

WARHAMMER
FANTASY ROLEPLAY

PLUNDERED VAULTS



A GRIM WORLD OF PERILOUS ADVENTURE





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PLUNDERED VAULTS

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— INTRODUCTION —

Welcome to *Plundered Vaults*, the first adventure anthology for the new edition of *Warhammer Fantasy Roleplay*. Coming up with adventures is always the GM's biggest stumbling block, so we wanted to provide some good adventures for the new rules right away. *Plundered Vaults* contains six ready-to-play scenarios. Three of them are updates of classics from the original *WFRP*-era, while the other three are brand new. All of them pull you right into the grim world of perilous adventure that is *Warhammer*.

The old adventures are Graeme Davis' *Rough Night at the Three Feathers* (which originally appeared in *White Dwarf Magazine* #94), Carl Sargent's *Grapes of Wrath* (which originally appeared in *White Dwarf Magazine* #98), and the *Haunting Horror* (which originally appeared in the *Restless Dead* adventure anthology). Brian E. Kirby updated all these adventures to the new rules. Mr. Kirby also penned *For Love or Money*, one of the new adventures. The other two are Ben Counter's *Carriion Call* and Nathan Greavey's *Sing For Your Supper*. These adventures cover a range of play styles, from investigation to intrigue to horror to combat.

Before you dive in, let me make a few comments. First, we have tried to keep these adventures fairly generic as far as time and place go. All of them can be used in a variety of locales and in just about any era of the Empire's history. They do not assume, for example, that the Storm of Chaos has come to pass. This makes them easy to drop into your campaign, whenever it's set. You should consider the setting of your campaign before running these, however—if you add an encounter here or there to reinforce your chosen time and place, it'll make the integration of these adventures into your game that much easier.

You should also consider how you want to handle social skills when running these adventures. Throughout, you'll find calls for Charm and Gossip Tests. You'll also see many other spots where

such tests could be made, but aren't specifically called for. The right balance of actual roleplaying and dice rolling is delicate, and one every group must settle on for itself. Some groups never roll for social skills, preferring to let roleplaying determine the outcome of every encounter. That's a fine approach, particularly if your players are verbal by nature. Some players aren't so golden tongued, but they might want to play characters who are. For these folks, it's more than appropriate to let their skills do the convincing. This isn't to say they shouldn't attempt to roleplay, but don't penalize characters because their players aren't great talkers.

If you plan to run *Through the Drakwald* from the core book and move into *Paths of the Damned: Ashes of Middenheim*, several of these adventures can be used as a segue. The two that work best are *Carriion Call* and *Grapes of Wrath*. *Carriion Call* can easily be slotted in after the climax of *Through the Drakwald* but before the PCs reach Middenheim. It would surely be no surprise to find a traveller slain by Beastmen in the Drakwald! The setting of *Grapes of Wrath*, Pritzstock, is conveniently near Middenheim already. All it takes is a red herring to get the PCs out of the city and you are good to go.

If you are starting a new campaign, *Sing For Your Supper* is a good choice. It starts out as a straight-up kidnapping story, but then veers right into *Warhammer* territory. If your players are used to a more generic style of fantasy RPG, this adventure can show them how *WFRP* is quite a different beast. *For Love or Money* can be used the same way, and for similar reasons.

Enough talk! Time to play. We hope you enjoy *Plundered Vaults*. Stay tuned for more adventure in *Paths of the Damned: Ashes of Middenheim*!

Chris Pramas
December 31, 2004

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• THE GRAPES OF WRATH •



The *Grapes of Wrath* is a scenario for characters (ideally 4-6) who should be just beginning their second careers.

The adventure is set in the vine-growing village of Pritzstock, which is southwest of the city of Middenheim (though the

village could be relocated nearly anywhere in the Empire that is convenient for your campaign). More important than location is the time of year, since events of this adventure take place during the annual grape-harvest at Pritzstock (sometime during the month of Erntezeit or “Harvest-Tide”).

— BEGINNING THE ADVENTURE —

Map 1 on page 5 shows the layout of the villages southwest of Middenheim. At the start of the adventure, the PCs are assumed to be travelling by coach towards Middenheim along the Altdorf-Middenheim road. The woods through which the road runs are known to harbour evil and chaotic creatures (particularly after the Storm of Chaos), so coaches travel quickly without stopping.

The coach that the PCs are travelling in has three other passengers: Elise and Bertha Jung, and their bodyguard, Gunder. Both women are young (19 and 17 respectively), blue-eyed blondes of good breeding, being daughters of a prosperous Altdorf wool merchant.

Gunder is a giant of a man, but a bit dim. His brow is thick and sloping and his massive jaws seem to jut further forward than his twisted and flattened nose. He is clad in a leather jerkin and armed with a huge woodcutter’s axe. The girls are travelling to Middenheim to visit a cousin. They are well-mannered and are used to being treated politely (especially when Gunder is in attendance).

THE CRASH

The journey is without incident until the coach has just crossed the junction with the Grubentreich road, a few hours before sunset. From out of the trees ahead and travelling about 15 feet above the ground, an evil-looking skull with glowing eyes comes hurtling towards the coach. Shouting a prayer to Sigmar, the coachman drops the reins to cover his eyes, while the horses scream and rear up in terror. As they bolt wildly to avoid the flying skull, the horses career the coach against the trunk of a massive oak, and the whole thing overturns, smashing both right-hand wheels in the process.

Anyone on the roof of the coach must make a **Fear Test** in order to be able to do anything other than quiver with fright. A jump from the coach should be treated as a distance of 6 yards. Hanging onto the coach will require a Strength Test—success results in the character taking a Damage 3 hit that ignores armour, while failure means that the character falls 4 yards and is flung clear. See *WFRP*, page 138, for details on jumping and falling.

Having had no real warning, all those within the coach must make a **Challenging (-10%) Agility Test** to avoid taking a Damage 3 hit that ignores armour. As the passengers begin to disentangle themselves, one of them (chosen at random) sees the skull peering into the coach. After a couple of seconds the skull flies off, but any character not still inside the wreck will see it heading west over the trees. For a further description of the skull, consult the **Bestiary** at the end of this adventure.

The coach is beyond repair; only two wheels remain intact, and both axles are smashed. Hedric the coachman is lying in the road battered and bruised, but otherwise unhurt. Gunder, alas, suffered fatal injuries during the crash, when a trunk containing Elise's ball gowns fell from the luggage rack and broke his neck. Two horses have run off, a third has a badly fractured leg, and the other stands shivering nearby. The two girls are very upset but will be calmed by reassuring words. They will not be calmed by Hedric's wide-eyed babble about the "*swooping, red-eyed monster from the farthest frozen north!*"

A CHOICE OF ACTIONS

The party has a number of options available. They could stay put, but this would mean a night in the forest. Hedric will point out that no other coach is due today, and in any case, would not stop for fear they were highwaymen. The group could head for the nearest coaching inn, The Mutant's Head, but since it is over 20 miles away, it could not be reached before nightfall (some 3 hours away). The third choice, and the one favoured by Elise and Bertha, would be to set off towards the village of Grubentreich. The girls have relatives there who would put the PCs up for the night and lend transport for their return journey to a coaching inn. Furthermore, the girls are sure the adventurers will be rewarded for their safe escort.

It is about 10 miles to Grubentreich, and, walking at the girls' pace of 3 mph, could be reached soon after dark. Given the girls' refusal to even consider any other plan, this is the best course of action. Hedric, a brave fellow who takes his responsibilities seriously, undertakes to ride the one remaining horse to the coaching inn and inform the Roadwardens.

The PCs can reach Grubentreich by the end of the day if they make a determined march, although Bertha may slow them down a little towards nightfall. Any good-looking male PC who carries Bertha over the last half-mile or so will win her sincere gratitude. (A successful **Fellowship Test** will also win a friendly kiss on the cheek!)

GRUBENTREICH

The village itself comprises some 88 simple country folk, who make a moderate living from agriculture and livestock. No map is provided as the layout of the place is unimportant to the adventure.

— THE VILLAGE OF PRITZSTOCK —

Pritzstock is a small but wealthy village of 48 souls (and their children). **Map 2** details the local area and **Map 3** shows the village proper. In addition to a farmhouse, each household has a large fermenting shed where casks of wine are stored and the grapes are pressed. Bottles of the better vintages are usually kept in cellars beneath the farmhouses.

Livestock is limited to a few pigs, goats, and hens. The latter are allowed to wander freely and spend a lot of their time scratching

Mathilde and Eduard Jung—aunt and uncle to the girls—run the Black Sheep tavern, and will be pleased with the PCs for having rescued their nieces. As a token of gratitude, the party will be allowed free accommodations, food, and drink for the night. (Unfortunately, the inn's two guest rooms have already been taken, but the main tavern is clean and warm.)

If the PCs don't mention the flying skull, one of the girls will. This may happen while the bar is still full of locals, or last thing at night, as Eduard locks up the tavern. Talking with the locals brings nothing more than sceptical comments about "*bumps on the head*" obtained during the crash. Eduard, however, is not so dismissive. The description of the crash backs up the rumour he heard two days ago from Werner Geizhals, a wine merchant returning from the nearby village of Pritzstock (see **Maps 1 and 3a**).

According to Geizhals, (who is now in Middenheim), the villagers gave him the impression that the village was cursed, that the corpses of the dead had risen from the ground and were prowling around the outskirts of the village, and, more specifically, that "*phantom, flying skulls were haunting the woods.*" Jung will broach the subject when the tavern is empty. It has occurred to him that the skulls ought to be dealt with before they start to bother Grubentreich, and who better to deal with them than the recently arrived adventurers? If the PCs look like they do not intend to investigate, Jung will elaborate on the rumour, saying that the skulls are thought to be guarding some long-lost treasure hoard. (If Bertha has shown signs of liking one of the adventurers, Eduard will make the story even more attractive, hoping to make the PCs leave before any romance can develop!)

As chance would have it, three of the inn's guests will be travelling through Pritzstock the following day; namely, the farmer Hans Krug with handymen Pieter Klammerer and Albrecht Krupp. These three retired early, but are returning to Leichlinberg (via Pritzstock—see **Map 1**) tomorrow. The PCs could doubtless get a lift to the village on Krug's carts if they wished.

The PCs need to rise early to ask Hans Krug for a lift (so woe betide those who over-indulged on Eduard's hospitality). The farmer agrees willingly enough, but asks for 1 shilling each as payment. He can be bargained down to 6 pennies each, but being poor he tries to make money whenever he can. If your players really need encouraging to go investigate, Eduard will pay the fare. They need have no further concern about Elise and Bertha; Eduard assures them that he will personally escort them to Middenheim on the next coach.

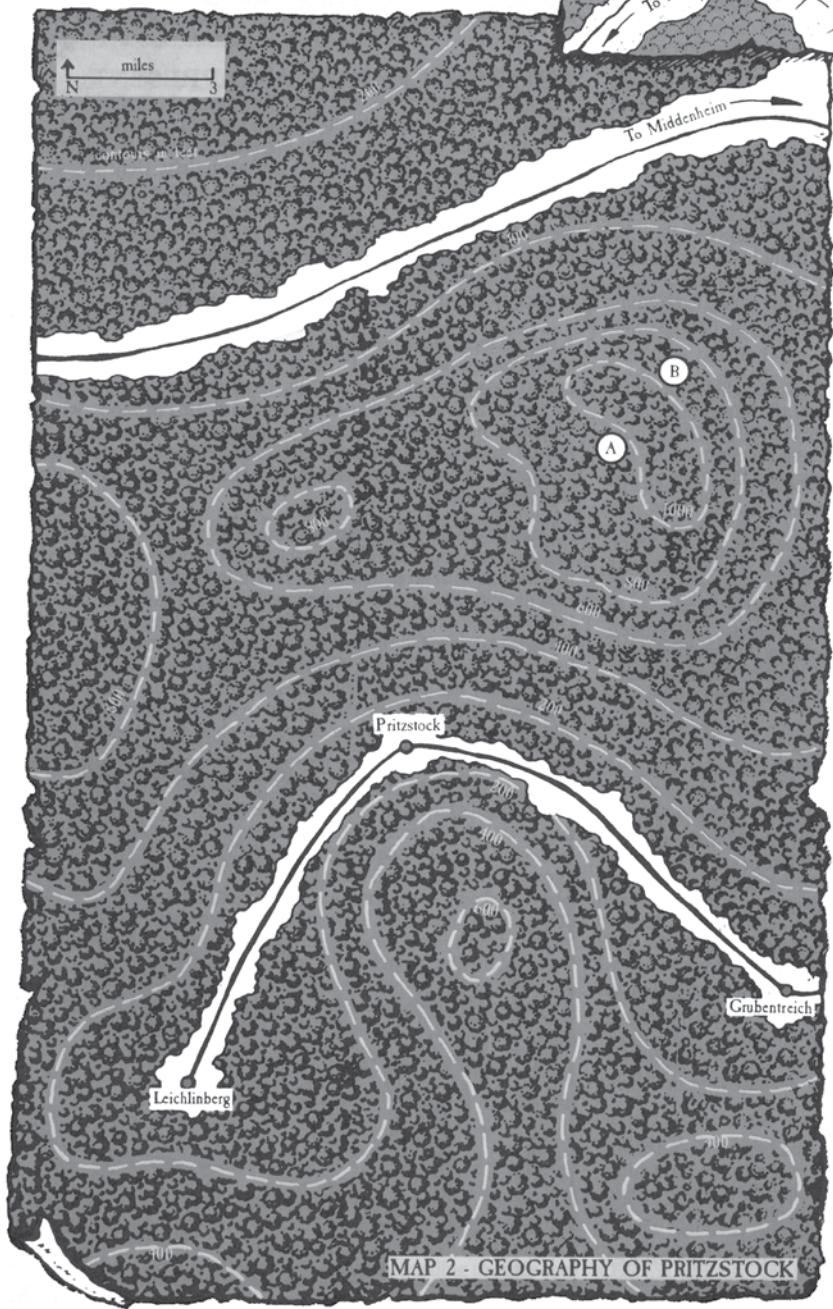
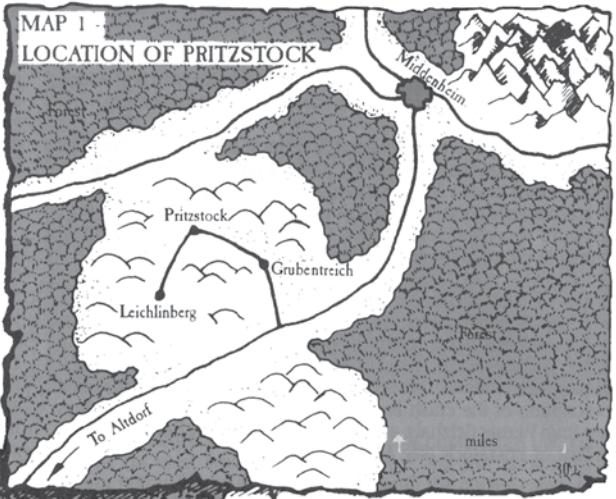
The 15-mile journey to Pritzstock takes about 3 hours on Krug's cart. The only other way that the characters could make the trip is on foot, as there are no horses available for hire or sale. The farmer and his assistants know nothing of events at Pritzstock, having just returned from a long selling trip to Middenheim.

around the northwest area of the village, since this is where people are buried and the worms grow fat as a result.

