they are faced with the goblins, the only true threat to their safety. They thrive on combat and, given their own supernatural nature, rarely would flinch at most of the deeds performed by a Scion.

Supernatural Powers:

Epic Attributes: Epic Strength 1 (Holy Bound), Epic Stamina 1 (Holy Fortitude), Epic Perception (Predatory Focus)

Regeneration: All werewolves can heal them self at an extremely fast rate. They heal one bashing level every five ticks and 1 lethal level every ten ticks. They can not accelerate the healing of aggravated damage, including damage from silver.

Wolf Form: As a miscellaneous action and for no cost, a werewolf can transform them self into a wolf. The wolf has the same stats as a normal wolf (see **Scion: Hero** p.332), except for retaining Intelligence and all Epic Attributes.

Hybrid Form: As a miscellaneous action and for the cost of one Legend Point, a werewolf can transform into a large wolf-man creature. They gains a +3 to Strength, Dexterity and Stamina, as well as claws and a bite that inflict +2L damage

Silver: Werewolves are vulnerable to silver. Any successful attack with a silver weapon (silver bullets, a silver knife, etc.) inflicts aggravated damage. Furthermore, while any silver is inside a werewolf's body, such as a silver bullet, the werewolf's regeneration powers do not function.

Der Koenig Puck, Goblin King

Quotes: *"Come now, surely we can make an arrangement of some sort?"*

"You seem not to understand that I am the defender of these lands, not you."

"Fool! Imbecile!" (clobbers goblin on the head) "Surely there is one among you who can handle a simple task! Who? Is it you?"

Wolfsheim



Nature: Autocrat. It's Puck's way or the highway. Not really into the whole checks and balances theory, Puck has ruled his people as a tyrant and despot. Puck won't willingly bend to the will of another being (God or Titan), and he will very rarely deal with others when he is not the one with the obvious advantage.

Background: Der Koenig Puck has ruled over his very own dark, dank pocket realm for as long as anyone can remember. In fact, no one is even really sure when he carved out his own kingdom and christened it Bellhollow. His origins are somewhat murky as well. Some believe that he is the malformed son of the legendary Lord Oberon of the fae, cast out for his appearance and viciousness, while others think that he could be a forgotten lesser deity. Perhaps Puck is actually a rogue titanspawn or an ancient cursed human.

Regardless of what the truth may be (and even if he could recall it himself), he certainly wouldn't tell anyone. Centuries have passed and he has maintained his kingdom throughout all the trials and tribulations that come with them. This has sometimes burdened him with heavy tolls, as evidenced by the powerful curse that now prevents him from leaving his kingdom at all. This makes running a war difficult, especially considering the chaotic and capricious goblins that make up his army.

Description: If it was not for the menace and power that he exudes, Puck would be almost comical instead of unnerving. His stooped frame is draped in a robe of royal purple, adorned by heavily-stained white fur trim. Atop his large angular pointed head rests a matted cushion of stringy and greasy black hair, the perch for a massive and worn theatrical crown, complete with matching stained trim. As he speaks, strands of yellowish spit fly forth, the drool from the jagged corners of his too-large mouth making his serrated and spiky toothed maw even more repugnant. His face is dominated by two burning orange eyes centered with beady black pupils and the shadow of his long, warty, crooked nose just sharpens the other features of his face. His skin is a mottled greenish-yellow and corded muscles ripple under leathery flesh even when he is seated upon his throne. The large silver breastplate and the huge two-handed silver sword he wears at all times seem to glimmer and shine no matter how filthy its bearer or the surrounding environment may be.

Storytelling Hints: Interactions with Puck should be disconcerting, as well as strangely amusing. While not really scared of the Band in any way, he respects the damage and trouble they could unleash upon his kingdom. Besides, he thinks that there is no good reason not to utilize the Scions as pawns against Werner's werewolves.

The Cast



Puck attempts to make bargains and deals with the Band, but he doesn't believe himself to be in a position of weakness: he is the one that commands a legion of goblins. In his mind, if anyone comes out on the good end of this, it's going to be him. He is extremely crafty and adept at wordplay and attempts to twist and turn the Band's own words into bargaining tools.

Puck employs every advantage that he can in his environment, such as using his Chaos Boons to create distractions with the large insects that crawl about the earthen floor at the base of his throne or random acts of violence against his own people while continuing his conversation unfazed. He is also aware that his appearance is unsettling to those unused to goblins, and can make use of that as well by making sudden awkward movements or abruptly change his position and posture in order to unnerve the Scions.

If violence erupts between Puck and the Band, he seeks cover and gauges their abilities as his elite guards and two nemean wolves enter the fray on his behalf. He uses his own powers to aid his followers and create advantageous circumstances for himself so that he may swoop in and make grandiose strikes. If at any time he starts to feel threatened, he attempts to escape while sending every goblin that he can find after the Scions. Since Puck can only run and hide within the boundaries of his own kingdom (meaning that powerful and determined Scions could eventually track him down), if he is cornered he will fight to the death.

Supernatural Powers:

Fae Mounds: Can perform a ritual dance (as a 12-tick action) to create a three-foot diameter earthen mound that acts as a temporary touchstone to the goblin kingdom Bellhollow. The top of the mound begins to sprout a circle of toadstools as the dance is performed. Once the circle is completed, goblins are able to travel to Bellhollow with no cost in Legend points or Willpower points to themselves. Each goblin involved in the ritual dance decreases the time needed to complete it (every goblin participating reduces the number of ticks needed by 3, to a minimum time of 3 ticks). The fae mound remains active for up to one hour per goblin involved in the ritual dance. In a pinch, a goblin may spend one Legend point and yank a tooth from their head to instantly activate the fae mound and make a quick escape.

Bring Them With You: At the cost of one Legend point, this power acts as the four dot Psychopomp Boon "Come Along" (from **Scion: Demigod**, p. 84), but only in regards to travel via the Fae mounds.

Cold Iron: Goblins are vulnerable to any form of iron, but Der Koenig Puck is more hardened than your average goblin. Only a cold iron weapon (**Scion: Hero**, p. 296) can affect him as normal iron does the other goblins, inflicting aggravated damage to him. Furthermore, while any piece of cold iron is inside Der Koenig Puck's body, such as a blade, he may not use his Epic Stamina knack of Self-Healing, nor recover health levels normally.

Feindsmund: A two handed silver greatsword with the following additional traits: +1 Speed increase, +1 Accuracy, +1 Damage and access to the Chaos Purview.

Herz Wache: A silver breastplate which grants access to the Animal and Magic Purviews, it has two unique powers: one that allows the wearer to add half of their personal aggravated soak rating to the armor itself as an aggravated soak, the other grants the breastplate the ability to change shape so as to fit the bearer perfectly, causing no mobility or fatigue penalties.

Trophy: As all goblins, Puck will leave behind a single jagged tooth if he perishes. This tooth acts as a homing device to any fae mounds in the region. It also allows passage through the mound to Bellhollow for the expenditure of one Legend point, at which time the tooth crumbles to dust. If the user of the tooth spends a Legend and a Willpower point, the tooth remains intact and can be used at a later time.



Dice Pool: None

Cost: 1 Legend per person

Most Psychopomp Boons that allow for supernatural travel apply only to the Scion who uses them. With this supplemental Boon, however, the Scion can bring other people or ghosts whose presence she's aware of along with her when she uses those Boons as if those others both had and used the Boons in question themselves. She need only spend one Legend per person she intends to bring along, and the person for whom she spends the point must follow the Scion willingly. While the effect lasts, each follower moves in whatever supernatural way the psychopomp does. Only the first two Boons of the Psychopomp Purview (Unerring Orientation and Where Are You?) and this one cannot be conferred on others with this Boon. The others are all fair game unless otherwise noted.





Goblins, Fae Terrors

Quotes: “Yee-ackk, godling stink, no like nasty heroes in goblin wood!”

“Stupid humans no more have any good treats.”

“Bad, bad doggie, now me gots to stick you.” (mad cackling)

Nature: Variable by goblin, but most are Libertine, Rogue or Survivor. They are all very wicked and selfish creatures.

Background: Goblins have been a part of the folklore of multiple cultures and have had just as many names. This is a fact that they love to exploit, by allowing misconceptions of their true natures to run rampant among the human populace. The process by which they come into being is unknown, but it is possible that some of the legends claiming that the fae have stolen and replaced human children have their roots in the creation of goblins. Whenever children have disappeared from an area where the goblins haunt, the number of goblins increases. Goblins possess a mixed set of virtues: They have two normal virtues (Expression and Vengeance) and two Dark Virtues (Ambition and Malice). The goblins are an independent faction in the War, owing no allegiances to either Gods or Titans.

Description: The typical goblin in Wolfsheim stands no taller than two and a half feet in height. They have earth-toned, leathery skin ranging in hue from brown to yellow to green, as well as sparse coarse black hair on their slightly pointed heads. Some other common features are crooked protruding noses, overly large mouths filled with lots of sharp teeth and beady eyes that seem to burn orange around coal-black pupils. The goblins move about in a manner similar to a chimpanzee but without walking on their knuckles. Their short legs are quite strong and they have extended

toes that allow them to travel rapidly through forests by leaping from tree to tree. Long and powerful arms end in vise-like, knotted hands, which aid them in this mode of travel as well as giving them a reach disproportionate to their shorter stature. These creatures are usually attired in ragged children’s clothing and wear some sort of red head covering: most commonly a baseball hat, bandanna or long stocking cap. They also tend to have a pungent odor like rotten cabbage.

Storytelling Hints: The goblins should be portrayed as manic, spite-ridden beings that are driven by the need to spread malice. They cackle and guffaw whenever they are encountered. Their chaotic, self-serving nature is barely kept in check by their fear of their king, but they have no compunction against turning their backs on their comrades and fellows if it benefits them.

Supernatural Powers:

Fae Mounds: Can perform a ritual dance (as a 12-tick action) to create a three-foot diameter earthen mound that acts as a temporary touchstone to the goblin kingdom Bellhollow. The top of the mound begins to sprout a circle of toadstools as the dance is performed. Once the circle is completed, goblins are able to travel to Bellhollow with no cost in Legend or Willpower. Each goblin involved in the ritual dance decreases the time needed to complete it by 3, to a minimum time of 3 ticks. The fae mound remains active for up to one hour per goblin involved in the ritual dance. In a pinch, a goblin may spend one Legend point and yank a tooth from his head to instantly activate the fae mound and make a quick escape. For an additional Legend point, the goblin can bring one person with them. A non-goblin can only activate a fae mound by spending one Legend and one Willpower point while performing the ritual dance.

Iron: Goblins are vulnerable to any form of iron; a successful attack with an iron weapon inflicts aggravated damage. Furthermore, while any piece of iron is inside a goblin’s body, the goblin may not use his Self-Healing Knack, nor recover health levels normally.

