

Finsterland

THE PRIESTESS' OBSESSION

A Finsterland adventure

by Georg Pils

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

SUMMARY

The characters receive a list of the other keys from Brasseur. The fourth is in the hands of a priestess in Helming. Even though Brasseur has recovered from his passion, he still wants to be informed about the group's progress.

As they arrive in Helming, the characters find the city on the verge of chaos. A cult is making efforts to run the Church out of town and managed to secure the support of some of the mightiest local industrialists. The reason for the conflict is more complex: The sect is composed of schismatics that wish to declare the local patron saint, Celefaria, to be the head goddess. There have been rumors of miracles since archaeologists discovered a shrine of the saint. Several sick have recovered suddenly.

The priestess is willing to part with the key as long as the characters help her uncover the whole machination. She insists that all this is just and intrigue by the cult leader and his main supporter, the owner of the largest company in town. The priestess argues that she wishes to undermine the authority of the Church, mostly because her company wanted to expand on common land. The priestess opposed this move.

As the characters do their research, they find that the priestess is right. The company wishes to expand and the miracle healings were achieved by using drugs. The cult leader is a former actor from the Löwensfeld, paid to play the role. The dilemma is that the drugs are working, but that the townspeople do not want to take them. The miracle show makes them use them anyway. The whole plot may be egoistic, but it has positive side-effects. The industrialist wishes to establish a public health service and free the education system from the very conservative views of the Church. It is up to the players to find a solution.

Tragically, the priestess is murdered by the Huntress as the characters resolve the dilemma. She steals the key after making her victim tell her its location. On the way to the hiding place, the belfry, the fight starts. The showdown in dizzying heights decides who will earn the key.

STORY STRUCTURE

First scene: The priestess

Second scene: The cult's temple

Third scene: Healings

Fourth scene: The nun

Fifth scene: Battle in the sky

CHARACTERS

Marie-Hélène Gueslain: The priestess – She is middle-aged and has black hair and a constant frown. Her voice is friendly, but can turn harsh at the drop of a hat.

Oliver Laroche: The cult leader – A handsome man in his thirties, with red hair and a lot of charm. He usually wears a crimson robe.

Géraldine Fersal: The industrialist – The majority owner of the Vereinte Chemiewerke AG. She is older, serious and impressively aggressive when making deals. She wears bespoke pantsuits and is rather attractive given her age.

The Huntress: The nun – An unimposing woman in a cowl and tunic. She has a friendly smile and doesn't talk much. Those who oppose her have accidents. People never suspect her to be responsible.

THE CITY

Helming is the westernmost larger city of the Finsterland. It lies in the Ludwigstal and is famous for its amazing sweets, mostly chocolate and nougat. The main buildings are the Great Temple and the court of justice, a massive building from the heyday of Finsterland classic architecture. The city is a republic ruled by the main businesspeople. The largest corporation is the Vereinte Chemiewerke AG.