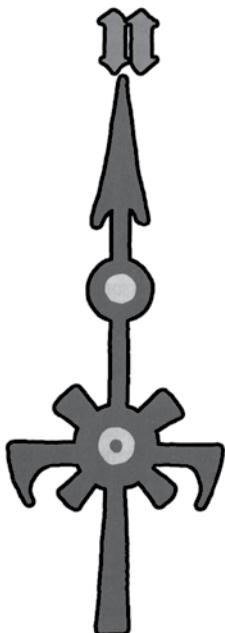
Surrounding the village are vineyards grown on man-made terraces that have been cleared from the forest; the wine produced provides the sole source of income for the inhabitants. Pritzstock Reisling is a light delicate wine that is gaining in popularity throughout the Western Empire. In recent years harvests have been particularly good and the village has prospered as a result: buildings and carts

GRAPES OF WRATH

MAPS I AND 2



Areas A and B on Map 2 are detailed in the main text.



are in a good state of repair, animals are sturdy, and the people are well fed. Surprisingly (to some) the village does not have an inn, and socialising takes the form of frequent “wine-tastings” at one house or another; this is a very closely knit community. By far the most popular sessions take place at the home of Henri-Philippe Rocheteau, the Burgomeister, or Mayor, of Pritzstock.

The village is at its busiest during the grape harvest, and the timing of this is crucial to the village's continued prosperity. The grapes must be picked within a 7-day period, if the wine is to be at its best. Judging just when to start requires years of experience, and the adventurers arrive just two days before the harvest of this year's crop must begin if the wine is not to be ruined. Migrant workers from the surrounding areas have yet to arrive but some wine merchants have already visited. The grapes have been assessed, and prospects look good—provided the harvest starts on time.

PAST AND PRESENT

The origins of the current troubles lie 3 years in the past. A young Altdorf wine merchant, Stefan Maranaeur, began an affair with Henri-Philippe's wife, Elisabet. Unfortunately, Henri-Philippe learned of their relationship, having chanced upon a love letter (from Stefan) to his wife. If he had been able to act immediately things would have come to a head, as Henri-Philippe confronted his wife in a typical Bretonnian rage. As it was, Elisabet was away in Altdorf, presumably with her lover, giving Henri-Philippe's burning rage time to turn to ice and fill his thoughts with revenge.

A month later, Henri-Philippe sent his wife to Altdorf with money to purchase new clothes. Elisabet readily agreed, seeing a further opportunity to meet her lover. But Henri-Philippe had other plans for Stefan, and had simultaneously invited him to Pritzstock, without Elisabet's knowledge, ostensibly to taste a new wine. Stefan duly arrived, and a day spent discussing business ended with one of Henri-Philippe's famous wine tastings, to which the rest of the village was also invited.

As part of the evening's conversation Stefan learned that Elisabet had gone to Altdorf. Cursing his luck, Stefan moderated his drinking in anticipation of an early start, commenting that he *“must return next morning and attend to important business.”* That night, however, Henri-Philippe attacked Stefan as he slept, clubbing him senseless. Rocheteau dragged the body down to the cellar where a special alcove had been prepared. Having chained Stefan to the wall, Henri-Philippe waited until the young wine merchant recovered. With care and precision Henri-Philippe then began to seal the alcove with stone and mortar, oblivious to the desperate pleas from Stefan.

Finally the work was completed, leaving Henri-Philippe satisfied. He had left a barrel of wine within reach to ease Stefan's thirst, planning that Stefan would experience a slow death from starvation. All that remained was to dispose of Stefan's horse. With the village still sleeping off the effects of the wine, Henri-Philippe had no trouble slipping out unnoticed. Scattering Stefan's belongings by the road he let the horse loose and returned to Pritzstock.

Three days later, Stefan's saddle and pack were spotted. Everyone had assumed he had left early without waiting to say farewell. Despite a search organised by the Mayor of Pritzstock, his body was never found.

For a while the disappearance, and presumed death, of the young wine merchant caused much talk and anxiety in the area. However,

with no further incidents to fuel speculation, the name of Stefan Maranaeur was forgotten, or at least that's what Henri-Philippe hoped and thought. And so things might have been, save for one person: Stefan's twin brother, Dieter.

At the time of Stefan's imprisonment, Dieter Maranaeur was nearing the end of a successful wizard's apprenticeship at Middenheim. Yet, as the days of Stefan's ordeal passed, his brother began to suffer in much the same way. Linked by kinship, Dieter at first suffered sleepless nights but within a week showed signs of a severe wasting disease. Soon after, the apprentice wizard collapsed into delirium, and as his condition worsened the physicians feared for his life. Suddenly (i.e., at the moment of Stefan's death), the month-long illness vanished and Dieter began to recover. Only then was he told of his brother's disappearance while on a business trip to Pritzstock.

In the three years that have passed, Dieter has learned of his late brother's affair with Elisabet (from letters he found at Stefan's Altdorf residence) and the invitation from Henri-Philippe. Discussing these matters, along with the mysterious illness, with his superiors, Dieter has finally managed to piece together the nature of his brother's demise.

Dieter, now a master wizard of the Bright Order, has come to the village consumed by the idea of revenge. Driven by his own (slightly irrational) beliefs, Dieter is also affected by the spirit of his dead brother; Stefan Maranaeur now exerts a hateful force from beyond the grave and Dieter is being influenced to ruin Pritzstock and kill Rocheteau.

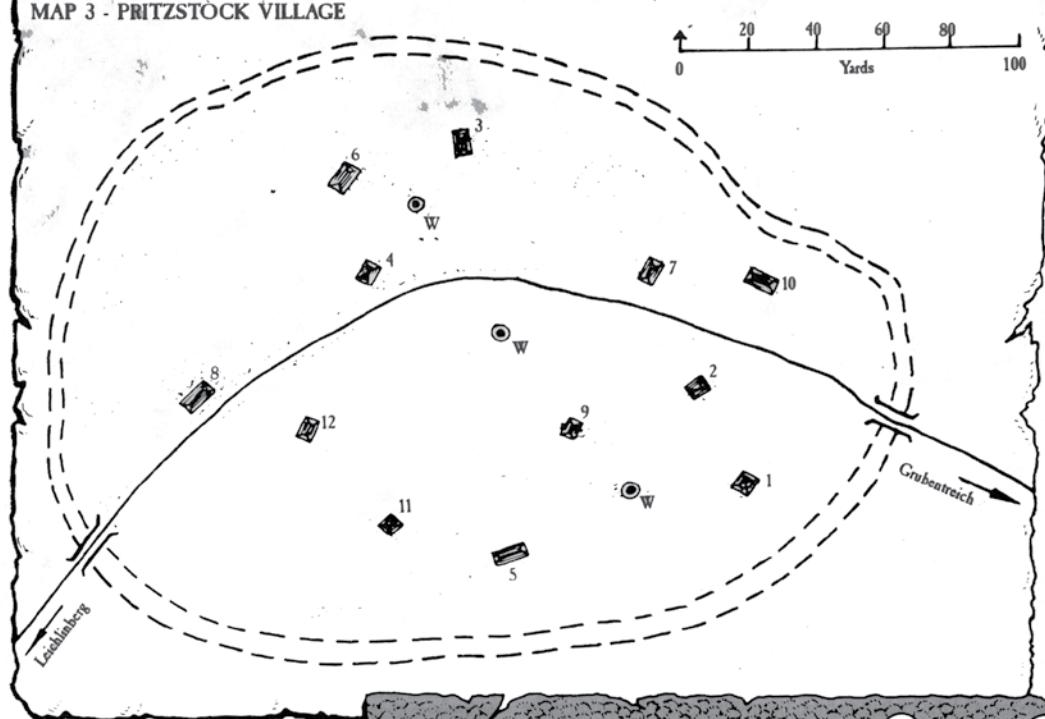
The wizard's first move was to scout the local country and find a safe base for himself and his hired bodyguard, Kurt Schultz. This is when he got lucky, after a fashion. In a cave well-hidden by vegetation they discovered numerous human and humanoid skulls, grim remnants of an ancient battle. Dieter at once sensed that they were magical in some way. After experimentation, Dieter learned that they could be controlled, to some extent at least. Since then he has been unleashing them to attack the village of Pritzstock; they are a perfect way of terrifying the villagers and forcing them to abandon the place. What Dieter doesn't know is that the magical qualities of the skulls are due to trace elements of warpstone present in the cave. What neither Dieter nor the residents of the village know is that there is already a group of adventurers investigating the disturbance—a group that is likely to think that the PCs are in league with the wizard!

The remainder of the adventure is set out as follows. After setting the initial scene as the PCs arrive in the village, there is a section on NPCs in Pritzstock: what they do, who they are, what they know and suggestions on how they will respond to various PC actions and conversation. This is followed by descriptions of Dieter, Kurt, and their cave; details of the other adventurers' camp are also given. An important aspect to the adventure concerns time: Dieter will effectively win if the grape harvest is prevented. The atmosphere in the village will become increasingly desperate as the days pass.

ARRIVING IN PRITZSTOCK

The rough track from Grubentreich emerges from the forest to reveal a small valley, intensively cultivated with acre upon acre of healthy-looking vines. If the party is travelling with Hans Krug they will hear a grunt of surprise. If they enquire further the farmer will state his curiosity that nobody is working the

MAP 3 - PRITZSTOCK VILLAGE

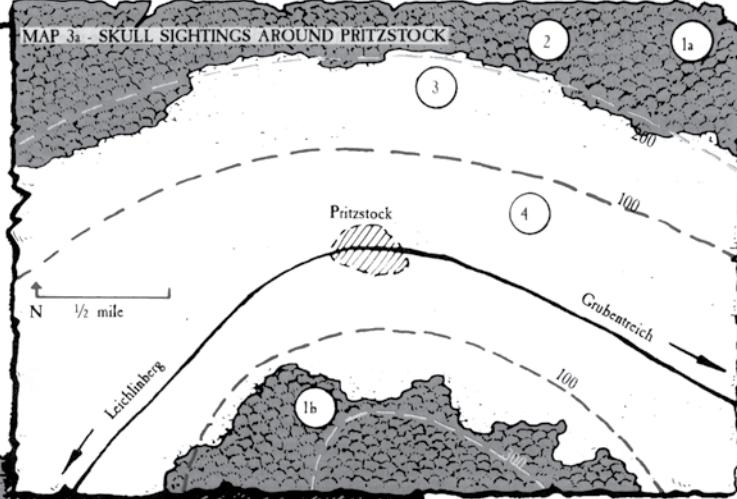


Key

- 1 Household
- 2 Achaffenbergs
- 3* Baldurich
- 4* Bleurer
- 5 Fleiss
- 6* Guderain
- 7* Kallman
- 8 Klop
- 9 Ruetter
- 10 Rocheteau
- 11 Semmelweiss
- 12* Surhardt
- W Uderlast
- Well Location

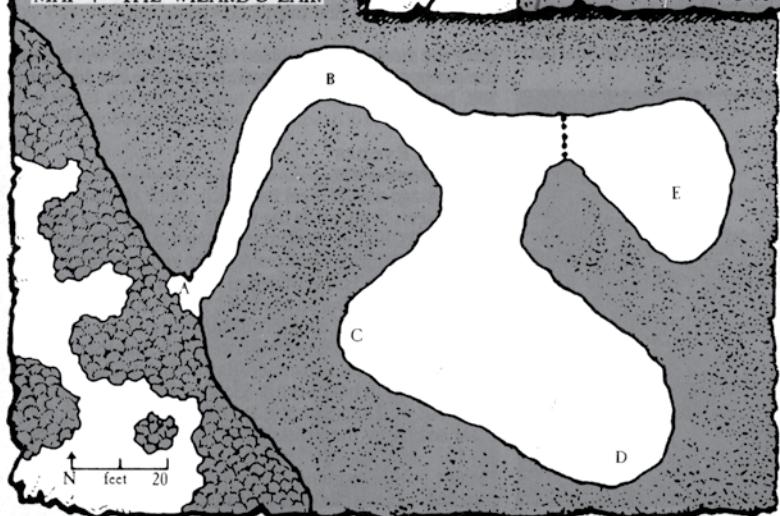
* Indicates a tenant farmer of Rocheteau

MAP 3a - SKULL SIGHTINGS AROUND PRITZSTOCK



Numbers 1a, 1b, 2, 3 and 4 on Map 3a are detailed in the main text.

MAP 4 - THE WIZARD'S LAIR



GRAPES OF WRATH

MAPS 3, 3A AND 4

Areas A, B, C, D and E on Map 4 are all detailed in the main text.

vineyards. The GM should assume that the PCs arrive on Day 0; events are timed accordingly.

Arriving in the village proper (across a well-maintained but rather inadequate ditch), the PCs will be struck by both its prosperity and quietness. Pritzstock's location served to protect it from the Storm of Chaos. Life largely continued as normal here while thousands died in nearby Middenheim. The village has seen a few army patrols and had some food requisitioned, but has remained largely untouched. Furthermore, a couple of houses have crude planks nailed across the windows, and large sprays of flowers on the front doors. A successful **Challenging (-10%) Common Knowledge (the Empire) Skill Test** will reveal they are "nanny's fingers" generally considered to ward off evil spirits. The doors of these houses are also inscribed with meaningless symbols, but it requires a successful **Secret Signs (Ranger) Skill Test** to appreciate that they are indeed meaningless.