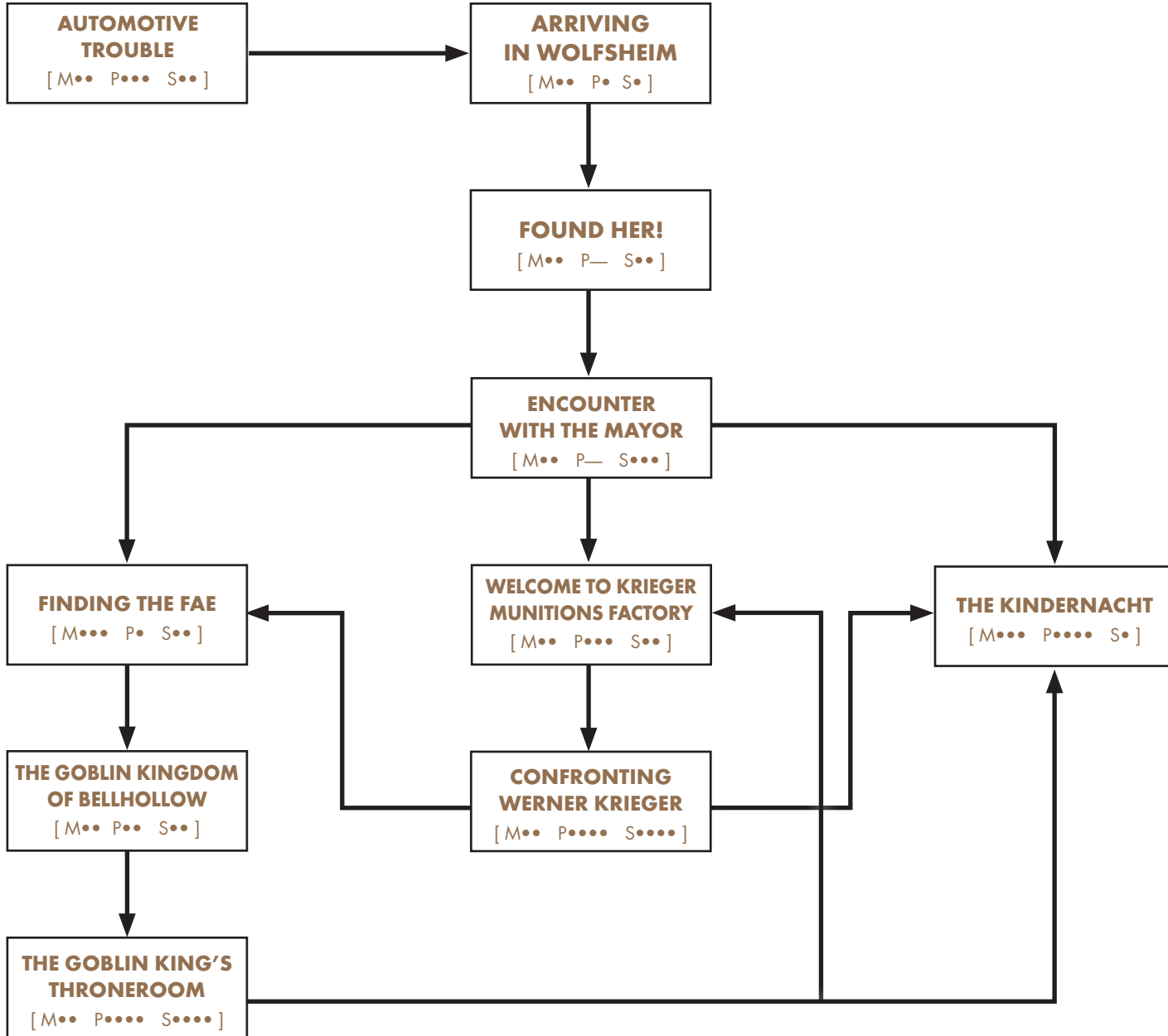
Trophy: If a goblin is slain, it leaves behind a single tooth. This can be utilized to open a Fae mound (such as in the scene “Finding the Fae”) by spending a Legend point to activate it.



Scene Flowchart

Wolfsheim

Scene Flowchart





Automotive Trouble

MENTAL •• PHYSICAL ••• SOCIAL ••

Overview

Traveling to Wolfsheim requires the Band to travel along a small paved road that runs parallel to a river deep in the Black Forest. From where they are, the Band can easily see the Krieger Munitions Factory just off the road, located between it and the river. As the Band arrives, they hear the sound of gunshots coming from down the road and around the corner. Have the Scions roll (Perception + Awareness), difficulty 2. If anyone succeeds, they hear the sounds of two men shouting and at least three other high pitched grating voices laughing, along with the occasional hollow thud of something hitting the hood of a vehicle. When the Band investigates, they find a Krieger Munitions Supply truck defended by two humans who have come under attack by a small group of goblins (approximately one for each Scion). A large tree has been cut down in front of their vehicle, purposely blocking the road. The humans are in bad shape and likely to be overrun without assistance.

Description

The forest surrounds the road and the rest of the area, as fir, pine and even beech trees enclose everything within view. A worn wooden sign reads “Wolfsheim 16.5 km” with an arrow pointing down the road. The serenity of the remote location is abruptly shattered by the echoing retort of gunfire in the distance. The familiar sounds of combat begin to penetrate the still air, and a chill sweeps up your spine as you feel the presence of something not of this world encroaching on the forest.

Storyteller Goals

This is the characters’ introduction to the situation within Wolfsheim, as they encounter both goblins and Krieger Munitions security forces. The goal is to start the story off with a bang. If the Scions choose not to intercede in the conflict, the goblins will savagely kill the hu-

mans and then turn their attentions to the Band, tracking them down by sensing the power of their Legend. If the Scions choose to jump in, the goblins will only engage or flee, not negotiating or reasoning with the Band outside of supernatural social influence (e.g. through Knacks such as Charmer and Blurt It Out). If coerced into talking, the goblins will give their own skewed viewpoint on the conflict.

Character Goals

Defeat the goblins and gather information about Wolfsheim and the conflict that plagues it.

Actions

Clobberin’ Time!

The goblins give the Band no choice, attacking them as soon as they kill the humans. The goblins, whose numbers equal the Band, each pick one target to engage in combat. Due to their chaotic nature, the goblins randomly switch opponents during the fight, making full use of their physical Epic Attributes and the Knacks that come with them. The goblins also make use of the environment by jumping to and fro on tree branches over and around the truck. No more than two goblins will attack a single target at one time. If they do double up on a Scion, one will move away after its next attack. If the Band is able to defeat half of the number of goblins present, the surviving goblins attempt to flee.

Consequences

If the Band is victorious, the surviving humans thank the Band profusely as they explain that the goblins are a curse that their town has had to endure for decades. They also offer the Scions a ride to town before immediately reporting the presence of powerful strangers to Helmut Steiner. Any surviving goblins scurry to report the presence of the Scions to Der Koenig Puck. This could allow the Band to follow the goblins to a nearby fae mound, where they witness the goblins escape into it by yanking out teeth (+2 to Investigation rolls in the “Finding The Fae” scene).

Wolfsheim



Automotive Trouble



Arriving in Wolfsheim

MENTAL •• PHYSICAL • SOCIAL •

Overview

Once the Scions arrive in Wolfsheim, they find the locals unimpressed by the Band's arrival. Scions bearing canine or wolf-based symbols or Relics will notice that villagers are more agitated in their presence. Wolfsheim itself is a throwback to medieval Bavarian life and architecture. The roads are mainly paved with cobblestones, winding through tightly-packed buildings never designed for a modern automobile. The structures themselves are antiquated half-timbered structures rarely exceeding two stories. A good number of the homes also display stained glass in the upper windows, sometimes depicting unusual scenes involving conflict with wolves. Most of the materials are simple, the kind that can be easily acquired in any typical forest setting, making the nearby Krieger Munitions factory appear even more like an industrial scar marring what could be a scenic resort. Only a few hundred feet into Wolfsheim is the town square. The center of this communal gathering point contains a huge fountain encircled by various small shops, benches and tables made of stone placed symmetrically at the four points of the compass.

Description

As you come into the town plaza, you notice that the town has been decorated throughout with honeysuckle and lanterns, and your ears catch the notes of sad, haunting traditional melodies playing throughout the gloomy hamlet. The plaza is sparsely populated with people eating, feeding small birds or engaging each other in games such as checkers and chess. Most of the denizens of Wolfsheim seem listless, although a few appear to be openly mourning. The entire village is palpably somber, exuding an aura of doomed inevitability.



Storyteller Goals

This scene introduces the setting and mood of the story. Allow the Band to freely interact with the people of Wolfsheim, but keep the conversations short and terse. Allow a few references to the Kindernacht or the werewolves to slip out in conversation, but keep the details to a minimum.

Character Goals

The characters are likely to be trying to locate the Oracle and attempt to gather the lay of the land around them, hopefully learning a little more about the oppressed hamlet and the mindset of its people.

Actions

Have You Seen This Woman?

The Band needs to obtain directions to the Oracle or otherwise discover her whereabouts on their own. Either way, they should notice the pervasive depression of the town and its people as they make their way through the city.

Dice Pool: Manipulation or Charisma + Investigation. Each roll represents a different conversation.

Action: Extended, target of 8 successes.

Hindrances: The paranoid townsfolk aren't likely to open up to strangers (-2 to the Investigation rolls).

Help: None.

Useful Powers: The Knacks Benefit of the Doubt, Charmer, Inspirational Figure, God's Honest or Blurt It Out could all be useful.

Roll Results

Botch: The Band has drawn way too much attention to themselves and what they seek. They are detained and questioned by Krieger Security Forces (KSF) in town – werewolves this time, who immediately pick up on the Band's divine nature and are none too happy about them being here. While the Scions are dealing with that, the KSF send men to detain Annaleisa.



Failure: The questioning has put off the townsfolk and they are unwilling to offer up any more information. This includes Annaleisa's location and the traditions of Kindernacht, saying that the festival is for locals only and outsiders are not welcome there. They may even warn Annaleisa that some strange and overbearing intruders are looking for her.

Success: The Scions learn the location of Annaleisa's house, as well as the name of the festival that the town is preparing for and when it actually happens. They also hear that the town is basically run by the Munitions Factory, and that the mayor answers to the owner, a rich and powerful man named Werner Krieger.

More Than Meets the Eye

Due to the long-standing history of deception surrounding this town, Scions of trickster gods (or those with access to certain spells) may realize that Wolfsheim is blanketed with rituals or spells designed to fog one's memory upon leaving, and the magic producing this effect is neither divine nor Titan.

Dice Pool: Perception + Occult, difficulty 4

Action: Instant

Hindrances: The effect covering Wolfsheim has been in place so long that it has almost become part of the makeup of the town, and those not used to deceit find it harder to notice (+2 difficulty for Scions without the Nature of Trickster).

Help: Scions with access to the Magic Purview can use the spell The Unlidded Eye to instantly see that long-standing and potent enchantments have been placed on the town, giving them a -2 difficulty to the primary roll.

Roll Results

Botch: The Scion believes that the town is perfectly normal, without any form of supernatural presence.

Failure: The Scion has a nagging sense that they missed something.

Success: The Scion learns that the town is subject to a powerful enchantment that makes it difficult to locate.

Consequences

If the Scions are able to ferret out the location of Annaleisa without drawing too much attention, they can go directly to "Found Her!" Otherwise, detention by the KSF leads to "Confronting Werner Krieger" as Helmut arrives and escorts the Band directly to his leader.





Found Her!

MENTAL •• PHYSICAL - SOCIAL ••

Overview

Once the Scions locate Annaleisa’s home, they are hurriedly ushered inside. Annaleisa draws the shades and closes the door, darkening the scene considerably. She apologizes profusely to the Band right off – she explains that she had been planting false seeds of information in the hope that she could draw the attention of Scions to the city. Annaleisa explains that she saw visions bringing her here. Earlier in the year, she began having visions of her daughter, Johanna, dying in Kindernacht, which she explains (see the sidebar on p. 4). She informs the Scions that the werewolves are the true power behind Wolfsheim, working for Krieger Munitions under the direction of the mayor’s son, Helmut Steiner, who answers only to Werner Krieger, the Wolf of the Black Forest.

She begs the Band to stop the Kindernacht or invoke the Right of Exemption to replace her daughter in the hunt. Annaleisa also reveals that she feels the townspeople could unify to fight off the threats of both the goblins and the werewolves, if only someone could show the villagers it can be done.

Description

You enter what seems to be one of the more modern homes in Wolfsheim. It possesses amenities such as a radio and television, offset by knick-knacks such as a lava lamp and beaded curtains. Annaleisa rushes you into a small dining room and looks around nervously as she draws the shades closed. When she turns towards you, you can’t help but notice that beneath her somber expression glints a small, desperate glimmer of hope.

Storyteller Goals

This is the opportunity to reveal to the Band all of the background of the city and its conflict, and give the Band a few logical hooks for moving the plot forward. Try to also drop the name of Werner Krieger, giving the Scions advance notice of a threat they may face later in the story. If the Scions don’t seem to be interested in helping out, have her point out that very few people who enter Wolfsheim have been able to leave, and breaking the stalemate may be the only way to end the spell over the village.

Character Goals

The Band is likely to be moved by Annaleisa’s story and offer to work towards a resolution. They’ll gain a great deal of knowledge about the core conflict, and probably start to develop plans on how to deal with the Kindernacht, the werewolves, the goblins or all of them at once.

Actions

Let’s Blow This Popsicle Stand

As an oracle, Annaleisa is a font of useful information, but she is only willing to give this out to help convince the Scions to save her daughter from meeting a grisly end. If the Band seems unreceptive, preferring to convince her to leave without her daughter, they will come upon a mother’s stubborn refusal.

Dice Pool: Manipulation + Empathy vs. Annaleisa’s Wits + Integrity.