Travelling further with Krug or general investigation will reveal that all the villagers are attending a meeting outside the house of Henri-Philippe. The scene is quite confusing, with many people speaking and shouting at once. Things will quiet down when strangers are spotted, and at this stage the villagers will be wary of newcomers and act accordingly.

Taking advantage of the lull, Henri-Philippe will speak. *"Look, there's no point arguing until we've all calmed down and can discuss things rationally. And there's no sense blaming people without cause."* At this there is a general murmur of dissent, but Henri-Philippe continues. *"Everyone go home and we'll meet again in a couple of hours."* This is met with broad approval and the villagers begin to disperse. If the PCs arrived with Krug, the farmer and assistants will drop them off and continue on their way (but not before visiting the local store to find out what's going on).

Once the meeting is concluded, Henri-Philippe will be free to greet the party, and reference should be made to his description in the NPC listing.

RECENT EVENTS

A little over a month ago a child, Seel Baldurich, came running into the village having seen "a ghost" in the woods (see **Sighting 1** on **Map 3a**, and Seel's entry in the NPC listing). Seel is well known in the village for his various tall tales and this one was put down to imagination. However, a few weeks later, Isolde Guderian was out collecting fruit when she noticed a skull sitting on a branch. The skull did not move but when she returned with a couple of militiamen the skull had gone (see **Sighting 2**). The villagers did not take her seriously. However, three days ago two farm workers, Sigismund Halsbret and Knud Gropenfrotteur, both claimed to have seen a "glowing skull" floating in the woods while out working (see **Sighting 3**). This was taken seriously, but a full-scale search by the militia failed to reveal any clues.

Finally, on the morning of the PCs' arrival, Erietta Surhardt was attacked, again while working the vines. Three other workers heard her scream and rushed over to where Erietta was last seen. They discovered her unconscious and bleeding, but worse still, a skull was resting on her body (see **Sighting 4**). The skull took to the air, but instead of attacking flew off into the forest. Erietta was carried back and now lies in the Rocheteau house, attended by Elisabet.

An already frightened village had gathered to "do something" when it was noted that Sigismund Halsbret (one of the witnesses

in **Sighting 3**), was missing. A search of the village has failed to find him and this has unnerved the villagers further. (Actually, a very scared Sigismund left secretly before dawn. He had no relatives in the village and decided to pack his bags and run.) With the grape harvest due to begin in 2 days time, the villagers are now worried about their livelihood: they are frightened to go into the fields, and migrant workers are sure to hear of events and stay away.

All the above is common knowledge, but the PCs are likely to obtain a more coherent version from Henri-Philippe. Speculation in the village is rife and it will be recalled how a young wine merchant disappeared a few years ago. In addition, there are various rumours/explanations of recent events:

- The graves of dead warriors from an ancient battle have been disturbed by clearing the forest. Local rumour, based on truth, has it that a Chaos hoard from the Drakwald Forest was slain over to the southwest. Perhaps some were also slain near Pritzstock?
- The skulls have been sent as a punishment from the gods for not making proper sacrifice in respect of the recent excellent harvests.
- Henri-Philippe is somehow involved in order to buy land cheap when all the villagers have left or been killed. Who else has the capital to buy land?

The last rumour is the blackest and will only be spoken if things are getting very bad (and Henri-Philippe isn't around).

The villagers are also angry that the militia has not done anything to stop the skulls and this has created some bad feeling between people. Just what the militia (four farmers and a warrior) are supposed to do nobody says, but that doesn't stop them from complaining.

THE INHABITANTS

Note: Many of the villagers have the skill Trade (Vintner). This is similar to the Trade (Brewing) skill, but applies only to wines, including knowledge of vine growing and other aspects of winemaking.

HENRI-PHILLIPPE ROCHETEAU

Henri-Philippe is a large, stoutly built 42-year-old man, with an olive complexion and shoulder-length black hair. A decade of good living has made him slightly overweight but he still enjoys robust health.

Originally a wine merchant from Breton, Henri-Philippe visited the area on business and recognised the excellent potential of soil and climate for cultivating a Bretonnian grape. With borrowed money Henri-Philippe purchased a substantial amount of land from the locals (at a fair price) and settled in the area 14 years ago. These locals now work the land as tenant farmers. The new vine soon got established and, having paid off the initial loan, Henri-Philippe has enjoyed increasing profits ever since.

He married Elisabet, a local girl, two years after arriving, being attracted by her good looks and innocent nature. However, since learning of the affair with Stefan Maranaeur he has been very bitter towards her, and now treats her as a servant rather than a wife. He also blames Elisabet for not bearing any children; a fact noticed

by the rest of the village, who believe this to be the reason for the marriage's failure.

Henri-Philippe is very much the typical Bretonian, given to exuberance and "theatrical" displays of emotion. He has a lot to lose if the harvest does not go ahead on time and will welcome the PCs as potential rescuers. He will therefore offer 750 *gc* if the party deals with the skulls before the harvest begins. For each harvest day lost the money on offer will fall by 100 *gc*. He believes that the skulls have indeed come from some disturbed battlefield; perhaps all that's needed is to seal up some tomb entrance to stop the skulls getting out. During their period of hire PCs may sleep in the fermenting shed and will receive free food and drink.

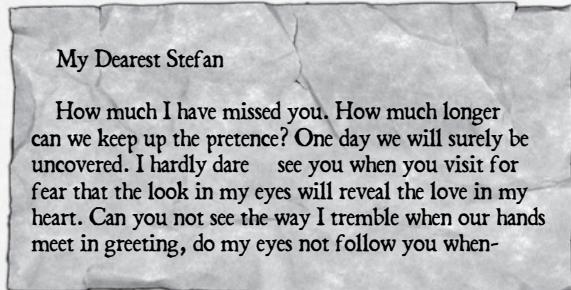
If you are using this scenario as part of a campaign you may wish to have Rocheteau offering a percentage profit from the harvest as payment. A good harvest will net Henri-Philippe 5,000 *gc* in one year's time, rising by 1000 *gc* for each extra year the wine is matured, (full maturity being reached in five years). Rocheteau will open negotiation at 15% but may be bargained to 20%. The party must state how many years they wish to wait and individuals must return at the appropriate harvest-time to collect their share of the agreed sum. For each harvest day lost, Rocheteau's profit falls by 10%.

The Cellar

Rocheteau's house is not mapped, but searching the cellar will reveal fairly recent brickwork behind one of the large wine barrels (there is only 1' of space between wall and barrel).

If asked about this, Rocheteau (who may be wondering what people were doing rooting in the cellar since the only entrance is via the kitchen) will state that the alcove was sealed to combat damp. Dwarfs or those who make a successful **Trade (Mining)** **Skill Test** will notice that the brickwork is less than 5 years old and that there is no sign of damp anywhere in the cellar (which, Rocheteau will note, is proof that it was a sound idea).

Getting into the sealed alcove is difficult. Lack of space prevents the use of a sledgehammer. If the wall is to be knocked down then the large (heavy) wine barrel must first be moved or smashed. If access to the alcove is gained, a desiccated body can be seen, one hand chained to the wall. A wine barrel and ladle are next to the body. If the body is searched a letter can be found. Part of the letter has been eaten by mould; the remaining text is as follows:



The letter, naturally enough, is from Elisabet Rocheteau.

Reaction to Events

If, during the course of the adventure, Henri-Philippe comes face to-face with Dieter Maranae, he will turn pale, as if seeing a ghost. He had no idea that his victim had a twin and will assume

Stefan somehow managed to escape. The GM may wish to have Henri-Philippe break down and confess at this point, perhaps running into the cellar in temporary madness to check on the "cell." Alternatively, Henri-Philippe might be overcome with anger that his enemy still lives and attack Dieter immediately, saying something like, *"You! I don't know how you did it but you're not going to escape death a second time."*

However, if confronted with the evidence of his crime (i.e., a body in the cellar) Rocheteau will attempt to bluff, bribe, or fight his way out.

Henri-Philippe Rocheteau, Mayor of Pritzstock

Career: Merchant (ex-Tradesman)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36%	32%	30%	40%	44%	46%	35%	45%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	5	0

Skills: Charm, Common Knowledge (Bretonnia, the Empire), Drive, Evaluate +10%, Gossip, Haggle +10%, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton, Reikspiel), Trade (Merchant +10%, Vintner)

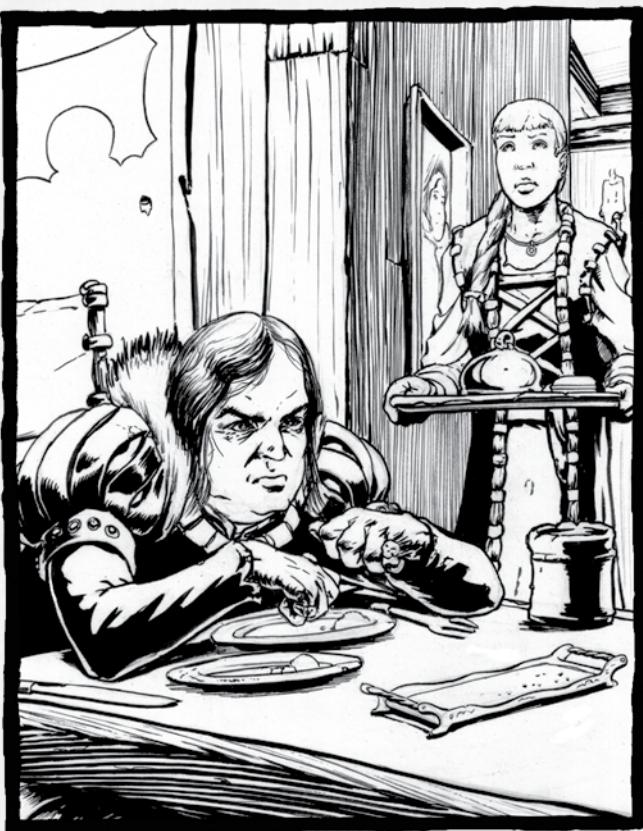
Talents: Dealmaker, Savvy, Super Numerate

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Dagger, Hand Weapon (Sword; usually kept at home)

Trappings: Purse with 10 *gc*



ELISABET ROCHETEAU

Elisabet is 33 years old and of slender build, with plaited blonde hair and deep blue eyes. She is a quiet countrywoman who says little when her husband is around. Her parents, now dead, persuaded her to marry Rocheteau, and for a while the marriage worked, despite the fact she was always overawed by Henri-Philippe's extravagant personality. Over the last few years though, her husband has become increasingly domineering. Not surprisingly, she has become unhappy as a result. In part, she blames herself for not bearing any children and tries to make up for it by behaving as a dutiful wife.

The disappearance of Stefan affected her deeply, her grief made worse by having to be kept hidden. She still remembers their affair and often daydreams that her lover will return one day and make her happy again. She still keeps the few letters that he secretly gave her hidden in a hatbox in the bedroom.

Reaction to Events

Elisabet knew that Stefan had a twin brother, but her reaction on seeing Dieter will be that her wish has come true. She still has enough spirit to try and kill Henri-Philippe if she learns the truth about Stefan's death. Otherwise she will do her utmost to get him executed for murder.

Elisabet Rocheteau, Spurned Wife

Career: Servant

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
29%	29%	30%	34%	38%	44%	37%	37%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	2	0

Skills: Blather, Common Knowledge (the Empire), Dodge Blow, Evaluate, Gossip, Perception, Read/Write, Search, Speak (Reikspiel), Trade (Cook)

Talents: Acute Hearing, Etiquette, Excellent Vision, Lightning Reflexes, Strong-minded

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Purse with 2 gc, 15 s, 13 p

PARZIVAL TRISTAN ASCHAFFENBERG

Aschaffenber is a good-looking 22-year-old male: 6' 2" tall, blue eyes and pearly white teeth. Parzival is the son of an Altdorf noble (leading to the false village opinion that he is a bastard son of the Emperor), and is half way through a two-year stay with the militia here (of which he is in charge).

Parzival really wants to be a knight but his father, a friend of Rocheteau, insisted he get some experience of "adventuring" first and sent him to Pritzstock to organise the militia. His father believes this would be an easy introduction to adventuring. Parzival has spent much of his time training the militia (all 4 members) in advanced marches and drills. The rest of the time has been spent courting the local beauty,

Isolde Guderian. At all times Parzival displays the classic symptoms of the noble born: he is rich, vain, arrogant, and tediously chauvinistic.

Parzival views the skull attacks as a gift from the gods, allowing him to show his worth at last. Unfortunately, the skulls have not played fair and he has not even seen one, let alone fought one. He is more concerned with gaining glory and will therefore greet any plan to go skull bashing with enthusiasm. However, as he is well aware that the militia is being blamed for not doing enough, he will co-operate with any plan that looks like it will yield results (providing he has a high-profile part in it). Despite his annoying personality, the PCs would do well to get him on their side.

The militia under his command consists of Josef Bleuler, Manfred Fleiss, Hans-Friedrich Kallman, and Gunter Semmelweiss.

Parzival Tristan Aschaffenber, Militia Leader

Career: Sergeant (ex-Squire)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	34%	40%	38%	45%	32%	27%	36%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	4	3	4	0	1	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Animal Training, Charm, Command, Common Knowledge (the Empire), Dodge Blow, Gossip, Ride, Speak (Reikspiel +10%)

Talents: Etiquette, Specialist Weapon Group (Cavalry), Strike Mighty Blow, Very Resilient, Warrior Born

Armour: Medium Armour (Helmet, Mail Coat, Full Leather Armour)

Armour Points: Head 3, Arms 1, Body 3, Legs 3

Weapons: Hand Weapon (Sword) and Shield

Trappings: Noble's garb, jewellery worth 40 gc, light warhorse (Friedrich)

ISOLDE GUDERIAN

Isolde is a ravishingly beautiful 20 year old with black hair, green eyes, and a perfectly proportioned figure. She is well aware of the effect her presence has on the men-folk but hides this knowledge under an air of innocence. She openly wears a small gold brooch that was a gift from Parzival.

Any human or elven male adventurer with a Fellowship of 40%+ will get her serious interest since she is seeking a husband to take her away from Pritzstock, but she will flirt with male adventurers in general. She does this in part to see the reaction of Parzival, her current "boyfriend." He has long boasted of his martial prowess, and she would like to put it to the test.