Action: Contested

Hindrances: The Gods have long ago determined that this Oracle must remain free of outside influence, and have made her immune to all Knacks associated with Epic Social Attributes.

Help: She is not immune to the automatic successes granted by Epic Social Attributes, making it difficult for her to truly stand against the Scions with these abilities.

Roll Results

Botch: Annaleisa not only remains unconvinced of a need to leave, she refuses to provide the characters with any information they might need from her, even going so far as to threaten her own physical safety to prevent the Band from taking her by force.

Failure: Annaleisa cannot be convinced to leave.

Success: The Scions convince her to leave the town, but she insists that they bring her daughter along when they are ready to leave. If they do so, it alerts the watchful forces of Krieger Security to the escape attempt of someone chosen for the Kindernacht.

Consequences

Agreeing to help Annaleisa leads the Band to remain in the town, leading them to the scene “Encounter with the Mayor.” Attempting to leave Wolfsheim brings the KSF down upon the Band, potentially allowing for their capture (and perhaps the death of the mortals they escort) with an option to proceed to the “Kindernacht” scene as the special guests of Helmut Steiner.

Wolfsheim

Found Her!



Encounter with the Mayor

MENTAL •• PHYSICAL - SOCIAL •••

Overview

As the characters leave Annaleisa, they are met by Hermann Mauer, the local policeman. He gruffly but politely requests the Band follow him immediately to a meeting with Wolfsheim’s mayor, Wilhelm Steiner, at the village’s meager City Hall. After entering the front door, the Band is escorted to a medium-sized office, and Wilhelm requests the door be closed once they enter.

Wilhelm has heard of the confrontation the Band had on the way into town and senses their power as a threat to the delicate balance of the city. Wilhelm attempts to order the Scions out of town, demanding they leave right then. He does little to correct any assumptions they have about the goblins, only stating that the city has the problem “well in hand.”

If the Band have not previously met Helmut Steiner, then in the middle of this conversation he enters the office to thank the Scions for their intervention during the “Arriving in Wolfsheim” scene. The Band should note that he is particularly not fond of Hermann Mauer, who is constantly in Helmut’s face during the entire encounter. After Helmut exits, Wilhelm may be pressed into giving more information about the city and its traditions, but will beg the Band to not get involved. If the Scions show a desire to help, Wilhelm briefly shows hope that the Band could have a positive impact, but will quickly dismiss it (and them) unless the Band can convince him otherwise.

Description

The office is almost overcome by stacks of cluttered documents, books and miscellaneous office supplies. At the far wall sits a desk of dark polished pine, littered with even more forms and the occasional discarded candy wrapper. On the wall above the desk rests a portrait of a authoritative young man, and it’s very difficult to see any resemblance between the picture of Wilhelm Steiner and the sad man that now sits behind a nameplate adorned with “The Honorable Mayor Steiner.”

Storyteller Goals

At this point, the Scions have some base knowledge of the conflict, but this scene allows them to see the effect it has had on the residents. This also sets the stage with several of the major players in the story, introducing them to both a potential ally in Hermann Mauer and a primary antagonist in Helmut Steiner.

Character Goals

The characters should be looking for a plan to use against the goblins and the werewolves. If they visibly show a desire to help, Hermann Mauer approaches them as they leave and offer his assistance. In particular, if they mention Johanna’s plight, Hermann Mauer will offers whatever services he can.



Wolfsheim



Encounter with the Mayor



Actions

No, Really – Let Us Help

Wilhelm is not just afraid of the fact that these strangers were able to fight off some goblins. He also fears that they have their own ulterior motives. Already caught between two supernatural powers, he doesn't want to add a third group of would-be tyrants into the mix. Getting Wilhelm to relax his stance on the Band's immediate departure is going to require some careful wordplay on their part.

Dice Pool: Manipulation + Empathy vs. Wilhelm's Willpower + Integrity

Action: Contested

Hindrances: Wilhelm may use his Empathetic Demeanor ability to attempt to sway the Band to his reasoning.

Help: If they've shown enough desire to help with little mention of personal gain, Hermann Mauer also argues on their behalf, giving them a +1 to their roll.

Useful Powers: The Knacks God's Honest, Charmer, Inspirational Figure and Benefit of the Doubt can all be useful.

Roll Results

Botch: Wilhelm entrenches himself against the Band, refusing to listen to their pleas. He takes a "better the devil you know" standpoint and requests that Helmut intercede, potentially leading to the Band being arrested and escorted to Krieger Munitions.

Failure: The Scions are unable to convince Wilhelm to allow them free run of Wolfsheim. He demands that they leave before evening.

Success: Wilhelm allows the Scions to stay, begging them not to draw attention to themselves or "cause problems."

Consequences

Meeting one of the primary antagonists and a potential ally should allow the Band an opportunity to begin preparing their strategy. If the Band chooses to attempt to replace Annaleisa's daughter Johanna (or even some of the other children chosen for the Kindernacht), move on to the "Kindernacht" scene. If the Scions choose to confront either the goblins or the werewolves, move on to the "Welcome to Krieger Munitions Factory" or the "Finding the Fae" scenes, respectively.





Kindernacht

MENTAL ••• PHYSICAL •••• SOCIAL •

Overview

Just before dusk, Helmut Steiner and a small group of Krieger Munitions security forces (all of whom are werewolves) arrive in the town square. They pull up to the plaza in an old canvas-backed troop transport truck, and Helmut Steiner exits from the passenger seat as the truck sputters to a stop. Megaphone in hand and flanked by his attendants, Helmut calls the chosen to the center of the village. Distraught families appear with their children, mothers and fathers already openly weeping and mourning the very likely loss of their offspring. Any who dally too long are forcibly extracted from their families, the guards roughly pulling children from the embraces of their parents and siblings to form a line at the back of the troop transport.

Once all of the chosen have been gathered, Helmut Steiner asks brusquely if anyone present would choose to invoke the Right of Exemption (see the sidebar on p. 4). If the Scions choose to replace any of the chosen at this point (likely Johanna, if not more), it comes as a surprise to Helmut Steiner, although a surprise he will soon relish. Once the children and any surrogates are gathered, Helmut Steiner motions to his guards, a silent order for them to place them in the back of the truck. Once all are inside, the truck chokes to life, backfiring once before departing the town, leaving behind the forlorn relatives.

The Kindernacht proper begins at the Krieger Munitions Factory, with the thirteen chosen being led by Helmut to a small clearing along the river, still within sight of the factory. Werner Krieger waits at the clearing, surrounded by werewolves in various forms who search and disarm the chosen. Werner gives a short ceremonial speech to the werewolves before most disappear into the forest. He then addresses the chosen, informing them of the rules of the Kindernacht.

Once he completes this, he nods to Helmut Steiner, who issues the command to the chosen to run. After a few minutes head start, Werner and Helmut join in the hunt, howls permeating the night air. Both the chosen and any Scion replacements begin to encounter the werewolves who preceded them into the forest.

Description

The fading light has darkened the forest, casting long and foreboding shadows everywhere. Even the descending nightfall cannot eclipse the even darker shadows cast by Werner Krieger, Helmut Steiner and their bestial ilk. Not a sound emanates from the woods; the only thing breaking the silence is the low growl of a huge, feral wolf as it paces alongside Werner. The creature's eyes burn with a hatred and intelligence far beyond that of a normal wolf, while his more human-appearing brethren begin to take on a bestial appearance, eyes and teeth reflecting the cold floodlights of the nearby Krieger Munitions Factory.

Storyteller Goals

This is going to be a brutal and potentially long scene, as it takes course over an entire night. The werewolves hunt as a pack, making it difficult for anyone to face one in single combat (not to mention trying to protect the human children), which allows you to heighten the drama and suspense as the story takes a turn towards survival horror. Those mortals who choose to fight are likely to be bitten if they last for more than fifteen ticks, turning them into new recruits for Helmut Steiner. Those that make it to the town are left alone and immune to future Kindernachts, while all others are savagely killed. The scene at the village should be one of utter terror, as the families of the chosen wait at the borders of the city in the vain hope of seeing their children make it home alive.

If by chance the Band have struck a deal with Der Koenig Puck prior to the Kindernacht, they may find themselves aided both covertly (small pairs of silver throwing daggers hidden in the forest where the Band is likely to find them) and overtly (small groups of goblins appear to aid the Band). In fact, the goblins may even decide to attack outside of any treaty with the Scions, for the sole purpose of trying to disrupt the werewolves' perversion of the goblins' tradition. Also, if the Scions have gained the favor of Hermann Mauer, he may also plant assistance in the forest, possibly even taking a direct hand if Johanna remains involved in the Kindernacht.





Actions

Run from the Hills!

Being placed into the Kindernacht means that the Band are in for a brutal fight. Punch, kick, use Knack, use Boon, bleed. Repeat as necessary until either the Scions have escorted everyone to town, have defeated the werewolves or have fallen before their feral adversaries.

Hindrances: Poor lighting (+1 difficulty to Perception rolls), rough terrain (-1 to Athletics rolls).

Help: Scouting out the area ahead of time (-2 difficulty to appropriate rolls).

Useful Powers: Boons such as Night Eyes or Animal Aspect can negate the effect of the darkness. Knacks such as Predatory Focus or Subliminal Warning can allow Scions to attempt to guide themselves (and others) away from the werewolves. Knacks such as Cat's Grace can negate the effects of the uneven terrain.

Consequences

This is one of the most violent scenes in the game and (depending on the outcome) can easily be the final chapter. The risk of Fatebinding is significant, as any Scions who call upon their Legend will be doing so in front of terrified mortals. Should goblins arrive to also fight the werewolves, they can be followed back to a fae mound and the "Finding the Fae" scene can be used as a potential means of escape.

Character Goals

The Band should be trying to survive and keep as many children alive and unbitten as they can. If possible, the Scions should also look for opportunities to show the humans that their oppressors can be beaten, trying to defeat as many of the werewolves within sight of the city or the chosen as possible.



Finding the Fae

MENTAL ••• PHYSICAL • SOCIAL ••

Overview

At any point that the Scions look for the goblins, they're going to find themselves tediously scouring the local wilderness (though Scions possessing appropriate supernatural means may be able to circumvent this). Although the fae mounds that lead to the home of the goblins are fairly prevalent, it requires some skill to track the goblins back to one of the tiny hillocks. Even then, the Band needs to determine how to utilize the fae mounds unaided (see the write-up for goblins on p. 12). Unfortunate Scions may have to search several mounds before finding one that is still viable, as inactive mounds and false trails litter the countryside, all part of the goblins' efforts to keep visitors and enemies alike far away.

Description

After what seems like hours, you're frustrated nearly to the point of giving up entirely. Every twist and turn of this forest leads to more tiny hills and ancient, twisted roots – but no sign of any place that could hold even a small number of the creatures you spotted earlier. When all seems pretty much lost, you finally hear it... a lilting, sing-song cacophony of tiny voices permeating the area.

Pushing forward through a copse of trees, you spy a miniscule hillock. Running about the mound are three of the goblins, merrily singing and gyrating in a frenzied dance. As they cavort, toadstools begin to push up through the top of the mound, beginning to circle the perimeter of the entire crest. The entire affair is brief and the foul little creatures cheer as they finish the ritual, only to be quite shocked by your presence. Before you can even react, one lets out a little yelp and touches the mound, disappears from view in a puff of green spores and pollen.

Storyteller Goals

Simply getting the characters to “The Goblin Kingdom of Bellhollow” scene would be enough, but use this opportunity to show the Band a little of the ritual and superstition that plays into the area, particularly with the goblin rite for activating a fae mound. Fortunate Scions (or those experiencing a great deal of hardship activating the fae mounds) might even be able to stumble across a group of goblins enacting their ritual dance to trigger a fae mound. Should the Band startle the goblins before they can successfully complete the ritual, the goblins disperse through any means possible, perhaps even yanking out a tooth to instantly activate the mound for their own passage.

Character Goals

The Band needs to locate Der Koenig Puck and his kingdom, which will likely take significant effort on their part. Once an entry is found, it requires further action to find some way to use it.

Actions

On the Trail

To find and activate a fae mound for passage into Bellhollow requires a (Perception + Survival) roll with a difficulty of 5 to track the goblins back to one of the tiny hillocks. Even then, the Band needs to succeed on an (Intelligence + Occult) roll, difficulty 3, to determine how to utilize the fae mounds unaided. If the Band captures a goblin, they can bully the creature into giving out the details of how someone may enter the Goblin Kingdom.