For his part, Parzival will challenge to a duel any male getting too friendly with *his* woman. Unless taunted, Parzival will not engage in a duel to the death. Things could get very bad for the adventurers if Parzival is killed in such a manner; Rocheteau will dispatch news to Altdorf at once and the GM should follow this up as he thinks fit. In any case, Isolde will praise Parzival if he wins (and discontinue flirting), and comfort him if he loses. After all, he might be an arrogant bore, but he is a noble.

Isolde's encounter with a skull is **Sighting 2** on **Map 3a**. Her only other information is that it appeared to be the skull of an animal, perhaps a badger or something similar (in fact, Isolde saw a Skaven skull). She is not sure, but if asked, she will say that the eyes of the skull were glowing dimly. If taken back to the area she will be unable to locate the specific tree. Searching the area will not reveal anything of interest.]

Isolde Guderian, Local Beauty

Career: Peasant
Race: Human

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
29%	29%	31%	35%	38%	34%	27%	41%	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	10	3	3	4	0	0	0	

Skills: Charm, Common Knowledge (the Empire), Concealment, Drive, Gossip, Outdoor Survival, Performer (Dancer), Row, Silent Move, Speak (Reikspiel), Swim, Trade (Cook)

Talents: Ambidextrous, Flee!, Rover, Savvy

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Jewellery worth 100 *gc*, purse with 6 *gc*, 11 *s*, 27 *p*

WUDER LECHART

Wuder appears as a grubby, drunken village idiot. In the best tradition of village idiots, he sits on fences sucking straws and winking knowingly at passers by. The young Wuder arrived in Pritzstock as a migrant worker 10 years ago, and stayed when the harvest was over. He began to act strangely 3 years later and is now completely insane. Luckily, the villagers took pity on him and feed him scraps.

Wuder wanders freely around the whole area of Pritzstock, roaming deep into the forest when the mood takes him. He will talk to anyone who gives him food, and loyally follow anyone who gives him something shiny (like a silver shilling). Wuder's speech is almost incomprehensible. For a start he no longer has any teeth, he is often drunk and/or delirious, but more importantly, he speaks a mixture of Reikspiel and Dark Tongue! PCs who know the Dark Tongue language will recognise it on a successful **Perception Skill Test**; a successful test by other PCs will simply reveal that Wuder is speaking a mixture of several languages.

As a young man Wuder was interested in the rumours concerning a battle site in the area. He spent hours searching the forest and by chance came across the cave containing the warpstone (and skulls). Wuder began to dig where the skulls lay, hoping to find some treasure. All he found was a bit of rock and would have dug deeper had not one of the skulls moved! He fled clutching the rock, which was kept as a lucky charm. He now uses it in place of his teeth to help chew tough bits of food.

Warpstone does not make for a lucky charm and Wuder's brain began to suffer as a result. He lost many of his skills, while at the same his speech began to include elements of Dark Tongue. However, Wuder's body benefited from the Chaos source, getting increasingly tough and resilient as the years have passed. With his



brain corrupted, Wuder is immune to the effects of Fear and no longer feels any pain. All these attributes will be lost permanently if Wuder is separated from his bit of warpstone for more than a day, becoming in all respects a normal idiot. He cannot be cured of his insanity by any standard means.

If Wuder loses his "lucky charm" (and he won't give it to anyone without a struggle), he will get very upset. Soon afterwards he will set off back to the cave to obtain another piece. Being so attuned to Chaos, he will have no trouble locating it; curious PCs may learn something to their advantage. However, if he does get a new piece of warpstone, he will change in new and different ways.

Wuder Lechart, Village Idiot

Race: Human

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
11%	9%	21%	24%	14%	5%	2%	11%	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	22	2	2	2	0	11	0	

Skills: Blather, Consume Alcohol, Silent Move, Speak (Dark Tongue, Reikspiel)

Talents: Fearless, Night Vision, Resistance to Disease, Resistance to Poison, Sixth Sense

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Insanities: The Glorious Corruption

Trappings: Bottle of alcohol, bowl, piece of warpstone, rags

Note: Wuder will permanently lose 8 Wounds and the following skills and talents if separated from his “Lucky Charm” for more than 24 hours: Fearless, Resistance to Disease, Resistance to Poison, and Speak Language (Dark Tongue).

OTHER VILLAGERS

Map 3 lists all the households in Pritzstock, and any villagers not listed above have the following typical profile:

Typical Villager

Career: Peasant
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29%	27%	32%	31%	32%	31%	28%	33%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

Skills: Animal Care, Animal Training, Charm Animal, Common Knowledge (the Empire), Concealment, Drive, Gamble, Gossip, Set Trap, Scale Sheer Surface, Speak (Reikspiel), Trade (Vintner)

Talents: Flee!, Hardy, Resistance to Disease, Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Pouch with 1d10 s, 2d10 p

Typical Militiamen

Career: Militiaman
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31%	29%	35%	36%	32%	29%	28%	33%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Animal Care, Common Knowledge (the Empire), Dodge Blow, Drive, Gamble, Gossip, Outdoor Survival, Perception, Search, Speak (Reikspiel), Trade (Vintner)

Talents: Ambidextrous, Night Vision, Specialist Weapon Group (Two-handed), Strike Mighty Blow

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon (Club) and Shield

Trappings: Uniform, pouch with 1d10 s, 2d10 p

Details on some of these villagers are given below:

Seel Baldurich

Seel is a quite obnoxious, snotty-nosed young boy. He was playing in the woods when he saw a skull at **Location 1a** on the Sightings map, and ran back frightened. However, having been warned “time

and time again” not to play so far from the village, he lied about its position, claiming that he saw it at **Location 1b**.

Under close questioning, the PCs may make a **Challenging (-10%) Perception Skill Test** to realize that Seel may not be telling them the entire truth. If challenged, Seel will admit to the deception. If Seel takes the party to **Area 1b** more than once, PCs should be allowed a **Navigate Skill Test** to notice that the location is different (Seel is only seven).

Seel saw a skull heading away from him, that is all. However, his imagination has elaborated this quite a bit, “breathing fire,” “howling,” “covered in horns and spikes,” and so on. Since the young lad half believes this by now, let the PCs determine the truth of the matter.

Not long after his encounter, Seel wrote a letter to his uncle Otto Baldurich, a journeyman wizard of the Light Order studying in nearby Middenheim. Seel described the skull to his uncle in the same exaggerated language he uses with the adventurers and begged Otto to “help save the town.” As he never received a response, Seel promptly forgot about the matter. He has no idea that his uncle Otto—who has a soft spot for his nephew and was already seeking to strike out on his own—took the letter quite seriously and is now encamped with his compatriots in the woods outside town.

Sigismund Halsbret

One of the witnesses to **Sighting 3**, Sigismund has since decided to pack up and go. He worked at the Reuter household and inspection of his room (a corner of the hayloft), will reveal that all his clothes and few belongings have also gone. His employers considered him a lazy worker and are not too distressed about his disappearance.

KNUD GOPENFROTTEUR

Knud is the other witness to **Sighting 3**. He works for the Kallman farm and is somewhat stupid, needing to be prompted often in order to reveal the little he knows. He and Halsbret were out working when they spotted a skull heading towards them. Sigismund started running but Knud waited to hit it with his pet shovel, “Clod.” For whatever reason, the skull turned and flew back into the trees. Knud carries his shovel everywhere and even takes it to bed.

Erietta Surhardt

This young woman currently lies unconscious in the Rocheteau house, tended by her mother and Elisabet Rocheteau. She will recover consciousness in about 2 days but will still be weak from blood loss. A successful **Heal Skill Test** will result in her regaining consciousness a half-hour later and will also reveal that she was bitten twice. Note that neither her mother nor Elisabet will allow any grubby little adventurer to grope Erietta’s body and must be convinced either of the individual’s medical training, or the need to discover information about the attack.

Erietta was attacked by surprise and her only recollection is a “gleaming white face with red eyes” (**Sighting 4** on **Map 3a**). More information can be gained from her “rescuers,” Wanda and Hilda Klop, and Imogen Uderlast. They heard a scream and ran over to help, but on seeing a skull on Erietta they immediately ran back. Their courage returned when they saw the skull flying off into the forest.

Note: Wanda and Hilda are twins and continually repeat what the other has just said and/or confirm the truth of the same statement.

Ludovic and Mathilda Reuter

This snobbish couple runs the only store in the village. Items commonly needed by farming folk are stocked at normal prices and, since the village is quite prosperous, they also stock some fancy goods as well. These are invariably useless; folding card tables, toast racks, garden gnomes, and so on. These items are sold at 25% more than the normal price.

Mathilda is the village gossip and knows many “truths” about people in and around Pritzstock:

- Henri-Philippe has a mistress in Altdorf and Middenheim. (False: he only has a mistress in Middenheim.)
- Aschaffenberg has been disowned for an “indiscretion.” (False: but he did get a servant girl pregnant.)

— RUNNING THE ADVENTURE —

If the PCs have behaved intelligently they should find themselves hired to deal with the problem of the skulls soon after reaching the village. The PCs have two days after arriving before the start of the harvest is due, and until this time the villagers have no real need to venture beyond the boundary. If the skull problem still remains, villagers will not work the vineyards unless guarded by a personal escort: their livelihood may suffer but it’s better than being killed. Even if the PCs are willing and able to guard the villagers it will have little effect as far as the harvest is concerned, since without migrant workers (scared off by rumours and the skulls west and east), the amount of grapes harvested will be negligible.

The militia, led by Parzival, is at the PCs’ disposal. However, unlike their leader, they harbour no desire to go skull-hunting. Parzival will therefore instruct them to maintain a watch along the village boundary. Parzival will be all too eager to engage the skulls.

The adventurers will probably form three objectives: gaining information about attacks (dealt with previously), trying to capture a skull, and attempting to locate where they are coming from. The last two are dealt with below.

CAPTURING A SKULL

This is not an easy task. The initial problem is that there is simply nothing to capture. Over the last month or so, only four sightings have occurred (plus the one which wrecked the coach). Like it or not, the PCs will have to wait for a skull to come to them. Beating the undergrowth around Pritzstock is unlikely to have any effect.

Unknown to the PCs, the skulls are following a timetable laid down by Dieter. Most of the last months’ sightings have been the results of Dieter’s experiments in control; moving, hiding, watching, following, and attacking. The attack on Erietta marked the end of Dieter’s experiments. After the attack, Dieter had the skull return to inspect it for damage. Having done this Dieter sent skulls to take up positions north, west, and east of the village. These will be in position by approximately 3:00 pm in the afternoon following the attack on Erietta (i.e., the day the PCs arrive), and are discussed in the **Timetable of Events**. Sightings of further skulls will depend on Dieter’s timetable and any activity on the part of the PCs.

- Knud Gropenfrotteur is wanted for murder in Middenheim. (False: Knud has never been to Middenheim.)
- Elisabet Rocheteau flaunts lovers before her husband. (False.)
- Gunter Semmelweiss spends a lot of time in the pig-shed. (True: he’s a miser and hoards money in the pig-pen.)
- Isolde Guderian got her gold brooch by “being nice.” (False.)
- And so on...

Mathilda has no time for legends, myths, and the like. If asked about Stefan Maranaeur (unlikely), she will recall him as a good-looking wine merchant from Altdorf, “...and they do say he had a woman in every place he did business.” If stuck for a true bit of gossip Mathilda will invariably make something up (of a typically unsavoury nature).

Assuming the party has a skull in sight then it can be captured just like any other creature. However, if the skull is fighting, PCs will need to use a net or something similar since it is not possible to simply grab hold of one (just as it’s not possible to grab hold of someone’s sword arm). Various skills may be tried and the GM should consider each on its merits. It’s not impossible to capture a skull, but neither is it like catching a ball.

USING A CAPTURED SKULL

Skulls cannot be interrogated but may come in useful nevertheless. The behaviour of a captured skull depends on its state. If active



the skull will do whatever Dieter tells it. If passive the skull will keep on trying to carry out its last instructions. If the skull is in a dormant state, the PCs may make use of its orientation ability (say by using it as a compass or by putting it on a lead), or attempt to gain control (and perhaps use it to follow other skulls). Further details are provided in the **Bestiary**. However, the villagers will not be too happy at the prospect of a magical skull, no matter how tame, flying around the village.

If Wuder Lechhart approaches within 5 yards of a dormant skull it will sense his bit of warpstone and try to move towards it. If it's able to move, the skull will fly slowly up to Wuder (who will watch in fascination), and then snuggle up to him like a pet cat, getting as close to the warpstone as possible.

TRACKING A SKULL

Although the skulls do not travel fast, they are able to fly, which makes conventional use of the Follow Trail skill impossible. Their ability to fly and small size allows them to lose themselves in the forest fairly easily. Under no circumstances will Dieter's lair be discovered by chance; the area to search is too big and the cave entrance too well hidden for that to happen. Inventive PCs may work out various plans to follow a skull and the GM must again judge each on its merit. The skulls have a Flying Movement 8 and they never tire, so they are difficult to follow for long distances. Characters running full-tilt in the forest must make a **Challenging** (-10%) **Agility Test** every round to avoid tripping over roots, smashing into low branches, and so on. Characters that fail fall down and must use the stand action to regain their feet. Such delays cost precious time and likely allow the skulls to escape.

TIMETABLE OF EVENTS

This timetable breaks down the events of the adventure, from the day the PCs arrive (Day 0) to Day 9, when it'll be over one way or another. The timetable is, of course, subject to change, either because of PC activity or if the GM wants to increase the pace of the adventure. Dieter's motivations are of direct relevance to the activity of the skulls, and the GM should refer to his description for fuller details.

Day 0 (afternoon)

One skull takes up a vantage position $\frac{3}{4}$ mile north of Pritzstock to watch over the village and vineyards. One skull takes up a position 2 miles west of Pritzstock by the road, and another 5 miles east of Pritzstock, also by the road. The west and east skulls are programmed to attack any humanoid they see, but to break off the attack if the victim flees. The north skull is programmed to sit and wait. Dieter assumes active control of this skull every 30 minutes in order to gaze upon the area. If villagers are working the fields, Dieter will keep control and have the skull attack. If Dieter can see nothing of interest he will set the skull to continue waiting.

On the first occasion Dieter spots adventurers (via a skull) he will investigate further, but will not attack unless provoked.

During the night Dieter will assume control of the north skull every 4 hours and will then fly it around the area to spy on activities in the village.

Days 1 and 2

Dieter will keep up the "watch-and-wait" pattern.

Day 3

Dieter will have the north skull sneak to the village and attack a lone individual for a couple of rounds.