Dice Pool: Perception + Survival

Action: Extended, difficulty 5. Each roll represents half an hour of searching.

Hindrances: None

Help: The Predatory Focus Knack or the Animal Aspect Boon allow for easier tracking of the goblins back to active mounds, subtracting -1 from the difficulty.

Useful Powers: The spells Ariadne's Thread and The Unlidded Eye can reveal the nearest mound.

Roll Results

Botch: The Band becomes completely turned around in the forest, adding +1 to the difficulty to the next (Perception + Survival) roll.





Failure: Half an hour is lost wandering.

Success: A fae mound is located after a search of half an hour.

How Do We Use This Thing?

Having located an active mound, the Band needs to determine how to open it unaided. This is made simpler if they have coerced a goblin to guide them or chance upon goblins activating the mound.

Dice Pool: Intelligence + Occult

Action: Instant, difficulty 4

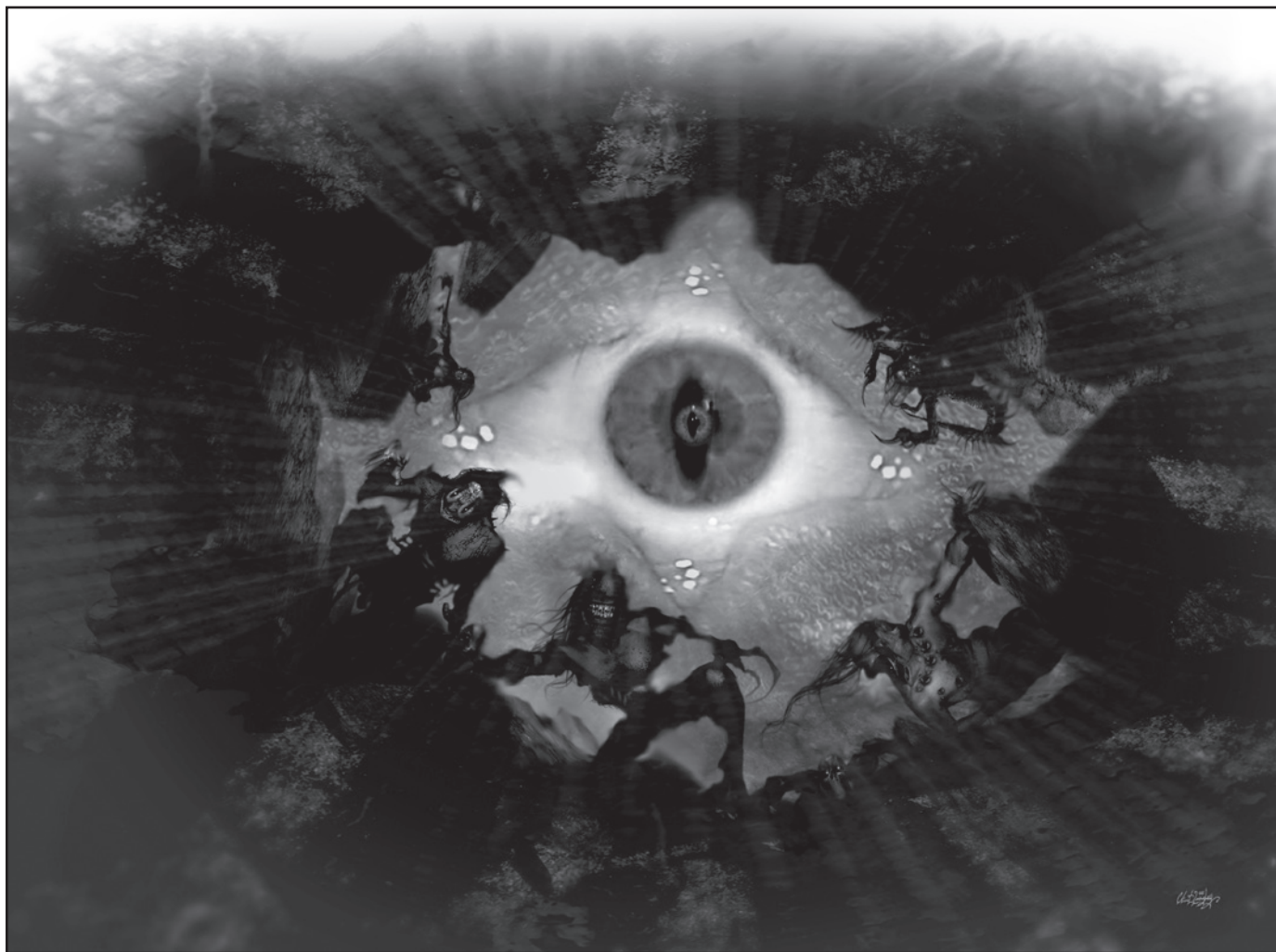
Hindrances: If the Band has never encountered a Terra Incognita before, this is a new experience for them, adding +1 to the difficulty.

Help: Having a captive goblin guide or viewing the goblin rite in progress shows the Scions how the entrance to Bellhollow can be obtained, giving them -2 to the difficulty. A tooth from a dead goblin allows a Scion to enter without spending a Willpower point (just the Legend point).

Roll Results

Botch: The mound rejects the attempt to activate so forcefully that it collapses, becoming permanently unusable and notifying the goblins of the attempt.

Failure: Nothing happens.



Success: The mound activates, allowing the Band to enter at the cost of a Willpower point and a Legend point.

Consequences

Failing to activate a mound results in a lot of wasted time and forces the Band to have to search out another one (now with goblins actively aware and upset at the intrusion). If the Scions do gain entrance, they can proceed to the scene “The Goblin Kingdom of Bellhollow.”





The Goblin Kingdom of Bellhollow

MENTAL •• PHYSICAL •• SOCIAL ••

Overview

Once the Scions have found themselves inside of the goblin kingdom, the scene undergoes a drastic, almost surreal change in mood. Dank and dark, this realm temporarily distorts the Band's perceptions as they enter it, their surroundings abruptly changing from the fae mound the Scions had just encountered to a murky grotto. The Scions find the immediate area lit by a large, free standing torch composed of bone, a green flame constantly flickering at its peak. A pungent, acrid smell fills the air as some sort of fatty ichor drips from the fire, searing the ground where it strikes. Observant Scions (perhaps those with Psychopomp) should note on a successful (Perception + Occult) roll at difficulty 3 roll that the torch is a touchstone for this Terra Incognita.

A thin violet luminescence permeates the ground beneath the player's feet, seeming to emanate from the multitude of toadstools which cover the entire clearing. Thick, thorny undergrowth rings in the grotto, leading back to the warped roots of numerous disfigured trees. Inside these roots the Band notices small, four-foot high passageways cut into the bramble walls of undergrowth, leading to unknown destinations. Off in the distance through the mess of trees and briars, the Scions see a large hill that vaguely resembles a bell. At its summit stands a gigantic tree, ancient and gnarled, with enormous roots jutting out and back into the ground surrounding it. A brackish creek mumbles in the distance, not easily visible from the Band's vantage point.

The Band has to figure out how to navigate Bellhollow. Flying or leaping is not much of an option, as those who try to bypass the paths become disoriented and confused, not even knowing which way is up. When the Scions make any movement, they

disturb the toadstools at their feet, awakening the source of the eerie purplish light. Hundreds of miniature, vaguely female humanoids erupt from underneath the toadstools, anger over the disruption causing them to glow more brightly than before. These are the sylphs, guardians of the grotto, who each brandish a tiny spear. Astute Scions can also notice on a successful (Perception + Awareness) roll that each sylph wears a tiny collar with an ephemeral golden chain trailing off towards the hill before fading from view.

Speaking in rhyme, the sylphs challenge, heckle and question the Band as to their purpose inside Bellhollow. After a bit of spiteful fun at the player's expense, the sylphs become more serious. They pose absolutely no threat whatsoever to the Band (and vice versa, as if the Scions get overly aggressive, the sylphs can simply retreat back into the brambles), so no mechanics are provided for them. However, they do hold a piece of very valuable knowledge to the Scions. The sylphs are not just the an early warning system of danger to the goblins, they also are the safe-keepers of the quickest, least dangerous route to Der Koenig Puck's castle, something of which the sylphs arrogantly inform the Band – that is, if the Scions can decipher the sylphs' demands from their sing-song, frantic speech patterns.

Regardless of whether they negotiate with the sylphs, follow their chains or just wander aimlessly to find a path up the hill, on their journey they pass a great many of the inhabitants of the goblin kingdom. Most of the goblins scurry well out of the reach of the Scions upon their approach (or perhaps even occasionally confronting them if the Scions act aggressively). At one point, the Band passes the remains of a small silver mine, where a score of goblin miners furiously work at ferreting out the few remaining nuggets of silver ore the mine has to offer.

The path ends at the base of the tree. Many of the roots have been hollowed out, and crude sets of carved stairs inside the roots descend downward into the hollow of the hill. Six goblins are stationed in guard positions around the roots of the trees. Two of the guards break off from their positions and grudgingly acknowledge the Band, beckoning for them to follow. The guards then lead the Band down one of the larger sets of stairs for what seems an impossible distance, continuously spiraling downward. This leads to the scene "The Goblin King's Throne Room."





Description

Your senses swim about you, attempting to adjust to the disorienting effect of having passed through the goblin mound. Your eyes dilate to take in the dim light before focusing on a large, freestanding ivory torch, its verdant flame spreading a sickly greenish pallor over your surroundings. The scent of the musky spores roused by your passing are scoured from your nostrils as a stingingly potent odor emanates from the fatty ichor that drips from the apex of the torch, hissing as it scorches the ground at its base. A fading violet luminescence clings low to the damp, mossy earth, seeming to pulsate from hundreds of toadstools which litter the entire clearing. A labyrinth of undergrowth surrounds the grotto, thorny vines and gnarled roots occasionally parting to form small passageways that disappear in every direction. As your vision finally recovers, you are struck by the sight of an ominous, twisted tree of ancient origin in the distance. Sitting at the top of a large bell-shaped hill, it manages to be both menacing and regal.

Storyteller Goals

The backdrop of the otherworldly realm of the goblins is your chance to present a truly surreal experience to the Band, hinting at the kind of adventures that await them as they progress towards Godhood. Setting the scene here not only leads the Band to a meeting with Der Koenig Puck, but helps to accentuate the alien environment that would hold sway over the mortal realm in this area if given half a chance, a grim display of life as a servant to the fae.

Character Goals

Finding some way through the labyrinth of Bellhollow to reach Der Koenig Puck should be the main reason to be here, although this also could have been as escape route from the Kindernacht as well. While here, the Band can also gain some valuable insight into the society that would require such a leader.

Actions

You Want Me to Do What?

The sylphs are riddlers through and through, and even when they give answers they tend to be long-winded and enigmatic. Understanding what the sylphs really want from the Band would drive a mortal insane, but can be accomplished by a Scion who is used to deciphering cryptic instructions.

Dice Pool: Intelligence + Investigation (difficulty 5)

Action: Reflexive

Hindrances: If the Band come in to Bellhollow with a goblin captive, the sylphs are less inclined to help and do all they can to make their riddles indecipherable, adding +1 to the difficulty.

Help: If the Band comes in after having recently fought a werewolf, the sylphs recognize that the Scions have been fighting their enemies and try to be a little less vague, subtracting -1 from the difficulty.

Roll Results

Botch: The sylphs react in anger and give the Band purposefully incorrect directions to the tree, forcing them to lose half an hour trying to navigate through Bellhollow and possibly running into a hostile group of goblins.

Failure: The sylphs laugh at the Scion's confused response, teasing and insulting her.

Success: The sylphs provide the directions to Bellhollow (see the "The Sylph's Demands" sidebar, p. 26).

Push Through

Those who choose to circumvent the sylphs may attempt to navigate Bellhollow without assistance, although it is treacherous. The paths and scenery are designed to befuddle anyone who enters, and the Band needs to spend some time determining the correct course to the tree.

Dice Pool: Wits + Survival (difficulty 5)

Action: Dramatic

Roll Results

Botch: The Band gets so turned around that they end up back in the grotto, where the sylphs laugh uproariously at them. Further attempts to navigate Bellhollow without direction or guidance add +1 to the difficulty.

Failure: The Scions lose thirty minutes of time and need to roll again.

Success: The Band is able to push through Bellhollow, taking about thirty minutes to reach the tree.

Follow That Thread!

The sylphs themselves can be used as a sort of guide to Der Koenig Puck, as the ephemeral chains from the collars around the necks of the





sylphs lead directly back to a ring on his hand. Although not the easiest route through Bellhollow, it allows the Band to navigate over, under and around the various roadblocks in a straight line to the goblins' King.

Dice Pool: Wits + Survival (difficulty 5)

Action: Dramatic

Hindrances: Eyeing any one individual sylph for too long will most likely cause them to dart away. If the Band has agitated the sylphs, their constant frenetic movement makes the threads harder to follow, adding +1 to the difficulty.

Help: The Unlidded Eye or Ariadne's Thread spells can be used to target a single thread and follow it, lowering the difficulty by -2.

Roll Results

Botch: The Band gets so turned around that they end up back in the grotto, where the sylphs laugh at them uproariously. Further attempts to navigate Bellhollow without direction or guidance add +1 to the difficulty.

Failure: The Scions lose thirty minutes of time and need to roll again.

Success: The Band is able to push through Bellhollow, taking about thirty minutes to reach the tree.

Consequences

Getting through Bellhollow leads the Band directly to the scene "The Goblin King's Throne Room," although taking too long there could cause them to encounter groups of belligerent goblins. Losing a fight here will have the Scions dragged before Der Koenig Puck stripped of their weapons and Relics. Frustrated Scions might end up leaving Bellhollow entirely, which could lead them to the "Kindernacht" scene. It could also result in the Band stumbling upon a Krieger Security Forces sweep of the forest, who would not react pleasantly to seeing the Band appear much as the goblins do – if the Scions get captured by the KSF, they are taken to Werner in the "Confronting Werner Krieger" scene.



THE SYLPH'S DEMANDS

These tiny humanoids are an insistent and infuriating bunch. They speak in a sing-song rhyming pattern that should not be overly difficult for the Scions to decipher. What follows are a couple example responses and prices that they might demand.

"Who we? Who we? It takes more than queries to buy complicity."

"Godlings come to Bellhollow but divinity not show which path to follow."

"A song that's sad, a tale of woe, to feel your grief would make us glow."

"Precious piece of shiny to me, grant me wealth earned most honestly."

"Please us, please me, grant me gifts of three, a song, a shiny and a bit of thee."

"Flesh, blood, hair or seed, a gift of this is what we need."

The things they have asked for are like status symbols to the malicious sylphs, symbolic of a victory over the Gods themselves to their warped little minds. They are nasty to the core and relish the grief of others, so a sad song that is performed in a heartfelt matter gives them joy. The shiny is a single coin, but the sylphs only want one earned through work or toil so they have taken that which they did not earn. "A bit of thee" is a trophy made from the body of a Scion. If the Scions comply with the sylph's demands, they give responses similar to the ones below and then completely ignore the Band.

"You must seek the goblin king, him and his thrice-cursed ring. But the visit will not be fun, a demanding tyrant will seek a bargain done. That be of course, if he answers your hail and does not meet you with spear and flail. Whatever it is the king may choose, all of us here really hope you lose."

"To find the one that you seek, follow your ears to the fetid creek. At split in the path ignore the right hand tine, lest you find the wasted silver mine. Onward through the patrols you go, of goblins and their stinging bows, then up the hill to the goblin palace, resting 'neath tree grown in spite and in malice."



Goblin King's Throneroom

MENTAL •• PHYSICAL •••• SOCIAL ••••

Overview

After several minutes of travel, the Scions emerge into a large cavern. The air here is humid, musty and thick. In the center of the cavern is a massive, blocky fortress surrounded by a bulwark of black, twisted vines. A single massive root penetrates from the top of the cavern through to the center of the fortress. The floor is damp, with small pools of fetid water scattered through the area. The Scions' ears are assaulted by the echoing sounds of life in the cavern: the constant croaking of frogs and toads, the buzzing of mosquitoes and peels of maniacal laughter emanating from the crooks and holes that dot the landscape in the distance. Goblins of all sorts are everywhere the eye can see – fighting, frog giggling, fighting, harvesting mushrooms, planting toadstools, fighting, eating, carousing, fighting, laboring and fighting.

As the Scions finally arrive at the gates of the fortress, the guards step forward, opening the gates and motion for the characters to step through into the Courtyard. They are escorted to a small antechamber inside the fortress proper. On the far side of the room stands a large set of thick double doors made of beech wood and bound in silver. On each side of the doors stands a gargoyle-like goblin guard, so entrenched in their domain that they appear to have almost become one with it, their skin stony and brittle with a sandy gray tint. Armed with silver tipped spears, the guards make no aggressive action other than to cross their spears in front of the doors as the Scions approach.

One of the guards hails the characters, asking the Band why they want an audience with Der Koenig Puck. After a brief exchange of words, one of the guards snaps his fingers, summoning forth a smaller goblin who drags a large chest through the door. The guard who first addressed the Band then hands them a key to the chest and instruct them that they need to remove all Relics and weapons, placing them in the chest for safe keeping until they leave the throne room. The guard doesn't care if the Scions balk at this suggestion, and points to a rune

above the doorway. He explains that if they attempt to take these items into the throne room, mystical wards are in place to prevent them from entering (the 3-dot Guardian Boon Ward focused against divine Relics, created at Legend 4). The guard can be mollified by a Scion remaining behind to personally oversee the items, so long as the remaining Scions do not attempt to take weapons into the throne room.

As the Scions enter the room, they first notice the throne itself. The base of the tree the Band saw outside of the fortress continues into the top of the room, and a gnarled tangle of roots extends down to the center before filling the rear portion of the room. The roots intersect and merge into the form of a high-backed ornate chair, seemingly grown into the position they have taken. Surrounding this throne are twelve goblin guards, all brandishing spears in a formation that hints at slightly more discipline than the average inhabitant of Bellhollow. Lying at the foot of the throne are two nemean wolves (apply the nemean template from p. 312 to the normal wolf template on p. 332, both from **Scion: Hero**). The wolves rest laconically at their master's feet but perk up at any mention of their names (Grimmig and Fressen). Above it all, lazily surveying the Scions, is Der Koenig Puck.

Description

Even before the throne comes into view, it is obvious that this is where the king of the goblins resides. Like a child's imagining of a medieval fort, the rough-hewn walls form a looming dome, broken only by a system of convoluted and overgrown roots that penetrate the room from the base of the giant tree that rules over the hill above. As the roots tangle and combine, they entwine each other, traveling down the far wall to coalesce into a resplendent and grandiose throne. The man-like creature who sits upon it regards you with an unhealthy interest, his ragged ears perking and his sickly yellow eyes narrowing. Flanking the throne are six guards on either side, some of them abruptly bringing themselves to attention after you enter, brandishing silver-tipped spears in your general direction. Slowly, the heads of two large nemean wolves at the king's feet rise, sniffing the air before you. As you approach the throne, their tails tuck under and they stand, baring their fangs silently. Stiffly moving his right arm into an upright position, your eyes are drawn to a thin glow that pulses from a ring on his upraised hand. "Grimmig, Fressen, heel," barks the king. "After all, it is not often that goblins come face to face with their betters."





Storyteller Goals

Der Koenig Puck is a creature who is bound to his word, living under his own code of honor that, while perhaps unconscionable to the Band, does follow a cruel sense of logic. Although he does everything to garner the sympathy of the Band and enlist them in removing the threat to “his” kingdom, he is no less a tyrant than Werner Krieger, and only being restricted to Bellhollow prevents him from attempting to find some way to march forth and just eliminate the entire city in order to prevent unwanted attention from the creatures that plague this forest. Feel free to play up this dichotomy, revealing to the Scions that he is no better than the other side and that should they leave the humans with no way to protect themselves against Der Koenig Puck, he will eventually slaughter them all.

Puck grudgingly acknowledges the Band and offers them the chance to speak their peace as to why they are disturbing him. He begins as a gracious host but becomes more agitated the longer the Scions are present, using some disarming social tactics to try and keep the Scions in an unbalanced position. Puck views himself not just as a king but as the royal protector of his subjects, whether they are the goblins surrounding him or the human inhabitants of Wolfsheim itself. He attempts to turn the discussion to a diatribe on the threat that the werewolves pose to the area and how they have subverted the pacts and bargains which kept Wolfsheim safe from outside interference. That said, he recognizes the power of the Band and views them as a potential tool to dispose of the werewolf incursion into “his” lands. He attempts to treaty and bargain with the Band, alternating between bemoaning his inability to directly involve himself in the conflict and bragging about his strategic abilities, which only fail due to the lack of “competent resources.”

Character Goals

There are multiple goals the Band can be trying for in this scene. Obtaining weapons against the werewolves would be a great boon, but eliminating the competition gives Der Koenig Puck free reign. If they intend to depose the king or slay him on Werner Krieger’s behalf, they find themselves pressed in a race against time to defeat enough of his minions to prevent his escape. Any hostile action would also almost guarantee that the Band would then have to fight every step of the way out of Bellhollow.



Actions

Have I Got a Deal for You!

Negotiating with Der Koenig Puck is trying for even the most patient souls. He attempts to turn everything into some sort of pact or deal, hoping to catch the Band off guard and trap them into his service. Suggesting that he not resume the Kindernacht once the werewolves have been driven off is a personal insult to him, as the Band are suggesting that he “forsake his solemn vow” to the people of Wolfsheim. He bristles at any attempt to correct him, and dismisses the Band altogether if they seem completely uncooperative. Socially adept Scions can try to persuade him to leave the mortals be, although even if he does it will be with great reluctance.





Dice Pool: Charisma + Presence or Manipulation + Empathy vs. Puck's Wits + Integrity.

Action: Contested

Hindrances: Der Koenig Puck is the epitome of the "silver tongued devil." He takes every opportunity presented to twist the Scion's own words to his advantage. This puts the Scions on the defensive for much of the encounter, causing them to subtract -1 from their roll. He's also not above using Paralyzing Confusion on one of the Scions if they seem to be gaining ground.

Help: Appealing to Puck's ego gives Scions +1 to their social rolls.

Useful Powers: Scions using Knacks such as Benefit of the Doubt, Charmer or God's Honest may have an opportunity to outwit the clever goblin king.

Roll Results

Botch: Puck takes the Band's poor negotiations as an attempt by the citizens of Wolfsheim to renege on their ancient pact. Whispering commands to the nearest goblins, he attempts to hold the Band in conversation as his followers prepare to descend upon Wolfsheim en masse.

Failure: Puck laughs at the Scions, banishing them from Bellhollow until they "regain their senses."

Success: Puck accepts the Band's suggestions on the condition that they assist his forces in disrupting and destroying the Kindernacht, reasoning that if he can't do it, why should the werewolves?

Give Me Back My Relics!

Facing off against the goblin king and his subjects (whether through a failure of diplomacy or because they have made an agreement with Werner Krieger) is almost as difficult as trying to convince him to give up his claim on Wolfsheim. Puck takes great pains not to confront the Band directly, instead using his goblin retainers and nemean wolves to make a grandiose attack before withdrawing to a safe distance. If the Scions actually succeed in defeating a majority of the various attendants in the throne room, Puck brazenly flees, scampering into the thatch of roots behind his throne in order to make his way out to Bellhollow. Hunting Puck down after such an escape is a daunting task indeed, as he throws every piece of the environment (and every goblin in it) at the Band in an attempt to slow them down as he bolts for someplace to hide beyond their reach.

Consequences

Getting Puck to agree to release Wolfsheim from the pact is a major victory, and also merits the Band a number of allies to use against the influence of the werewolves. Should the Band fight and lose, they face a foe content to capture them instead of killing them outright. At such a point, Puck extracts a promise from the Scions to oppose Werner Krieger and only return to Bellhollow when they have the pelts of Helmut Steiner and Werner Krieger in their possession. This would lead the Band to the "Welcome to Krieger Munitions Factory" scene.

Succeeding in killing Puck drives the cowardly and leaderless goblins out of the forests surrounding Wolfsheim.





Welcome to Krieger Munitions Factory

MENTAL •• PHYSICAL ••• SOCIAL ••

Overview

The Krieger Munitions Factory highlights the anachronism of Wolfsheim. The entrance to the factory is gated and accompanied by a small guard shack, which is always manned by at least two of the Krieger Munitions security forces, often one werewolf and one human. This is the werewolves' stronghold, and Scions who choose a brute force route over one of diplomacy or subterfuge will find themselves in a hard-pitched battle to gain the inside of the compound.