Day 4

As Day 3, but Dieter will try and attack an on-duty militiaman. He will also have the skull attack a second person while the injured lookout is being attended to.

Day 5

At the end of the day Dieter will initiate his first night attack. The skull will go from one house to another, breaking windows and briefly attacking the occupants, attacking some six houses in total.

Day 6

Under increasing pressure from "Stefan," Dieter will have the north skull attack the Rocheteau house, entering via the chimney if the windows are boarded, or battering a door open if the chimney is blocked. Elisabet will be ignored, but Rocheteau will be attacked and, if possible, killed. You may wish to have this attack take place as Rocheteau and the party are discussing what to do over meal or drink.

Day 7

If Rocheteau is dead the skulls will restrict their activities to stopping work in the fields. If he is still alive, then before dawn Dieter will also have a skull scrape a message in the ground outside his house, "Death to Rocheteau," and the events for Days 8 and 9 will take place.

Day 8

Dieter will recall all skulls in preparation for a mass attack, so some work in the vineyards is possible. However, at dusk he will have one of the skulls fly over with a message in its mouth, "Hand over Rocheteau by dawn and you may go in peace." The message will be delivered to one of the adventurers.

Day 9

At dawn Dieter will have all 4 skulls laying siege to the village. If Rocheteau is waiting to be handed over (presumably bound and gagged), the skulls will perform a very messy execution. If Rocheteau is not so delivered, anything that moves will be attacked and killed but the skulls will concentrate their efforts into finding/attacking Rocheteau.

The skulls will systematically search each house in turn: One active skull will attempt to gain entry, while the other 3 watch and wait. On gaining entry the skulls will attack anyone inside, finishing their attack by causing as much damage as possible, including setting houses alight by knocking over lanterns, etc. Dieter will keep up this siege until all houses have been searched or Rocheteau is killed, replacing any skulls that are destroyed in the process. His final act will be to have the skulls carry burning torches to the fields in order to destroy the vineyards as well.

Once the village has been razed to the ground then Dieter will consider his revenge complete, irrespective of whether Rocheteau is still alive. His final act will be to have a skull inscribe the words "For Stefan" in the ashes near the Rocheteau house.

— THE WIZARD IN THE WOODS —

Map 4 shows the underground lair of Dieter Maranaeur and his mercenary bodyguard, Kurt Schultz. The cave is some 7½ miles northeast of Pritzstock (marked *A* on Map 2). The entrance is very well hidden and effectively impossible to locate by normal searching on a small scale. However, if the party has an approximate fix on the cave (say ¼ mile radius), a line-search using the whole village will prove successful (if the villagers can be persuaded).

Even if the PCs fail to find the cave entrance they may discover something unusual. Characters making a **Hard (-20%) Perception Test** will spot carefully concealed bundles of wood dotted about the forest. Otto Baldurich and his companions gathered and placed these bundles near the cave in the event they decide to smoke out Dieter and his bodyguard. The wood is therefore dry but contains a lot of green stuff to produce smoke.

Assuming the party locates the cave and keeps it under observation, the following facts will be revealed during the day (excluding changes due to play):

- 3 skulls arrive at about 1:00am and 3 skulls leave shortly after.
- A rough-looking fighter type leaves at around dawn and returns d10-3 hours later, sometimes with some game (usually rabbit).
- In the early evening a wild-looking man emerges, has a stretch and a few deep breaths, and returns to the cave after taking a short walk. He is followed by a skull, which flits from tree to tree wherever the man goes. This individual looks very ragged round the edges, with matted hair and greasy stubble.

Of course the party must make sure they are not spotted by any of the cave's inhabitants. It is also possible that the party is spotted by the Middenheim gang, who have posted a watch some 200 yards away to the northwest of the cave (only 30 yards away during the night). Any sighting will be immediately reported to Otto at **Location B** on Map 2 (details of Otto Baldurich and the other adventurers can be found in the next section).

If Dieter learns of individuals outside he will, if given time, use a skull to investigate. He normally has one waiting passively in the cave while the other three are out. If at any time it looks like he will be attacked the wizard will terminate control of any skulls far away and begin to assert control of skulls in the cave (but this takes time).

Both Dieter and Kurt will realise the cave could become a trap and will want to act quickly. As soon as Dieter has a full complement of skulls, he will use them to initiate an attack. Once all the skulls are engaged he and Kurt will emerge and act appropriately. Only when Dieter is attempting to gain control of a skull (or is in active control of one) does he need to spend time in concentration.

If subjected to a surprise attack in the cave, the two men will simply make the best of it. Dieter will again try to assert control over skulls in the cave rather than wait for skulls already under his command to return. Dieter is driven by an obsession and will fight to the bitter end. Kurt is simply a mercenary and will surrender if reduced to 2 Wounds or below.

It is possible for the party to deal with the wizard without resorting to violence. If they have knowledge about Stefan's death and can persuade Dieter they have dealt with Rocheteau then a truce might be arranged. Dieter will want proof, but will be willing to send a skull to investigate.

THE EFFECTS OF SMOKE

It is quite possible for the PCs to decide on using fire to drive out those in the cave. Gathering suitable material will take about 2 man-hours, and in their search, the bundles already prepared by the Middenheimers may be spotted as described above. If dry wood is used then people in the cave will be forced to leave after about 30 minutes. If "greenwood" is used much more smoke will be produced, forcing people to leave in 10 minutes. If they stay beyond these times, the normal rules for suffocation apply.

THE CAVE

AREA A

Two candles provide faint illumination in the passage leading into the cave. The passage shows signs of footprints if a successful **Follow Trail Skill Test** is made.

AREA B

The passage turns at this point, and on the south wall a skull can be seen resting on a ledge. A candle rests on the skull and has covered it with melted wax.

This is a normal skull but has the spell *magic alarm* cast on it. A **Perception Test** will reveal that the footprints stay clear of the skull. The spell will activate if a creature comes within 2 yards, informing Dieter that intruders are present.

The passage opens up beyond the skull to reveal a large candle-lit cave to the right and a cloth screen ahead. Unless forewarned, Dieter and Kurt will have a torch burning in **Area E** and the light from this will appear under the curtain. The party may hear the men talking or snoring depending on the time of day and how cautious they have been.

AREA C

This area is used as a store of iron rations and water barrels, about 6 man-weeks worth in total. Torches, candles, etc. are also here. Dieter and Kurt are self-sufficient in food and water, but Kurt still goes out hunting fresh game. A small individual could hide behind the stores but would be automatically spotted if the stores were utilised.

AREA D

About 32 human, beastman, and ratman skulls are laid in this area in a weird pattern. The cave was the site of Chaos activity but was abandoned long ago. Depressions can be seen in the sand where 10 other skulls were laid. Some 6 inches below each depression, buried in the sand, is a small nugget of warpstone. That is, there should be. One of the depressions actually shows signs of digging



and the piece of warpstone under the skull is missing, removed by Wuder Lechart about a decade ago. Altogether the 42 pieces of warpstone weigh about $\frac{1}{2}$ lb.

Four of the skulls are now under Dieter's control; the other six are in a heap to the south (the result of failed attempts to gain control). Obviously these numbers will alter if skulls are destroyed. If Dieter is trying to gain control of one of the remaining skulls, he will be found in this area.

This area is soaked with magical energy, as a **Very Easy (+30%)** **Magical Sense Skill Test** reveals. Casting Rolls made within the cave receive a +1 bonus for each 1d10 rolled.

AREA E

Behind a sackcloth curtain is the living quarters of Dieter and Kurt. A torch provides light. The only furnishings are makeshift beds.

Dieter and Kurt spend most of their time in here. When neither have anything to do (which is often) they play draughts. Under Dieter's instructions Kurt is making a simple chess set from odd bits of wood. Dieter reckons that teaching Kurt chess would help time pass for another month.

When not out hunting (which he does around dawn), Kurt is busy whittling. Dieter is often resting but during the day can be found in a trance-like state as he concentrates on controlling a skull (20% chance). At night the chance of finding him controlling a skull drops to 10%.

Dieter will also have a skull in here as extra protection. The skull is normally passive so it would take Dieter 1 round to establish active control, and another round to give it a new set of instructions if desired.

DIETER MARANAEUR

Approaching 30 and of medium build, Dieter is beginning to look fairly mad. He has not washed, combed, or shaved for two weeks, and his only set of clothes are creased and dirt-ritten.

Despite his appearance, Dieter is (initially) reasonably sane, apart from his obsession with ruining Pritzstock. However, under the influence of the cave and Stefan's spirit, the bright wizard will become increasingly unstable as the days pass. This is reflected in the behaviour of the skulls—early on they simply frighten people, but are later used to attack and kill.

If captured (and Rocheteau is still alive) Dieter will not reveal much without being tortured. If brought face-to-face with Rocheteau, Dieter will fall into a mad rage and attempt to kill him. If Rocheteau has already been killed then he will be proud of his activities, claiming that it was just retribution for the death of his brother.

Dieter and the Skulls

All previous sightings were part of Dieter's experiments. The attack on the coach was to see if Dieter could control a skull while he was away from the cave. As a result of these experiments Dieter knows most of what is described in the **Bestiary**. However, he does not know that a metal barrier will negate control or that a dormant skull orients itself with respect to the cave and, having done so, will attempt to return home. Under normal circumstances Dieter would have probably investigated the source of the skulls' power, but in his present state of mind, rational thoughts are not common.

A timetable of Dieter's use of the skulls has already been given. This reflects his twin desires to ruin the village and kill Rocheteau, modified by his increasing madness. As described in the **Bestiary**, Dieter can have up to 4 skulls under his control. These are normally deployed as follows:

- 1: Stays in the cave near Dieter as a personal bodyguard.
- 2: Flits around the north of Pritzstock generally waiting for Dieter to assume active control.
- 3: Waits and attacks travellers on the road to Lichlinberg.
- 4: Waits and attacks travellers on the road to Grubentreich.

If any of these are destroyed or negated Dieter may initiate control of another skull in the cave as described in the **Bestiary**. In running the skulls the GM should remember that only one can act intelligently at any one time (i.e., the one controlled by Dieter). The others will blindly carry out their last instruction. Dieter is able to co-ordinate the activities of all 4 skulls either by directly controlling each in turn, or by having the three passive skulls follow the active skull.

In addition to the events timetabled, Dieter also recalls the skulls at about midnight. Since the skulls lose their power if they're away from the cave for too long, Dieter must replace skulls on duty with fresh ones. The flight from Pritzstock to the cave is 1 hour, so initially the PCs will have a 2-hour window during which no skulls are around Pritzstock.

Dieter Maranaeur, Vengeful Twin

Career: Master Wizard (ex-Apprentice Wizard, ex-Journeyman Wizard)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
42%	41%	35%	34%	59%	65%	69%	44%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	3	0	0

Skills: Academic Knowledge (Magic +10%, Runes), Channelling +10%, Common Knowledge (the Empire, Kislev, Tilea), Gossip +10%, Intimidate +10%, Magical Sense +10%, Perception, Read/Write +10%, Ride +10%, Search, Speak Arcane Language (Arcane Elf, Magick +20%), Speak (Classical, Kislevian, Reikspiel, Tilean)

Talents: Aethyric Attunement, Arcane Lore (Fire), Dark Magic, Fast Hands, Lesser Magic (Magic Alarm, Move, Silence), Lightning Reflexes, Mighty Missile, Petty Magic (Arcane), Resistance to Magic, Savvy, Strong-minded

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Quarter Staff

Trappings: Backpack, grimoire, printed book, writing kit

KURT SCHULTZ, SELL-SWORD

Kurt is a typical mercenary, all brawn and no brain, who will go where the money is. His cousin Albrecht is a wizard's apprentice in Middenheim, which is how Dieter came to hear of Kurt and engage his services. Dieter pays Kurt to protect him, find food, and perform any other needed tasks.

Kurt regards Dieter as a bit of a nutcase. Whilst he knows little of the wizard's grudge against Pritzstock, his mercenary ethics mean he doesn't much care either. He is not willing to lay down his life for the wizard, and if he and Dieter are trapped in the cave Kurt won't think twice about fleeing, hoping to bargain with any attackers (revealing information about Dieter in return for being set free). Kurt will claim that he doesn't know what the skulls get up to, being employed to simply guard the wizard. He

will maintain that he had no idea that the skulls were being used against people.

If asked about the wizard, Kurt will say that he can only control 4 skulls in total and often spends time in a trance. Any other information that doesn't implicate him in illegal activities will also be freely revealed (Kurt knows he's a wizard of the Bright Order, for instance). Kurt has no comprehension of the finer points of skull control.

If Tortured, Charmed, or otherwise coerced, Kurt may reveal the following facts:

- The wizard has a grudge against Pritzstock.
- He has a bigger grudge against the Mayor.
- He's using the skulls to kill the Mayor.
- And ruin the village.
- The grudge has something to do with his brother's death.
- The wizard's brother used to work in the village.

Kurt Schultz

Career: Mercenary

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
47%	39%	44%	37%	36%	35%	30%	24%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	12	4	3	4	0	2	0

Skills: Common Knowledge (the Empire, Tilea), Dodge Blow, Gamble, Gossip, Haggle, Perception, Ride, Secret Language (Battle Tongue), Speak (Reikspiel, Tilean)

Talents: Disarm, Strike Mighty Blow, Strike to Stun, Very Strong, Warrior Born

Armour: Medium Armour (Mail Shirt, Full Leather Armour)

Armour Points: Head 1, Arms 1, Body 3, Legs 1

Weapons: Crossbow, Shield, and Spear

Trappings: Healing draught, 10 bolts

— THE ADVENTURERS' LAIR —

As mentioned earlier, the player characters and Dieter Maranauer are not the only outsiders in the Pritzstock area. The lair of these other adventurers is marked **Location B** on **Map 2**. The map can be found on page 5. The Middenheimers also keep a watch on the wizard's cave from a vantage point 200 yards northwest of **Location A** during the day, and 30 yards away during the night.

The lair is simply a well-hidden glade, close to a small spring. A full search of the area will reveal the glade, but simply walking past will not.

Otto Baldurich and his companions have been in the area for just over a week. Otto has thus far been unwilling to enter the cave in force, since he does not know how powerful the skulls are. This is not sitting particularly well with Gregor, who would prefer to charge in immediately. Of course, any activity by the PCs will force the group's hand.

At any one time the deployment of the Middenheimers will be as follows:

MIDDENHEIMER DEPLOYMENT

Roll Disposition

1-4	4 in the lair, 1 at the cave-watch
5-8	3 in the lair, 1 at the cave-watch, 1 out hunting
9-10	2 in the lair, 2 at the cave-watch, 1 out hunting

Otto and Gregor will always be found in the glade. During the night, each of the five will take turns keeping watch.

These adventurers will be quite wary if they're discovered in their lair and will attack if the PCs do anything "suspicious" (which is open to the Gamemaster's interpretation). If the guard on cave watch is spotted, he (or they) will immediately flee to inform the others. The distance between the watch-post and lair is about half a mile, and the guard will cover the ground in about 10 minutes moving at standard rate.

If the main group is alerted to the presence of people near the cave, they will move up to see what is going on, arriving some

30 minutes from when the PCs were first seen by whoever was watching Dieter's cave. In this case, the players will be seen as being in league with Dieter and treated accordingly. Otto will have the others move to spring an ambush, but if it looks like the PCs and wizard are heading for a fight, he will delay attacking until one side has won (and presumably been weakened by their effort). If the PCs are trapped in the cave by the Middenheimers, you may wish for Otto to propose a deal. For example, if the PCs leave their weapons behind, they will be allowed to leave the cave unharmed. Otto will only give the party 5 minutes to decide, and if the PCs do not agree, he will order the others to begin smoking them out (See **The Effects of Smoke**). As mentioned previously, the Middenheimers have prepared suitable wood for this very purpose. It will take 2 of them only 15 minutes to gather it together.

If events lead to combat, the Middenheimers will fight until Otto and Gregor are put down, then the rest will retreat. Should the party agree to his terms, Otto will allow them to leave (unless, of course, you decide that the troll slayer doesn't support that idea). None of the five have any inkling about the warpstone, although Otto is relatively certain that dark magic is involved. Should it be uncovered, he will recognize the warpstone for the evil that it is and will want to take it back to the city so that it can be properly disposed of.

THE MIDDENHEIM BAND

Details of and statistics for Otto's band of adventurers are listed below.

OTTO BALDURICH

Many of the residents of Pritzstock know Seel Baldurich as the obstreperous nuisance that he is. His uncle Otto, however, has never made that connection. This may be partially due to the fact that he has not seen his nephew in some years, although he has had a soft spot for the boy since he was born. So when his nephew sent him a letter requesting his help, Otto was quick to act.

Technically, Otto has not yet finished his studies in the Light Order, but the letter provided the final impetus for him to pursue what he had already been considering—a life of adventure. He, his friend Gregor, and three thugs they had hired for the excursion set out for Pritzstock to rescue the village from the rather vaguely worded menace his nephew described.

Otto purposely did not go directly to Pritzstock in order to prevent whoever was threatening the village from learning of their presence (a sound strategy that has worked to perfection). He and the rest of his band have been in the woods outside town for a little over a week, and only discovered the cave where Dieter and Kurt are holed up two days ago. Understandably, Otto has had to restrain Gregor from rushing in, a task that is growing more difficult with each passing hour.

Physically, Otto looks very much like a larger version of his nephew. They share the same hair and eye colour, and Otto even wears his hair in the same pageboy cut.

Otto Baldurich, Concerned Uncle

Career: Journeyman Wizard (ex-Apprentice Wizard)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	33%	35%	41%	45%	59%	58%	44%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	2	0	0

Skills: Academic Knowledge (History, Magic +10%), Channelling +10%, Charm, Common Knowledge (Dwarfs, the Empire, Norsca), Gossip +10%, Magical Sense +10%, Perception, Read/Write +10%, Ride, Search, Speak Arcane Language (Magick +10%), Speak (Classical, Khazalid, Norse, Reikspiel)

Talents: Arcane Lore (the Heavens), Aethyric Attunement, Fast Hands, Lesser Magic (Aethyric Armour, Dispel), Mighty Missile, Petty Magic (Arcane), Resistance to Magic, Strong-minded, Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Quarter Staff

Trappings: Backpack, grimoire, link of chainmail, printed book, small silver hammer, writing kit

GREGOR SKELGARD

Gregor had not planned on becoming friends with Otto—the first time he met the journeyman wizard he tried to bean the man with a tankard for daring to interrupt his drinking—but the two crossed paths so often that the Dwarf eventually let down his defences. Although they have known each other for years since then, Gregor has never revealed the secret shame that led him to become a giant slayer ... nor does he intend to.

When Otto mentioned that he wanted to leave Middenheim to seek adventure, Gregor practically packed his bags for him. The tentative nature that his friend has displayed thus far, however, has not been sitting well with the Dwarf. For despite his friendship, Gregor's shame is still deeply rooted and he longs for the escape that death will finally bring him.

Gregor, like most slayers, has shaved all the hair off his head except for a single stripe down the middle, which is spiked and dyed bright orange. On one side of his skull is a tattoo of the Hammer of Sigmar; on the other is the pick of Grungni.

Gregor Skelgard, Giant Slayer

Career: Giant Slayer (ex-Troll Slayer).

Race: Dwarf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
53%	28%	44%	51%	38%	33%	41%	18%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	5	3	0	5	0

Skills: Common Knowledge (Dwarfs, the Empire), Consume Alcohol +10%, Dodge Blow +10%, Intimidate +10%, Speak Language (Khazalid, Reikspiel), Trade (Smith).

Talents: Disarm, Dwarfcraft, Fearless, Grudge-born Fury, Hardy, Lightning Reflexes, Night Vision, Resistance to Poison,

Specialist Weapon Group (Flail, Two-handed), Street Fighter, Strike to Injure, Stout-hearted, Strike Mighty Blow, Sturdy

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Great Weapon (Two-handed Axe), Hand Weapon (Hand Axe)

Trappings: None

Hired Muscle

Robb, Wilhelm, and Robert are the three thugs hired by Otto and Gregor. They are in this strictly for the money, and are willing to put themselves at considerable risk to receive the remainder of their pay (100 gc).

Although Robb and Wilhelm are twins, in truth there is little physical difference between the three men: each is a large, hulking brute who confidently uses violence as a means to solve almost every problem. They will not think of betraying the men who hold their purse strings; in fact, they usually prefer to think only when absolutely necessary.

Robb, Wilhelm, and Robert

Career: Thug

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41%	35%	35%	41%	43%	23%	30%	39%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	5	0	2	0

Skills: Consume Alcohol, Common Knowledge (the Empire), Dodge Blow, Gamble, Gossip, Intimidate, Secret Language



(Thieves' Tongue), Speak (Reikspiel)

Talents: Disarm, Fleet Footed, Lightning Reflexes, Quick Draw, Strike to Injure, Strike to Stun, Very Strong

Armour: Medium Armour (Mail Shirt, Leather Jack)

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Hand Weapon (Mace), Knuckle-dusters.

Trappings: 5 gc

— CONCLUDING THE ADVENTURE —

The PCs may have played the adventure as an exercise in hack-'n'-slay, killing Dieter, Kurt, and the Middenheim band. In this case, most everyone in Pritzstock will be delighted—although Seel Bardurich's father will demand an explanation as to why they killed his brother—and the party will be rewarded as agreed (and over Herr Baldurich's objections). On the other hand, if the PCs fail to stop the skull attacks and do not discover that Stefan was murdered, then there will be misery all round. In this case, assume the Middenheimers eventually storm the cave (having first dealt with Kurt), taking Dieter back to the village and the warpstone back to the City of the White Wolf.

If the PCs bring Dieter to the village, it will certainly liven things up: Henri-Phillippe could get very scared or angry, followed closely behind by a hysterical murderous rage from Elisabet. Note that bringing a dead Dieter back to Pritzstock will still cause Elisabet to react.

If, by whatever means, Henri-Phillippe is found to have murdered Stefan Maranauer, then Parzival Aschaffenberg will insist that he be sent to Altdorf for trial. The same will apply to Dieter and Kurt. With the evidence of a body in his cellar, Rocheteau will be found guilty and executed. His estate will then pass to Elisabet.

Punishment of Dieter and Kurt will depend on what they did during the adventure.

Trials in Altdorf often take a long time and so legal calls to the PCs as witnesses may be sooner or later according to the GM's desire.

At the end of the adventure the PCs may have 42 pieces of warpstone. Just what happens when all the little bits are brought together is left up to you. They may not guess that the splinters of rock are warpstone, in which case it may come as a nasty surprise to find a Skaven raiding party on their trail a few months later (or alternatively, when individuals start growing a third eye, begin sprouting extra limbs, and so forth).

EXPERIENCE POINTS

The following xp awards (per PC) are suggested for this adventure, but modify these to suit the circumstances of your campaign.

1. Roleplaying in Pritzstock: 5 - 60 xp

In addition to playing their character consistently, you should take account of the quality, diplomacy, and incisiveness displayed

when talking to the people of Pritzstock. Sensible plans for getting information and intelligent use of information should be especially rewarded.

2. Dealing with the Skull Attacks: 10 - 50 xp

Award experience points for clever tactics that exploit the skull's weaknesses. Other factors deserving credit include mobilising the villagers in an effective way, tracking the skulls to their source, and working out the various limitations of the skulls. PCs should be thinking ahead on how the village and harvest can best be protected.

3. Dealing with Dieter and Kurt: 5 - 40 xp

Rushing the cave as soon as they arrive is not the best way of earning xp (unless, of course, the PCs have dealt with the skulls and are aiming for surprise). Capturing Dieter, Kurt, or both

should earn more points, as should any tactic that makes them surrender without a sword being drawn.

4. Dealing with Otto Baldurich and His Compatriots: 10-30 xp

This will probably mean a fight. No points should be awarded if the Middenheimers defeat the players or take Dieter and Kurt on their own.

5. Saving the Harvest: 5 xp per full day saved (max 35)

With a sucessful resolution of this adventure, Pritzstock's harvest can commence.

No fate points are awarded for this adventure.

THE DEATH SKULLS

The Death Skulls consist of Human, Beastman, and Skaven skulls which have developed powers due to prolonged exposure to warpstone. Normal skulls do not react to warpstone in this manner; it requires special chantings and rituals soon after the creature's death to produce the effect.

The skulls have no innate intelligence but can be used to carry out the direct and indirect commands of a controlling spellcaster. A skull may be in one of four states.

- Active:** (indicated by the eye sockets glowing bright-red) whenever the controller is in direct command.
- Passive:** (indicated by a dim red glow in the eye sockets) when the skull is carrying out pre-set instructions.
- Dormant:** when a skull is neither under direct or indirect control. In this state a skull will seek to return to the "Chaos-cave" immediately. The skull will simply orientate itself to face the cave if it is prevented from returning there for some reason. The actual rotation (if not the cause) is obvious if the skull is observed while moving it about. A successful **Perception Skill Test** is needed to notice the effect if the skull is moved without being watched. This orientation effect will be overridden if a localised source of Chaos (say, a small fragment of warpstone), is brought within 5 yards of a dormant skull. In this case the skull will try to get to the nearer piece for as long as it remains within the stated range.
- Dead:** when the skull reaches 0 Wounds or has been away from a source of Chaos for more than 24 hours. From this point the skull becomes quite "normal."

A skull's usual condition is dormant. To achieve control a caster must first be within 1 yard of the skull, then spend a half action to make a **Channeling Skill Test**. A failed test means that the skull "dies." If control is established, the skull becomes attuned to the spellcaster. It can then be made *passive* by giving it instructions to follow, or *active* by continuing direct command. An individual may have up to 4 skulls following passive instructions at any one time. Active control of any of these 4 can be achieved after a full action has been spent concentrating; a spellcaster may therefore flit between passive skulls, making each one active as he does so, at will.

In its active state a skull sends visual signals back to its controller. When controlling a skull an individual must remain completely relaxed and composed. Any physical movement will immediately negate control, as will failed tests

versus Fear and the like. The command range is 6 miles and command lasts for as long as the spellcaster can maintain complete concentration. The spellcaster may use the skull to follow direct commands or "re-program" the skull to carry out a new set of instructions (re-programming takes a full action).

Any skull will become dormant if it becomes separated from its controller by more than 6 miles, or if completely shielded from its controller by a metal barrier for more than 1 round.

The Death Skulls

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41%	—	35%	37%	34%	—	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	— (8)	0	0	0

Skills: Dodge Blow +10%

Talents: Fearless, Frightening, Hoverer, Natural Weapons, Night Vision

Armour: None

Armour Points: Head 0, Arms —, Body —, Legs —

Weapons: Teeth



• FOR LOVE OR MONEY •



For Love or Money is a short adventure that takes place in and around the small town of Mittleresdorf, which is situated near the southwestern corner of Wissenland, several days' journey upriver from Wissenburg. Although a number of potential reasons will be provided as to why a party of adventurers would be in a location

that far from the centre of the Empire, Gamemasters should feel free to move the town to any other Imperial setting that's somewhat off the beaten path.

The adventure is suited for characters in their first careers, and can be completed within a few gaming sessions.

— SYNOPSIS —

Not long after finding a suitable inn in Mittleresdorf, the PCs will make the acquaintance of Bertram Bediensteter, the manservant of one of the town's few nobles, Bela Dustermann. Herr Dustermann, it turns out, has a daughter named Julianne who has run away with the leader of a group of bandits. Dustermann had recently sent some local youths to retrieve her, but the bandits made short work of them and the noble believes that the PCs will be of sterner mettle.

After gathering some information around town, the adventurers will be able to track the bandits to their lair in a series of caves about a day's journey away. Once they arrive, they find that most of the rogues have been brutally slaughtered. The one survivor is Julianne's beau, Rudiger, who is only able to tell the PCs that his band never had a chance against the attackers, who seemed to have materialized from nowhere.

Nowhere, it turns out, is a series of tunnels leading to the other side of the foothills, dug by a group of Skaven. The Skaven, who have Julianne in tow, attempt to persuade the adventurers that they were promised Julianne, and that they are simply taking what

they are owed. Julianne is not able to provide many details to the adventurers after she is rescued, as she is too busy being violently ill. Although it appears that this is a result of pregnancy, the truth is far more sinister:

Bela Dustermann did in fact make a deal with the Skaven in order to further his studies of Chaos—studies that are about to bear fruit when Julianne transforms into something far from human.

However, all that is still in the future for the PCs. Bela Dustermann's story, on the other hand, began a number of years ago...