The interior of the factory is like what one would expect of a standard industrial complex. A large, open space allows workers to move about their tasks unhindered, with werewolf guards surveying the entire scene. Overseeing it are the business offices at the top floor, with two large rooms acting as Werner Krieger and Helmut Steiner's offices.

The lowest level of the facility is designed as a sort of barracks for the werewolves, along with a more opulent apartment that serves as Werner Krieger's private sanctum while he visits the plant. Getting to these barracks is not easy, as several storage areas branch off to either side of the main hallways, providing a dizzying number of similar looking doors. A large machine shop sits in the northwest corner of the basement, through which is the only direct path to the living quarters. To complicate matters, the machine shop doesn't just serve as a place for the werewolves and human workers to repair broken equipment, but a portion of it also serves as a kennel of sorts for a fenrir (**Scion: Hero**, pp. 317-318), a personal gift from Werner to Helmut.

The fact that Werner happens to be visiting at this time is not unusual – every year he “vacations” in Wolfsheim during the Kinder-nacht, as the hunt amuses him. It also gives him the chance to review the potential new recruits to Helmut Steiner's pack, assuring Werner Krieger that only the best and most malleable are taken in from one of his personal grooming grounds.

If the Band comes in guns blazing and Relics brandished, somehow making it to this point, they encounter Werner in direct combat. Werner always has two werewolf guards with him, and the fenrir would not be far behind (12 to 15 ticks into combat).

Description

Outside

This monolith of concrete and steel juts from the otherwise pristine landscape, a scab on the face of the land. The factory continuously belches acrid smoke into the crisp mountain air, and the temperature near the factory is noticeably warmer. A number of supply crates litter portions of the factory's exterior alongside large delivery trucks and oddly antiquated canvas-backed troop transport trucks. Krieger Security forces constantly patrol the grounds, surveying the land through twenty-foot high chain link fencing topped with razor wire. Four watchtowers dot the interior, one standing at each corner of the compound, giving the factory a feel more akin to that of an industrial prison than that of a thriving multinational corporation.

Inside

Once inside the three story facility, the militaristic feel gives way to the bustle of menial labor. Large open rooms are occupied by the working class of Wolfsheim citizens. Some cart iron ore to the blast furnaces to be smelted, while others work huge machine presses which shape the raw metal into the forms for weapons of all shapes and sizes. Assembly lines cart the finished products into the hands of workers, who inspect and package the items into crates which are carried off on forklifts to various storage rooms or onto the backs of waiting delivery trucks. All of this occurs under the watchful eye of armed guards looking down upon the laborers from strategically positioned platforms, catwalks and mezzanines.

Storyteller Goals

This is the opportunity to showcase the true strength of the werewolves by highlighting their stronghold. This should also serve to show how deeply embedded Werner Krieger's minions have become in this region, their private hunting grounds.



Krieger Munitions Factory

Wolfsheim



Character Goals

The Band could be here for a few purposes – to reconnoiter the facility, to bargain with Helmut and Werner, trying to escape after being detained by the KSF or even to begin a full-fledged assault against the titanspawn.

Actions

We'll Take the Back Door

Stealthy Scions may decide to try and breach Krieger Munitions Factory on the sly. They might hope to assassinate Werner or Helmut or merely to arrive in a way to let the werewolves know they aren't untouchable. This scene can also be used if the Band have been captured and are trying to sneak out of the complex.

Dice Pool: Dexterity + Stealth, difficulty 6

Action: Dramatic. The Band should roll this for each new area they enter, such as moving from the outer grounds to the first floor or from the first floor to the basement.

Hindrances: A number of armed patrols pass through the facility at all hours. Attempting to sneak in during the day or right after any activity by the goblins increases the difficulty by +2.

Help: If the Band creates a distraction, they might be able to more easily enter, lowering the difficulty by -1. Also, if they have gained Mauer as an ally, his detailed maps and list of patrol locations and duty sheets are a phenomenal asset, subtracting -2 from the difficulty.

Roll Results

Botch: The Band have been found out and all available security rush to arrest them.

Failure: Something causes the band to hesitate and they miss an opportunity to move forward. The band must remain hidden for five minutes before attempting to move forward again.

Success: The Band successfully moves into the new area.

All Guns Blazing

More militaristic Scions may choose the full frontal assault approach – although not the best move, it is possible for very competent Bands to take Krieger Munitions by force. This inevitably leads to conflict with a full complement of KSF forces, both human and werewolf. Allow about three humans and one werewolf to appear every few minutes, one group for each Scion present.

But I Have An Appointment!

If the Band chooses the diplomatic option of approaching the gates and asking to speak directly to Helmut or Werner, they find themselves strangely welcomed into the den of their natural enemy. Although accompanied by theriothropic guards the entire way, they are escorted to Werner's business offices on the third floor mezzanine, with Helmut complacently sitting at his right hand and the barely subdued fenrir at his left. Alternatively, if the Scions have been detained by the KSF, they are brought here and led directly to Werner.

Consequences

Gaining entrance to the facility allows the Scions to meet the most dangerous titanspawn in the area, Werner himself, leading to the "Confronting Werner Krieger" scene. If the Scions arrive post-Kindernacht after having tried (or succeeded in attempting) to subvert the traditional hunt, all bets are off. The base is on high alert and actively preparing to go after the Band. Should the Scions reach the basement of the compound and confront Werner Krieger there, only two outcomes remain: They decisively defeat the leader of the werewolves and his followers, or they fall before them. If the Scions fail, they are captured alive, stripped of all Relics and Birthrights and then prepared for a new hunt – one where they are the sole prey. Capture leads to the "Kindernacht" scene, with escaping to a safe haven no longer one of the rules of engagement. This pursuit is to the death, and the Scions are in the unenviable position of being split into groups of two as Werner himself leads Helmut, the fenrir and every remaining werewolf to stalk the Band until none remain.





Confronting Werner Krieger

MENTAL •• PHYSICAL •••• SOCIAL ••••

Overview

When the Scions meet Werner inside his bulwark, he is aggressive and condescending. Flanked by Helmut and two werewolf guards, he is sure to drive home the point that the Scions are in his den. Uncompromising and megalomaniacal, Werner's interest in the Scions here is mostly one of curiosity, playing with them before either sending them to battle his enemies or stalking them himself.

Description

As you enter Werner Krieger's office, you are immediately struck by how opulent the setting is. In a clash with the rest of Wolfsheim, this room has all the style of a luxury penthouse apartment, leather furniture accented by cutting-edge interior design and lighting. A backlit display case holds what appear to be weapons from ancient times: a Greek sword, a Norse shield and a beaded chain that ends in a small chrome skull. You realize that these items may once have been held by other Scions, and the brutish man standing in front of them, grinning maliciously, may be responsible for the demise of those who previously bore these items. He gestures to several posh chairs which lie on the near side of a mammoth walnut desk, taking a seat as he eyes you predatorily.

Storyteller Goals

Highlight the true evil of a lifelong servant to the Titans. Werner is a sadistic and willing villain, relishing every opportunity to destroy the potential enemies of his masters. This is his domain, the place where he is totally unafraid of declaring his monstrous nature to any and all around him. Tact and compromise might lead the Band to attempt to bargain with Werner – however, this ancient Wolf of the

Black Forest tolerates no indignities in any attempt to deal. Werner attempts to direct any conversation into the areas of information he most wants to glean from the Band. “Who do you think you are? What brought you here?” he barks. He outright refuses to leave the town alone or to suspend his operations, and any suggestion that the Kindernacht be stopped is met by peals of inhuman, barking laughter... unless the Band would be willing to bring the head of Der Koenig Puck as a sacrifice to open such negotiations. Even if the Band were to do this, there is only a small chance that Werner would even consider honoring his word.

Character Goals

The Band may have several reasons to be here – attempting to coerce Werner into leaving Wolfsheim or hoping to remove him from the equation are both very valid options. Should the Band be brought to him after having been captured, the goal shifts more to learning everything they can for use against him in the near future.

Actions

Give the Devil His Due

The Band can attempt to deal with Werner, but he will only willingly consent to a bargain as far as it served his direct needs, not believing himself truly threatened by the Scions. Convincing Werner to leave Wolfsheim, to stop his war with the goblins, to end the Kindernacht or anything else that prevents him from using this hamlet as his hidden base of operations requires some very smooth talking on the part of the Scions (and prodigious use of their divine powers).

Dice Pool: Charisma + Presence or Manipulation + Empathy vs. Werner's Wits + Integrity.

Action: Contested

Hindrances: Werner is hardened and twisted, willing to pull out all the stops to resist the Band's social machinations. He won't hesitate to call upon his Dark Virtues, spend Willpower for automatic successes or spend Legend for re-rolls.

Help: Scions that present themselves as particularly bloodthirsty or otherwise inclined toward the will of the Titans gain a small measure of Werner's respect, adding +1 to their rolls.



Useful Powers: Scions using Knacks such as Benefit of the Doubt, Charmer or God's Honest may have a chance to sway Werner.

Roll Results

Botch: Affronted by the Band's attempts to manipulate him, Werner demands they leave his office. As they get halfway through the complex, they are met by a contingent of armed werewolves (two per Scion) and then hear a victorious howl as Werner forces Helmut to unleash the fenrir to hunt the Band down right then and there.

Failure: Werner becomes more stubborn than ever, becoming shorter and angrier with his responses before demanding that the Band leave – or else.

Success: Werner considers the Band's compromises, demanding the head of Der Koenig Puck before the bargain takes effect.

Who's Afraid of the Big Bad Wolf?

Marching into the lair of one of the most dangerous creatures in an area with the full intent of defeating them in combat is something done only by fools and heroes. Scions determined to turn this into a physical confrontation are met with overwhelming force as Werner throws every werewolf and mortal at his disposal at the Band. He swoops in himself only when it appears his forces are losing ground to the Scions. Savage and ruthless, he targets the injured and weakened heroes first. He will not fight to the death, preferring to continue his service to the Titans rather than to die at the hands of Scions. If able to subdue them, he gleefully prepares his next ritual hunt – the Scions.

Consequences

Should the Band succeed in convincing Werner to bargain with them, they need to bring him the head of Der Koenig Puck to prove their sincerity, leading the Scions to the "Finding the Fae" scene. If the Band is able to convince Werner to leave without securing the defeat of the goblins, all seems well at first – until Helmut seizes the opportunity to become the alpha wolf, treacherously striking Werner from behind with silver. Helmut then turns all of the Krieger Security Forces on the Band, hoping to solidify his rule over Wolfsheim with their deaths. If Werner defeats the Scions, they are stripped of Relics and become the sole contestants in the Kindernacht. If the Kindernacht has already happened, he still performs the hunt as its own separate event using the template of the "Kindernacht" scene.

Aftermath

If you ran **Wolfsheim** as a starting point for a new cycle or as part of a separate story, there are several methods for continuing with elements from the story presented in this SAS.

Supernatural Revenge

If the Band caused the loss of power to either (or both of) the werewolf or goblin factions vying for Wolfsheim, it would not be beyond the ego of either Der Koenig Puck or Werner Krieger to send minions after the Band, harassing them at inopportune moments in future stories of your cycle. In particular, Werner Krieger would be insulted by such a devastating loss so near to his home territory. Since he commands no small amount of human minions in all manners and walks of society (everything from financial investors to street thugs to government officials to beat cops), they could find themselves in any number of difficulties, from suddenly seeing all of their financial assets frozen and liquidated to finding their faces plastered on wanted posters.

"Commando" Mauer

Wolfsheim's policeman, Hermann Mauer, has devoted most of his life to finding some way to rid Wolfsheim of its assailants. As an Architect, he had laid plans within plans to cause the downfall of the werewolves and the goblins while also keeping the populace safe. If the Scions caused any significant harm to the populace of the city of Wolfsheim itself (such as unbalancing the two sides in opposition so that one wins and begins a full out siege of Wolfsheim), Mauer would become the de facto leader of any human resistance efforts. This could lead to Mauer either going to retrieve the Band to fix the mess they left behind or even move in a more sinister fashion, as he makes them pay for "destroying an innocent village."