WHAT CAME BEFORE A YOUTH OF PRIVILEGE

Bela Dustermann was always curious. As the youngest of four boys growing up in a moderately wealthy family in Middenheim, Bela quickly distinguished himself from his elder siblings with his insatiable hunger for knowledge. He wanted to know why

the sky was blue, why Dwarfs were short, and why he had to go to bed at nightfall when he really, really, *really* wasn't tired. His parents thought he would make a wonderful scholar, perhaps even a lawyer.

Then Bela became a teenager. And while his curiosity didn't abate in the slightest, he was now more inclined to unravel the mysteries of alcohol, women, and how one might be used to procure the other. The Dustermanns were lenient with their youngest child—perhaps a touch more than they should have been. One by one, Bela's brothers graduated and became respectable men with respectable careers—and still Bela continued his "explorations."

All it took for Bela's fortunes to shift were a dagger, a woman, and a night he would forever be unable to remember. When he awoke the next day he was in his room, covered in blood, a cold corpse by his side. Before he could be discovered, he took a set of clothes, a bedroll, and as many gold crowns as he could carry.

THE DESCENT INTO CHAOS

For the next fourteen years, Bela wandered the Empire, living mostly by wits and guile. Finally, he was able to find something as big as his curiosity—and he drank in his fill. He learned all he could about the way the world worked and the darkness that lurked just beneath the surface. In time, he learned of the wonders of Chaos, and soon after he began to explore ways to probe the dark arts.

It was during his travels that Bela met Bertram Bediensteter, a fellow wanderer and follower of the Changer of Ways. The two became fast friends, and together they settled in Mittleresdorf, posing as noble and servant. They used Mittleresdorf as the base for their wandering, exploring ways to advance Bela's latest obsession—the mutation of flesh. In the eastern reaches of Wissenland, Bela and Bertram found what they needed—a lump of warpstone. Unfortunately, they were unable to abscond with their find before the warpstone's true owners, a pack of Skaven

from Clan Moulder, discovered them. In order to keep their lives, Bela made a bargain: he would only take a sliver of the stone, and he promised the Skaven that he would create a mutant creature such as the Skaven had never seen before. Bela was lucky that these Skaven were from Clan Moulder; other clans would simply have slaughtered them. The Skaven agreed to the plan, hoping such experimentation on Humans would aid their own crossbreeding schemes. They gave Bela and Bertram a deadline: they had one year to deliver the prize.

A TICKING CLOCK, A TWISTED PLAN

Bela thought he would have a better chance of success if he conducted his experiments on someone who was young enough to survive them and old enough to already have strength of his or her own. So he visited an orphanage run by Shallyan priests, posing as a rich philanthropist whose daughter had died from the pox. He offered a generous payment to the orphanage in exchange for a new 16-year-old "daughter" named Julianne. The girl was delighted to escape the dour orphanage and returned with Bela and Bertram to Mittleresdorf. Bela began to feed her potions to "build up her strength." Naturally, these potions were laced with warpstone and other arcane ingredients. After many months Bela began to detect the hoped for changes. They have not manifested externally as of yet, but Bela is certain that Julianne's transformation is imminent.

Of course, Bela has no idea exactly what will be unleashed once the transformation begins in earnest. But he does know two things: The experiment will likely kill the subject, and if it doesn't, he has no intention of turning it over to the Skaven. If Julianne survives the transformation, Bela must be able to study her to further his research. Otherwise, it would all have been for naught.

Bela has considered the ramifications of his actions and he is willing to accept them. However, something has happened that may ruin Bela's carefully laid plans: Julianne has fallen deeply in love.

— MITTLERESDORF —

Mittleresdorf was founded to provide the region's farmers with the opportunity for permanent residences within a protected community while simultaneously drawing more people to the area. The first measure has been largely successful, although there are still a few farmers who prefer to create their own small but functional homes outside the walls in order to be closer to their crops (see **Location 4: The Dregs**).

The town has not proven to be much of a draw to those outside the surrounding area, and there are quite a few houses that are vacant and in disrepair. This is especially true of the northwestern area of town, as it is the section furthest from any of the city gates.

Two groups that have taken up residence are traders and merchants. Although they make up a small portion of the total population, they currently dominate the town's limited political system. The town has a single Councillor, who is generally put forth from the merchant class and confirmed by a vote of the entire populace. While a farmer certainly could campaign for the position if they were unhappy with the current Councillor's practices (an unlikely event, as most Councillors are savvy enough to conduct their duties without angering their largest constituency), the time requirements necessary for the job are enough to discourage most of them.

Aside from occasionally presenting the interests of Mittleresdorf abroad, the Councillor basically serves as the town treasurer. He is responsible for paying Imperial taxes, paying to maintain city streets and walls, paying the town's small contingent of Watchmen, and making certain that there are enough crowns coming in from the residents to cover those and any other unforeseen expenses.

In addition to the largely Human population, Mittleresdorf has proven to be popular with Dwarfs. This is not altogether surprising, as both the Black and Grey Mountains are nearby. In general, the Dwarfs tend to keep to their own business and their own kind, and their interactions with Humans are few. Elves and Halflings sometimes travel through the town, but rarely stay long.

There are no dedicated temples of any kind within the town. The farmers prefer to give their devotions out in the fields, and most everyone else prefers to pray to their gods at private altars within their residences.

PLACES OF NOTE

Here are some of the places of note in Mittleresdorf. You can place other locations mentioned in the adventure (e.g., the smithy, the apothecary's shop) as you see fit.

1. Main Gate

The main gate is a set of two heavy, iron-banded wooden doors approximately ten feet across and a dozen feet high that opens to both the docks (see **Location 9: The Docks**) and the Imperial Road (see **Location 5: Main Road**). The doors are always open during the day and monitored by two members of the Watch, who stand on either side of the entrance. At night, the gate is closed and secured by way of two large wooden logs that are slid into place. Visitors can be admitted to town by rousing a member of the Watch, who can let them in through a smaller door set within the gate.

For information on the Watch, see the sidebar on page 25.

2. The Market

The Mittleresdorf market is a large open area near the centre of town where trading occurs. On most days of the week only a few dedicated souls will be found here, selling food, trinkets, and sundries from a few scattered stalls. Every Levyday and Kingday, however, the Mittleresdorf market is a hive of activity, as farmers and merchants alike come out in droves to sell their wares. As might be expected, the market busiest shortly after the harvest.

The area is almost entirely deserted at night.

3. South Gate

The south gate looks out on the southern fields and the Dregs, and people travelling to and from those destinations use it most often. It looks the same as the main gate, except it does not have a smaller, inset door and only one member of the Watch guards it by day. At night, the gate is closed and barred; visitors who arrive after nightfall must enter through the main gate.

4. The Dregs

The farmers who preferred expediency to protection are responsible for the creation of the Dregs; instead of living inside the town, they created their homes within the shadow of Mittleresdorf's walls. These small houses tend to be shoddily built, though functional enough for the farmers that live in them.

Due to their location, the Dregs tend to be more susceptible to the elements. On rainy days, the dirt soon turns to a morass of mud. In winter, the mud hardens to a consistency almost as impenetrable as the stone walls. The worst offence for its few residents, however, is the practically palpable stench that arises from the area during the summer months—an unfortunate effect from the lack of proper sewage facilities. It is this last indignity that earned the Dregs its name.

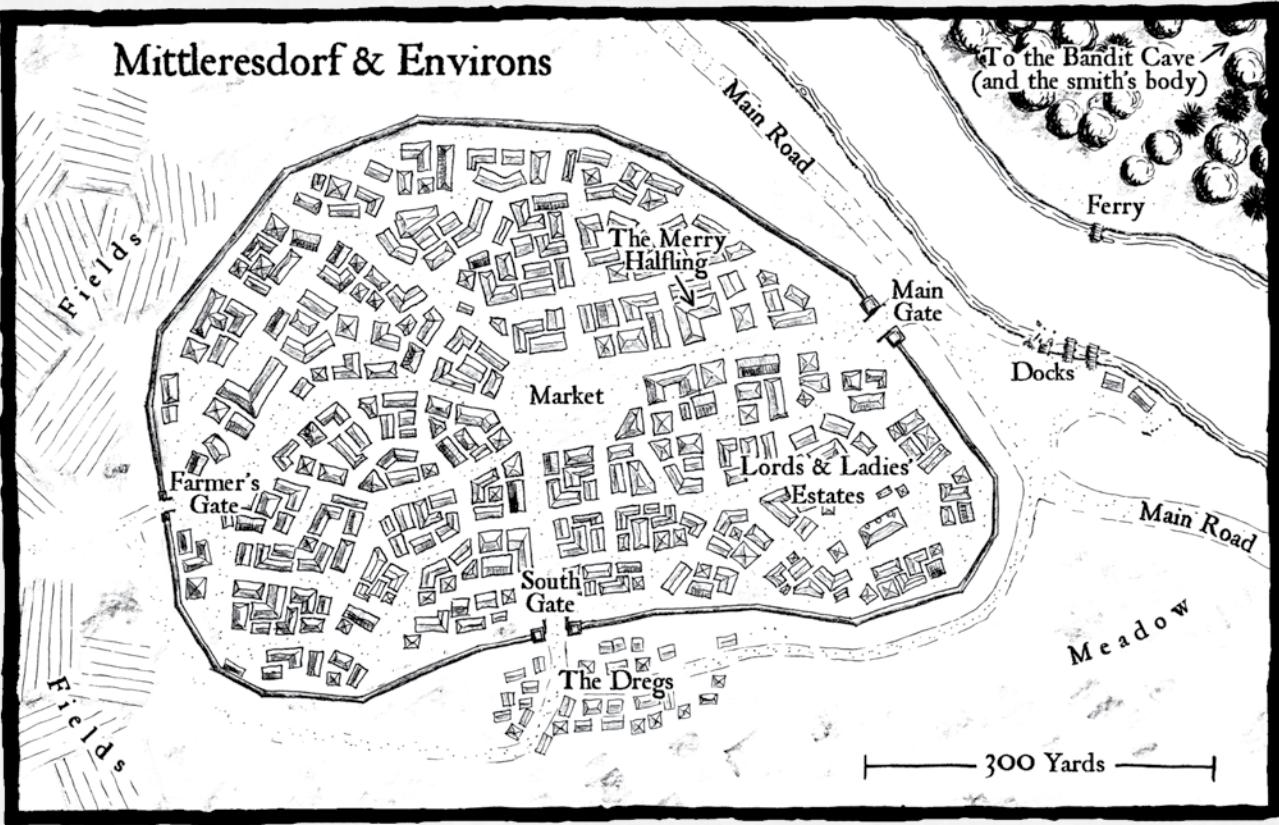
5. Main Road

Although it is considered an Imperial road, it has been some time since the main road leading to Mittleresdorf has seen any kind of maintenance. In a few places the track is no more than a parallel set of ruts, almost completely overgrown by weeds and grass. The road follows the River Sol along its entire length. To the north, the road leads to Wissenburg and then Nuln; to the south, it sputters to a halt somewhere in the Black Mountains.

6. The Merry Halfing

Although there are a number of inns within Mittleresdorf, the Merry Halfing stands head and shoulders above the others. This is due in no small part to the fact that the proprietors are not one, but two merry Halfings, Anja and Karl Kettlebrew. In addition to mouth-watering meals, the Kettlebrews also provide better than adequate lodgings, with beds in the private rooms that are actually quite comfortable.

Mittleresdorf & Environs



The inn is easy to find, as it is located near the main gate; its namesake can clearly be seen on the painted, swinging sign, sitting on a rock enjoying a sausage.

7. Farmers' Gate

Unlike the larger main and south gates, the farmers' gate is a simple, reinforced wooden door that opens amidst the fields surrounding the town. It is not guarded, although it is locked come evening time; only residents are permitted to own or make copies of the key.

8. The Lords and Ladies

Although no actual lords or ladies live within the palatial homes that are found within this section of town, some of the "common" folk (pretty much anyone below the merchant class) didn't take kindly to the wealthier citizens setting themselves apart from the rest of the town. In their view, the folks who settled there must consider themselves a better class of people than everyone else—which was sometimes true—and so the commoners began to refer to the area as they would members of the gentry.

Over time, the bad blood directed at those who lived in the area died down, but the name stuck.

9. The Docks

Exactly two piers make up the Mittleresdorf docks. There had been a third, but it was so infrequently used that it was allowed to fall into disrepair. It's rare that there are more than two boats docked here at any one time. The ferry docks here, when not in use.

— PART ONE: THE MERCHANT'S DAUGHTER —

If this is the first scenario for your adventuring party and they need a few reasons why they have set off together, or if they simply need a reason to be out in the wilds of the Wissenland, here are a few hooks you might use to get them on the road:

- A merchant is making a delivery to Mittleresdorf and stops in the town where the PCs reside. The guards he'd hired spent their advance getting so into their cups that the only thing they could protect is a privy. The merchant finds the PCs and hires them as fill-ins.
- The PCs headed south after the Storm of Chaos, as it seems a whole lot safer than the northern provinces.
- One of the PCs has a relative in Mittleresdorf who is ill and requires their assistance; similarly, the relative could have just died and the player stands to inherit.
- The PCs have offended a noble in their home town and need a place to lay low.
- The PCs have been following a suspected cultist; the trail has grown cold a few days outside the town.
- The PCs are actually looking to *join* the bandits, but need to discover where they're holed up.

Regardless of how and for whatever reasons the adventurers got there, they should arrive at the main gate of Mittleresdorf near dusk.

10. Ferry

Although it is infrequently utilized, there is a ferry that can shuttle passengers to the eastern bank of the River Sol by way of a sturdy rope that is allowed to drop below the water's surface when not in use. Travellers approaching Mittleresdorf from the east side of the river will need to shout across until they catch the attention of the ferryman; no one is stationed at that end.

The fare is 1 *p* "per leg" either direction; carts and especially laden horses are 1 *s* each.

11. Fields

The fields that supply Mittleresdorf with its food are spread out to a distance of over a mile outside the town. During the day, a good portion of the fields will be alive with activity, with farmers either getting ready to plant, planting, pulling weeds, or harvesting the fruits of their planting. Night is much less active, although it is not altogether uncommon to find farmers diligently chasing away any rodents who threaten their livelihood.

12/13. Smith's Body / Bandits' Cave

Both of these plot-specific locations can be placed wherever you prefer. The bandits' cave should be about a day's journey north-northeast of Mittleresdorf, and the smithy's body anywhere along a path between the cave and the town.

Both the smith and the cave will be discussed in more detail within the context of the adventure.

WELCOME!