An Oracle Scorned

Should the Band fail in preventing the death of the Annaleisa's daughter, they will have made a potent enemy indeed. Her reputation as an oracle will bring others to her (including Scions) and with a deft word and a slight piece of misdirection, she could set a nearly endless array of rivals in the direction of the Band.



A Forever Home

If the Scions not only defeat both sides but inspire the human populace to stand up against tyranny, the townsfolk will not only throw off the yoke of both the werewolves and the goblins, but will break the enchantments which keep the modern world at bay. Wolfsheim will become a boomtown as the significant deposits of iron and silver near their village become the focal point for industrial processing. The Band will reap the benefits of added notoriety whenever they travel in or near Germany or any of its bordering regions.

Natures Abhors a Vacuum

The actions of the Band lead to the downfall of the werewolves and the goblins, but a new threat rises to take their place. In this scenario, an even larger menace (such as a Jotun or an evil demigod) has decided to fill the void and install themselves in the area around Wolfsheim, possibly even attracted to the area by word of the Band's deeds. However, the people are now ready to fight back and don't take this incursion lying down – but are hopelessly overpowered. Once again the call goes out to their former liberators, requesting aid from the Band in once more deposing a petty tyrant.

Experience

Wolfsheim can be played across two to three sessions, although particularly motivated players can shorten that time somewhat.

Award three experience points to each player that participated in a session. You may also want to consider the following optional awards:

+1 Success: Whichever side the Scions chose, being able to defeat either the werewolves or goblins should merit an experience point.

+1 Exceptional Success: If the Band found some way to accomplish all the goals of the scenario (rescuing Johanna, inspiring the populace and defeating/weakening the goblins and the werewolves), the Scions should be duly rewarded.

+1 Roleplay: In cases of exceptional roleplay that heightens the mood and theme of the game for the players (or even causes much needed levity at the right moment) should always be encouraged with an additional experience point.

+1 Character Growth: After the scenario is completed, discuss the choices the characters made with their players and the hows and whys of what they did. Those that show their characters have learned and grown from the experiences should be awarded another experience point.

+1 Creative Resolutions: So the Band found a unique way to force both the goblins and the werewolves out of the city without a single blow being thrown. Maybe they engineered a meeting between Werner Krieger and Der Koenig Puck, allowing their enemies to subdue each other. Reward the players for good solutions to tricky problems.



SCENE: Automotive Trouble

14

MENTAL ●● PHYSICAL ●●● SOCIAL ●●

HINDRANCES

Fight!

HELP

Fight!

OTHER

Fight!

STs

Introduce the initial conflict of story.

PCs

Stop the goblin assault, learn about the goblins and the city.

SCENE: Arriving In Wolfsheim

15

MENTAL ●● PHYSICAL ● SOCIAL ●●

HINDRANCES

The xenophobic and /or paranoid townsfolk aren't likely to open up to strangers (-2 to the Investigation rolls).

The effect covering Wolfsheim has been in place so long that it has almost become part of the very makeup of the town and those not used to deceit find it harder to notice (+2 difficulty for Scions without the Nature of Trickster.

HELP

OTHER

Epic Charisma and Epic Manipulation and the respective Knacks that come with those attributes (eg. Benefit of the Doubt, Charmer, Inspirational Figure, God's Honest or Blurt It Out) will help Scions gather information.

Scions with access to the Magic Purview can use "The Unlidded Eye" to see long-standing and potent enchantments have been placed on the town, giving them a -2 difficulty to the primary roll.

STs

Introduce setting and mood of story through interactions with the townspeople.

PCs

Locate the Oracle Annaleisa Watkins.

SCENE: Found Her!

17

MENTAL ●● PHYSICAL — SOCIAL ●●

HINDRANCES

The Gods have long ago determined that this Oracle must remain free of outside influence and have made her immune to all Knacks associated with Epic Social Attributes.

HELP

She is not immune to the automatic successes granted by Epic Social Attributes, making it difficult for her to truly stand against the Scions with these abilities.

OTHER

STs

Provide the Band with objectives and background on the city and its traditions.

PCs

Receive information from Annaleisa in regards to Wolfsheim and the Kindernacht.

SCENE: Encounter With The Mayor

18

MENTAL ●● PHYSICAL — SOCIAL ●●●

HINDRANCES

Wilhelm may use his Empathetic Demeanor ability to attempt to sway the Band to his reasoning.

HELP

If they've shown enough desire to help with little mention of personal gain, Hermann Mauer will also argue on their behalf, giving them a +1 to their roll.

OTHER

The Knacks God's Honest, Charmer, Inspirational Figure and Benefit of the Doubt can be quite useful against Wilhelm.

STs

Present the Band with the second side in the supernatural conflict and the humans stuck in between.

PCs

Take the measure of their opposition and potentially garner an ally in Hermann Mauer.

SCENE: Kindernacht

20

MENTAL ●●●

PHYSICAL ●●●●

SOCIAL ●

HINDRANCES

Poor Lighting: +1 difficulty to Perception rolls, as this does occur at night.

Rough Terrain: Running through the forest will cause a -1 to Athletics based rolls.

If the Scions were captured, could be without relics. May need to also defend human teenagers thrust into Kindernacht.

HELP

Access to the Boons Night Eyes or Animal Aspect can negate the effect of the darkness. Knacks such as Cat's Grace can negate the effects of the uneven terrain.

Depending on character actions, may have assistance in the form of weapons or goblins.

OTHER

Knacks such as Predatory Focus or Subliminal Warning can allow Scions to attempt to guide themselves (and others) away from the werewolves.

STs

Bring the Scions face to face with the horrific tradition of Kindernacht.

PCs

Survive, inspire the villagers to fight back and accomplish the goal of protecting Johanna.

SCENE: Finding The Fae

22

MENTAL ●●●

PHYSICAL ●

SOCIAL ●●

HINDRANCES

If the Band has never encountered a Terra Incognita before, this will be a new experience for them, adding +1 to the difficulty.

HELP

Having a captive goblin guide or viewing the goblin rite in progress will show the Scions how the entrance to Bellhollow can be obtained. A tooth from a dead goblin allows a Scion to enter without spending a Legend point.

The "Predatory Focus" Knack or the "Animal Aspect" Boon allows for easier tracking of the goblins back to active mounds, subtracting -1 from the difficulty.

OTHER

The spells "Ariadne's Thread" or "The Unlidded Eye" can also reveal the nearest mound.

STs

Provide the players with an entrance to Bellhollow.

PCs

Seek out an entrance to Bellhollow.

SCENE: The Goblin Kingdom of Bellhollow

24

MENTAL ●●

PHYSICAL ●●

SOCIAL ●●

HINDRANCES

If the Band come in to Bellhollow with a goblin captive, the sylphs are going to be less inclined to help and will do all they can to make their riddles indecipherable, adding +1 to the difficulty.

Eyeing any one individual sylph for too long will likely cause them to dart away. If the Band has agitated the sylphs, their constant and frenetic movement makes the threads harder to follow, adding +1 difficulty.

HELP

If the band comes in after having recently fought a werewolf, the sylphs will recognize that the Scions have been fighting their enemies and try to be a little less vague, subtracting -1 from the difficulty.

The Unlidded Eye or Ariadne's Thread spells can be used to target a single thread and follow it, lowering the difficulty by -2.

OTHER

STs

Submerge the players into the goblins' home realm.

PCs

Find passage to Der Koenig Puck.

SCENE: Goblin King's Throne Room

27

MENTAL ●●

PHYSICAL ●●●●

SOCIAL ●●●●

HINDRANCES

Der Koenig Puck is the epitome of the "silver tongued devil". He will take every opportunity presented to twist the Scion's own words to his advantage. This will put the Scions on the defensive for much of the encounter, using the tactics mentioned in his character sheet to disarm the characters, causing them to subtract -1 from their roll. He's also not above using Paralyzing Confusion on one of the Scions if they seem to be gaining ground.

Players will have no relics.

HELP

OTHER

Scions using Knacks such as Benefit of the Doubt, Charmer or God's Honest may have an opportunity to outwit the clever goblin king.

STs

Bring players face to face with one of the leaders in the conflict, contrast him to the werewolves.

PCs

Remove Der Koenig Puck's influence from Wolfsheim, whether by bargain or violence.

SCENE: Welcome to Krieger Munitions Factory (30)

MENTAL ●● PHYSICAL ●●● SOCIAL ●●

HINDRANCES

A number of armed patrols pass through the facility at all hours. Attempting to sneak in during the day or right after any activity by the goblins should increase the difficulty by +2.

HELP

If the Band creates a distraction, they might be able to more easily enter, lowering the difficulty by -1. Also, if they have gained Mauer as an ally, his detailed maps and list of patrol locations and duty sheets will be a phenomenal asset, subtracting -2 from the difficulty.

OTHER

STs

Highlight how embedded the werewolves are in this area.

PCs

Assess their enemies, bargain with Werner Krieger or lead an assault against him.

SCENE: Confronting Werner Krieger (32)

MENTAL ●● PHYSICAL ●●●● SOCIAL ●●●

HINDRANCES

Werner is hardened and twisted, willing to pull out all the stops to resist the Band's social machinations, not hesitating to call upon his Dark Virtues, spend Willpower for automatic successes or spend Legend for re-rolls.

HELP

Scions using Knacks such as Benefit of the Doubt, Charmer or God's Honest may have a chance to sway Werner.

OTHER

STs

Showcase the evil nature of a lifelong servant to the Titans, potentially prod the characters into conflict with either the werewolves or the goblins.

PCs

Stop Werner Krieger's machinations (whether by force or compromise).

SCENE: (30)

MENTAL PHYSICAL SOCIAL

HINDRANCES

HELP

OTHER

STs

PCs

SCENE: (30)

MENTAL PHYSICAL SOCIAL

HINDRANCES

HELP

OTHER

STs

PCs

SCION

Name: Wilhelm Steiner **Calling:** Failed Mayor **Pantheon:**
Level: **Nature:** Caregiver **God:**

Empathic Demeanor ●●●●●○○○○○

Whenever he can, Wilhelm will use this in his dealings with others to gauge their emotions and to garner sympathy if needed.

○○○○○○○○○○

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NOTES

For other rolls, use the generic mortal template in **Scion: Hero**, pp. 280-281.



SCION

Name: Hermann Mauer **Calling:** Secretive Policeman **Pantheon:**
Level: **Nature:** Architect **God:**

Special Ops Training ●●●●●○○○○○

Mauer's time in the military has given him exceptional combat and tactical skills, which he keeps sharp by practicing religiously.

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NOTES

For other rolls, use the experienced soldier template in **Scion: Hero**, p. 283.



SCION

Name: Annaleisa Watkins **Calling:** Oracle **Pantheon:** Special
Level: Hero **Nature:** Cynic **God:**

Unbiased Opinion ○○○○○○○○○○

Because the Gods that speak through her want no one to sway their oracle, they have granted her immunity to all Epic Social Knacks. She is actually is not aware of this ability or even exactly what pantheon or Gods she speaks for.

Desperate Plea ●●●●●○○○○○

Annaleisa uses her better than average appearance and manipulative ability to make very convincing arguments.

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NOTES

For other rolls, use the generic mortal template in **Scion: Hero**, pp. 280-281.



SCION

Name: **Calling:** **Pantheon:**
Level: **Nature:** **God:**

NOTES

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NOTES





Name: Helmut Steiner
Level: Hero

Calling: Self-Serving Lieutenant
Nature: Rogue

Pantheon:
God:

ATTRIBUTES

Strength	●●●●○○○○○○	Charisma	●●○○○○○○○○	Perception	●●●○○○○○○○
Dexterity	●●○○○○○○○○	Manipulation	●●●○○○○○○○	Intelligence	●●○○○○○○○○○
Stamina	●●○○○○○○○○	Appearance	●●○○○○○○○○	Wits	●●○○○○○○○○○

ABILITIES

- Animal Ken ●●●○○
- Athletics ●●●○○
- Awareness ●●●○○
- Brawl ●●●○○
- Command ●●●○○
- Empathy ●●●○○
- Fortitude ●●●○○
- Investigation ●●●○○
- Marksmanship ●●●○○
- Melee ●●●○○
- Occult ●●●○○
- Politics ●●●○○
- Presence ●●●○○
- Stealth ●●●○○
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BIRTHRIGHTS

KNACKS

- Crushing Grip, Holy Bound, Holy
- Rampage, Hurl To The Horizon,
- Uplifting Might, Damage Conversion,
- Holy Fortitude, Inner Furnace, Self-
- Healing, Perfect Pitch, Predatory Focus,
- Refined Palate, Subliminal Warning.

BOONS

WEAPONS

- Clinch:* 7, Dmg 4L, Spd 6, P
- Machete:* Acc 7, Dmg 8L, Prry DV 3, Spd 4
- Beretta/Glock:* Acc 7, Dmg 4L, Rng 20, Clip 15, Spd 4, P
- Mossberg:* Acc 6, Dmg 7L, Rng 20, Clip 8, Spd 5, P

WILLPOWER

●●●●●●●●●●○○○
□□□□□□□□□□

LEGEND

●●●●●●○○○○○
●○○○○○○○○○
Legend Points 9

NOTES

Soak: 5B/4L/2A
Dodge DV: 7
Join Battle: 8
Weapons Unarmed:
Unarmed, Heavy: Acc 5, Dmg 8B, Prry DV 2, Spd 5
Unarmed, Light: Acc 7, Dmg 5B, Prry DV 4, Spd 4

VIRTUES

- Ambition ●●●○○
- Malice ●●●○○
- Rapacity ●○○○○
- Zealotry ●○○○○

HEALTH

0 0 0 0 0 4 1
□ □ □ □ □ □ □



Name: Helmut Steiner Hybrid
Level: Hero

Calling: Self-Serving Lieutenant
Nature: Rogue

Pantheon:
God:

ATTRIBUTES

Strength	●●●●○○○○○○	Charisma	●●○○○○○○○○	Perception	●●●○○○○○○○
Dexterity	●●○○○○○○○○	Manipulation	●●●○○○○○○○	Intelligence	●●○○○○○○○○○
Stamina	●●○○○○○○○○	Appearance	●●○○○○○○○○	Wits	●●○○○○○○○○○

ABILITIES

- Animal Ken ●●●○○
- Athletics ●●●○○
- Awareness ●●●○○
- Brawl ●●●○○
- Command ●●●○○
- Empathy ●●●○○
- Fortitude ●●●○○
- Investigation ●●●○○
- Marksmanship ●●●○○
- Melee ●●●○○
- Occult ●●●○○
- Politics ●●●○○
- Presence ●●●○○
- Stealth ●●●○○
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BIRTHRIGHTS

KNACKS

- Crushing Grip, Holy Bound, Holy
- Rampage, Hurl To The Horizon,
- Uplifting Might, Damage Conversion,
- Holy Fortitude, Inner Furnace, Self-
- Healing, Perfect Pitch, Predatory Focus,
- Refined Palate, Subliminal Warning.

BOONS

WEAPONS

- Bite:* Acc 10, Dmg 10L, Spd 6, P
- Clinch:* 7, Dmg 4L, Prry DV -, Spd 6, P
- Machete:* Acc 10, Dmg 11L, Prry DV 4, Spd 4
- Beretta/Glock:* Acc 10, Dmg 4L, Rng 20, Clip 15, Spd 4, P
- Mossberg:* Acc 9, Dmg 7L, Rng 20, Clip 8, Spd 5, P

WILLPOWER

●●●●●●●●●●○○○
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LEGEND

●●●●●●○○○○○
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Legend Points 9

NOTES

Soak: 8B/4L/2A
Dodge DV: 9
Join Battle: 8
Weapons Unarmed:
Unarmed, Heavy: Acc 8, Dmg 13L, Prry DV 4, Spd 5
Unarmed, Light: Acc 10, Dmg 10L, Prry DV 5, Spd 4

VIRTUES

- Ambition ●●●○○
- Malice ●●●○○
- Rapacity ●○○○○
- Zealotry ●○○○○

HEALTH

0 0 0 0 0 4 1
□ □ □ □ □ □ □



Name: Werewolves
Level: Hero

Calling: Monstrous Minions of the Titans
Nature: Varies
Pantheon:
God:

ATTRIBUTES

Strength	●●●○○○○○○○	Charisma	●●○○○○○○○○○	Perception	●●●○○○○○○○
Dexterity	●●●○○○○○○○	Manipulation	●●○○○○○○○○○	Intelligence	●●○○○○○○○○○
Stamina	●●●○○○○○○○	Appearance	●●○○○○○○○○○	Wits	●●○○○○○○○○○

ABILITIES

- Academics ●●○○○
- Athletics ●●○○○
- Awareness ●●○○○
- Brawl ●●○○○
- Command ●●○○○
- Control ●●○○○
- Empathy ●○○○○
- Integrity ●●○○○
- Investigation ●●○○○
- Larceny ●○○○○
- Marksmanship ●●○○○
- Medicine ●○○○○
- Melee ●●○○○
- Stealth ●○○○○
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BIRTHRIGHTS

KNACKS

BOONS

WEAPONS

Clinch: Acc 6, Dmg 4B, Prry DV —, Spd 6, P

Nightstick: Acc 6, Dmg 4B, Prry DV 3, Spd 4

Beretta/Glock: Acc 7, Dmg 4L, Rng 20, Spd 4, P

M-16 (Krieger Factory guards): Acc 6, Dmge 6L, Rng 150, Spd 5, P

WILLPOWER

LEGEND

●●●●●○○○○○○○

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Legend Points 4

NOTES

Soak: 4B/3L/1A
Dodge DV: 3
Join Battle: 6
Weapons Unarmed:
Unarmed, Heavy: Acc 5, Dmg 7B, Prry DV 2, Spd 5
Unarmed, Light: Acc 7, Dmg 4B, Prry DV 3, Spd 4

VIRTUES

Ambition ●●○○○

Malice ●●○○○

Rapacity ●●○○○

Zealotry ●●○○○

HEALTH

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Name: Werewolves Hybrid
Level: Hero

Calling: Monstrous Minions of the Titans
Nature: Varies
Pantheon:
God:

ATTRIBUTES

Strength	●●●●○○○○○	Charisma	●●○○○○○○○○○	Perception	●●●○○○○○○○
Dexterity	●●●○○○○○○○	Manipulation	●●○○○○○○○○○	Intelligence	●●○○○○○○○○○
Stamina	●●●○○○○○○○	Appearance	●●○○○○○○○○○	Wits	●●○○○○○○○○○

ABILITIES

- Academics ●●○○○
- Athletics ●●○○○
- Awareness ●●○○○
- Brawl ●●○○○
- Command ●●○○○
- Control ●●○○○
- Empathy ●○○○○
- Integrity ●●○○○
- Investigation ●●○○○
- Larceny ●○○○○
- Marksmanship ●●○○○
- Medicine ●○○○○
- Melee ●●○○○
- Stealth ●○○○○
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BIRTHRIGHTS

KNACKS

BOONS

Holy Bound, Holy Fortitude, _____

Predatory Focus _____

WEAPONS

Bite: Acc 9, Dmg 9L, Prry DV -, Spd 5

Clinch: Acc 9, Dmg 7B, Prry DV —, Spd 6, P

Nightstick: Acc 9, Dmg 7B, Prry DV 3, Spd 4

Beretta/Glock: Acc 10, Dmg 4L, Rng 20, Spd 4, P

M-16 (Krieger Factory guards): Acc 9, Dmge 6L, Rng 150, Spd 5, P

WILLPOWER

LEGEND

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Legend Points 4

NOTES

Soak: 7B/4L/1A
Dodge DV: 3
Join Battle: 6
Weapons Unarmed:
Unarmed, Heavy: Acc 8, Dmg 12L, Prry DV 2, Spd 5
Unarmed, Light: Acc 10, Dmg 9L, Prry DV 3, Spd 4

VIRTUES

Ambition ●●○○○

Malice ●●○○○

Rapacity ●●○○○

Zealotry ●●○○○

HEALTH

0 -1 -1 -2 -2 -4 I

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Name: Goblins
Level: Hero

Calling: Fae Terrors
Nature: Variable

Pantheon:
God:

ATTRIBUTES

Strength	●●●●○○○○○○	Charisma	●○○○○○○○○	Perception	●●●○○○○○○
Dexterity	●●●○○○○○○	Manipulation	●○○○○○○○○	Intelligence	●●○○○○○○
Stamina	●●○○○○○○	Appearance	●●○○○○○○	Wits	●○○○○○○

ABILITIES

- Animal Ken ●●●●
- Art (Dancing) ●●●●
- Athletics ●●●●
- Awareness ●●●●
- Brawl ●●●●
- Empathy ●○○○
- Fortitude ●●●●
- Larceny ●●○○
- Melee ●●●●
- Occult ●●●●
- Stealth ●●●●
- Survival ●●○○
- Thrown ●●●●
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BIRTHRIGHTS

KNACKS

Holy Bound, Holy Rampage,

Cat's Grace, Monkey Climber,

Inner Furnace, Self-Healing

BOONS

Night Eyes (does not need a

Relic to activate)

WEAPONS

Clinch: Acc 7, Dmg 5B, Prvy DV -, Spd 6, P

Unarmed, Heavy: Acc 6, Dmg 8B, Prvy DV 3, Spd 5

Unarmed, Light: Acc 7, Dmg 5B, Prvy DV 4, Spd 4

Silver spear as a pilum: Acc 7, Dmg 7L, Prvy DV -, Rng 10, Spd 6, P

Silver throwing knife: Acc 7, Dmg 6L, Prvy DV -, Rng 15, Spd 4

WILLPOWER

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LEGEND

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Legend Points 4

NOTES

Soak: 5B/3L/1A
Dodge DV: 7
Join Battle: 8

VIRTUES

Ambition ●●○○

Expression ●●○○

Malice ●●○○

Vengeance ●●○○

HEALTH

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Name: Der Koenig Puck
Level:

Calling: Goblin King
Nature: Autocrat

Pantheon:
God:

ATTRIBUTES

Strength	●●●●○○○○	Charisma	●●●○○○○○	Perception	●●●○○○○○
Dexterity	●●○○○○○○	Manipulation	●●○○○○○○	Intelligence	●●○○○○○○
Stamina	●●○○○○○○	Appearance	●●○○○○○○	Wits	●●○○○○○○

ABILITIES

- Animal Ken ●●●●
- Art (Dancing) ●●●●
- Athletics ●●●●
- Awareness ●●●●
- Brawl ●●●●
- Command ●●●●
- Craft (Blacksmithing) ●●●●
- Empathy ●●○○
- Fortitude ●●●●
- Integrity ●●●●
- Investigation ●●○○
- Larceny ●●●●
- Melee ●●●●
- Occult ●●●●
- Politics ●●●●
- Presence ●●●●
- Stealth ●●●●
- Survival ●●○○
- Thrown ●●●●
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BIRTHRIGHTS

Relic ●●● (Feindsmond), Relic ●●● (Herz Wache)

KNACKS

Crushing Grip, Holy Bound, Holy Rampage, Hurl to

Horizon, Uplifting Might, Benefit of Doubt, Blessing of

Importance, Never Say Die, Charmer, Inspirational Figure,

Cat's Grace, Lightning Sprinter, Monkey Climber, Untouch-

able Opponent, Overt Order, Takes One to Know One,

Dreadful Mien, Opening Gambit, Rabbit Reflexes.

BOONS

Animal Communication, Animal Command,

Animal Aspect, Eye of the Storm, Hornet's

Nest, Paralyzing Confusion, Night Eyes,

Shadow Mask, Shadow Refuge, all Magic

Spells: Ariadne's Thread, The Unlidded Eye,

Bona Fortuna, Evil Eye, Trading Fates.

WEAPONS

Clinch: Acc 9, Dmg 7B, Prvy DV -, Spd 6, P

Unarmed, Heavy: Acc 8, Dmg 10B, Prvy DV 4, Spd 5

Unarmed, Light: Acc 10, Dmg 7B, Prvy DV 5, Spd 4

Feindsmond: Acc 9, Dmg 9L, Prvy DV 4, Spd 5

Silver throwing knife: Acc 7, Dmg 6L, Prvy DV -, Rng 15, Spd 4

WILLPOWER

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LEGEND

●●●●●○○○○○

○●○○○○○

Legend Points 16

NOTES

Soak: 8B/5L/2A
Armor: 8B/5L/2A
Dodge DV: 7
Join Battle: 8

VIRTUES

Ambition ●●○○

Malice ●●○○

Rapacity ●●○○

Zealotry ●●○○

HEALTH

0 0 0 0 -2 -2 -2 -4 -4 1

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