The adventurers should have no trouble spotting the members of the Watch—they're the two young men wearing armour and carrying cudgels at either side of the main gate. Although they appear to be all business at first glance, one of the two waves and breaks into a friendly grin.

While the Watchman who didn't wave takes care of closing the gate for the night, his companion requests a shilling per person to enter in order to *"finance the maintenance of the walls."* There is also a charge of 5 shillings for each cart or heavily laden horse.

Without prompting, the friendly Watchman will say to the group, *"It being toward the evening, chances are you'll be seeking a warm bed, a hot meal, or a bit of both. Either way, you'd be well served at the Merry Halfling, right down the road."* Should they ask, he'll point out the way and tell them which sign to look for.

ROOM AT THE INN

By the time they arrive at the Merry Halfling, there are already a dozen people either waiting for or in the process of eating their meals. The dining room is rather modest, and the sounds of overlapping conversation create a din that makes listening to more than one conversation impossible.

No sooner do the characters get a good glimpse of the place than Anja Kettlebrew, who is tending bar, tells them to grab an empty table.

There is an empty table near the entrance to the kitchen, which the adventurers can grab. Depending on whom you want the party to interact with first, you can place Ned, Louis, or Grod at an adjacent table. Bertram is leaning on the bar, keeping a casual eye on the entrance. He'll make a mental note of the PCs as they are seated, but then turn his attention back to the door.

Not long after they've taken their seats, Karl Kettlebrew will come out of the kitchen, wiping his hands on his apron.

Karl greets the PCs enthusiastically. *"Oh, visitors! It's so very nice to have visitors. You'll be wanting to have dinner, then, yes? Of course, why else would you be sitting down? So, drinks then? Ah, well you would have asked Anja for those already, wouldn't you've? Right, so dinner, drinks, what else? Will you be staying the night, then?"*

Lodging is reasonably priced at 1 *gc* per person for a two-person room, and includes both breakfast and dinner. Lunch is an additional 6 *p*, and fine alcohols are available for below-market rates.

AT THE MERRY HALFLING

Being the most popular inn in town, the Merry Halfling gets more than its share of colourful characters. Those in attendance the night the adventurers arrive are described here, as are the Kettlebrows. These characters can be used in further adventures if desired.

GROD THUNDERFIST

Grod is in Mittleresdorf on business—he's trying to recruit anyone willing to risk their skins for a few crowns to travel with him back to the embattled Dwarfen city of Zhufbar. It turns out that not many people have been willing to take up the mission, since gold will be of little use when they've been slaughtered by Greenskins. Naturally, Grod is a bit discouraged, but he's not about to go back empty-handed.

The Dwarf has been in his share of battles, and looks it. Aside from the battle scars that decorate the majority of his extremities, he also has a sizeable bald patch on the back of his head—the result of losing part of his scalp.

Grod Thunderfist

Career: Shieldbreaker
Race: Dwarf

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45%	30%	32%	42%	26%	33%	32%	25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	3	0	4	0

Skills: Common Knowledge (Dwarfs), Dodge Blow, Navigation, Speak Language (Khazalid, Reikspiel), Perception, Scale Sheer Surface, Shadowing, Trade (Miner)



THE WATCH

Most members of the Watch are young men who are either not needed in the fields or are sons of a merchant family who are serving in order to garner some "real world experience." Since they only rarely have to draw their weapons in anger, they tend to be friendly with outsiders until they are given reason to act otherwise.

Typical Watchman

Career: Watchman
Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30%	30%	33%	31%	30%	31%	28%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Academic Knowledge (Law), Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel)

Talents: Coolheaded, Disarm, Strike Mighty Blow, Strike to Stun, Sturdy, Very Resilient

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Cudgel) and Dagger

Trappings: Lantern and Pole, Uniform

FREE ZHUFBAR!

It's possible that your PCs will decide that they'd rather face longer odds and get paid less in order to help Grod battle the Orc and Goblin hordes in Zhufbar, which is a tad outside the scope of this adventure. If that's the case, you may want Karl or Anja to mention that Grod is not the first Dwarf who has come through Mittleresdorf in order to find recruits to liberate the embattled Dwarfen strongholds—but no one who's left has ever returned.

If they're still not deterred, feel free to improvise a reason for Grod to remain in town long enough for the PCs to take on Bertram's little "errand." He could come down with an illness (a vicious hangover, perhaps?), be waiting for equipment to be repaired, and so on.

If they do go off with Grod, it's time to get out the graph paper and starting mapping. Zhufbar is a big place.

Talents: Coolheaded, Dwarfcraft, Grudge-born Fury, Night Vision, Orientation, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy
Armour: Medium Armour (Mail Coat, Helmet, Full Leather Armour)
Armour Points: Head 3, Arms 1, Body 3, Legs 3
Weapons: Hand Weapon (Axe), Dagger, and Shield
Trappings: Map of Worlds Edge Mountains, purse with 10 gc

LOUIS LACROIX

Louis is visiting for as much pleasure as he can afford to purchase with other people's money. If it involves a vice, Louis is interested; if it involves more than one, Louis ranks them in order of priority. Although he fancies himself a lover and not a fighter, in truth he is not much of either—he will quickly turn tail if he senses that he can't bluff his way out of a tight spot.

The Bretonnian is tall, dark, and handsome enough if the light is right. He dresses as a fop, but a close look at his clothes reveals that they are beginning to be threadworn.

Louis LaCroix

Career: Rogue
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
32%	26%	33%	29%	36%	38%	34%	38%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	2	4	0	1	0

Skills: Blather, Charm, Common Knowledge (Bretonnia), Evaluate, Gamble, Gossip +10%, Perception, Performer (Storyteller), Search, Secret Language (Thieves' Tongue), Speak Language (Breton, Reikspiel)

Talents: Acute Hearing, Flee!, Luck, Public Speaking, Sixth Sense

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon (Dirk)

Trappings: Back Pack, Wineskin, Purse with 1 gc and 9 s

NED WEISS

Ned is one of the town smiths—and unbeknownst to the town residents, a part-time bandit. Ned stops into the Merry Halfling a couple times a week to see if there are any merchants or nobles who have recently arrived or are getting ready to leave town. In either case, he tries to engage them in "friendly conversation" in order to glean whether or not they are worth waylaying when they get outside the city.

When this turns out to be the case, he heads out to the bandit cave that same evening in order to give Rudiger the information. Ned always makes certain to be back at his forge before the ambush is sprung, lest his role in the attack be revealed. Thus, he portrays himself as more simple than he is; he is constantly making mental notes about those with whom he speaks.

Ned is young and physically fit, with a thick scruff of blonde hair. He tends to wear his leather apron even when not at his shop, and he is perpetually smudged with soot. His only other distinguishing feature is a tattoo of a gold crown being pierced by an arrow over his left breast—the mark of the bandits.

Ned Weiss

Career: Tradesman

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
27%	33%	41%	30%	26%	32%	29%	28%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	1	0

Skills: Animal Care, Common Knowledge (the Empire), Drive, Gossip, Haggle, Evaluate, Perception, Read/Write, Secret Language (Guild Tongue), Trade (Merchant, Smith), Speak Language (Reikspiel)

Talents: Dealmaker, Hardy, Very Strong

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Hammer)

Trappings: Leather Apron, Purse with 7 gc

BERTRAM BEDIENSTETER

Although he poses as Bela Dussermann's servant, Bertram is actually his good friend. While Bela has concentrated on the magical arts, Bertram stuck with what he knows best: physical violence. Although he has learned restraint during his travels with Bela, it takes precious little to enrage him.

Bertram looks every inch the dour man he is. He does not smile, and there are frown lines permanently etched on his face. He is a bit taller than average, with a stocky frame. Since he also happens to be a killer, there is very little that scares him. This includes the adventurers.

Bertram Bediensteter

Career: Protagonist (ex-Pit Fighter)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
47%	34%	40%	41%	42%	30%	39%	34%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	4	0

Skills: Common Knowledge (the Empire), Dodge Blow, Gossip, Haggle, Intimidate, Ride, Speak Language (Reikspiel)

Talents: Disarm, Menacing, Resistance to Poison, Specialist Weapon Group (Flail, Parrying, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Strong-minded, Very Strong

Armour: Medium Armour (Mail Shirt, Leather Jack)

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Hand Weapon (Sword), Buckler, Dagger

Trappings: Purse with 5 gc

THE KETTLEBREWS

Anja and Karl Kettlebrew met over a decade ago when they were both trying their hands as adventurers away from the Moot. Neither of them had been very successful, and each had decided separately that it was probably time to return back to their homeland. They decided to keep each other company on their return journey, but something funny happened on the way to the Moot—they never arrived. As they travelled, Karl discovered that Anja enjoyed brewing, while she discovered that he was an excellent cook. They conspired to open an inn together, and fate conspired for them to fall in love. They settled in Mittleresdorf, as it was close to the Moot but not *too* close, opened the Merry Halfling, and have been the proprietors of the best inn in town ever since.

Anja and Karl both look like typical Halflings and have similar characteristics. Anja almost always has a mug in one hand or the other, while Karl is almost always wearing an apron upon which he is constantly wiping his hands.

Anja Kettlebrew

Career: Merchant (ex-Tradesman)

Race: Halfling

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20%	41%	21%	30%	64%	42%	40%	60%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	9	2	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Charm, Common Knowledge (Halflings), Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Halfling, Reikspiel), Trade (Brewer +10%, Cook, Merchant)



Talents: Dealmaker, Lightning Reflexes, Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling), Super Numerate

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Dagger, Crossbow (beneath bar)

Trappings: 10 bolts, Purse with 11 gc

Karl Kettlebrew

Career: Innkeeper (ex-Servant)

Race: Halfling

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	51%	20%	23%	52%	35%	45%	53%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	2	4	0	1	0

Skills: Academic Knowledge (Genealogy/Heraldry), Blather, Charm, Common Knowledge (The Empire, Halflings), Dodge Blow, Evaluate, Gossip +10%, Haggle, Perception, Read/Write, Search, Sleight of Hand, Speak Language (Halfling, Reikspiel), Trade (Cook +20%)

Talents: Acute Hearing, Etiquette, Lightning Reflexes, Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling), Suave

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon (Kitchen Cleaver)

Trappings: Good Quality Clothing, Purse with 10 gc

MEETING THE LOCALS

If the PCs do not make an effort to meet some of the NPCs beforehand, one of your choosing will casually saunter over to them when they have neared the end of their meal. If you decide to use Louis, the Bretonnian will pull up a chair next to any female character (if there are no females, he'll sit next to whomever doesn't look too threatening). Louis will be happy to wax rhapsodic about his many varied adventures, such as the time he outran a band of Imperial cavalry whilst mounted on an elephant. All of Monsieur LaCroix's tales are exaggerated in this fashion, and he is an expert improviser, able to concoct a plot element that explains a rather unbelievable part of his story with something even more ludicrous. At the same time he will be trying to get into the pants of any of the females of the group and onto the bar tab of anyone else.

Ned is more genuinely friendly than LaCroix—but only because he sees the PCs as a potential boost to his definitely-illicit income. He is willing to speak to the adventurers about the town in general and his business in particular. If any of the PCs are in the market for new equipment, or have metal armour or weapons in need of repair, Ned will gladly give them the location of his shop. He can also provide information on the Kettlebrews ("Nice folks; wouldn't think of having dinner out anywhere else."), Bertram ("Herr Dustermann's man. Doesn't talk much."), and Grod ("Ever heard of Zhufbar? You will before the night's over."). He doesn't know very much about Louis, since he's not been in town very long, but he does know that he talks about himself loudly and often.

Grod doesn't even bother taking a seat before starting his pitch. Read the following to your players:

"You look like a fearsome band," he says. "It's hardy folk like you that we need in order to rid Zhufbar of the Greenskins. If it's money you're looking for, we'll gladly pay it. If it's danger you crave, we'll give it to you in abundance. If it's the greater good you're lookin' to support, you'll find no good greater than this one. Are ye up for it?"

Prolonged discussion on the topic will reveal that Grod is heavy on the passion, but light on the details. There's no real plan to retake Zhufbar, per se, other than simply throwing waves of fighters at the enemy. And though he promises the PCs that they'll be paid 100 gold crowns each, he only has 10 gc on his person. If the characters refuse him outright, he'll be visibly dejected, and will ask what brings the adventurers to town. If the characters show interest, he'll tell them of all the wonders Zhufbar has to offer (which currently is not much, unless you're a Dwarf).

Bertram does not approach the characters, and will answer in as few syllables as necessary whatever questions they might have. Until...

PARDON THE INTERRUPTION

After a few minutes of conversation, the door opens with a bang. Standing in the doorway is Wil, a local youth who has obviously seen better days. He's sopping wet, his clothes are torn, and he

is bleeding from what appears to be a serious scalp wound. He quickly scans the room and locks his eyes on Bertram.

"*You!*" he yells as he heads directly for the man. "*Your master sent us on a fool's errand! We went into those woods and they slaughtered us to a man! Now you'll pay!*" With that, the boy takes out his dagger and brandishes it in Bertram's direction.

Bertram has no retort to the accusation—he simply unsheathes the sword that's strapped to his back. Wil is too young and too hot under the collar to know that he's hopelessly outmatched. He feints once, twice, and then moves in to strike. If the adventurers decide not to interfere, Bertram dodges out of the way of the attack, and leaves a bloody slice on Wil's chest.

Within the next minute, Bertram will connect two more times, the latter hit bringing Wil to his knees. Bertram lifts his blade for the killing blow but is interrupted by Karl before he can let it fall. "*Bertram, wait!*" the Halfling shouts. "*The boy didn't know any better! Leave him be!*" The servant pauses, his blade ready to make its final stroke, and then he puts the weapon up.

If the PCs do interfere, Karl will interrupt the fight in the same fashion almost as soon as one of the adventurers brings out his or her weapon. Either way, no one should be dying at this point.

"*You're right, as always, Karl.*" Bertram notes. "*Someone better run for the surgeon.*" Ned leaps out of his chair at the suggestion—for accompanying the surgeon will allow him to find out how much Wil's friends were able to find out before they were attacked.

OUTSIDE SERVICES REQUIRED

Bertram studies the scene for a moment, as if to ensure that no one else is about to come at him, then puts away his sword, picks up his mug, and walks to the PCs' table. "*My apologies for that,*" he begins. "*It's not very proper, shedding blood in front of visitors, especially on their first evening in our town. Still, you don't seem the types that are sensitive to the sight. And it would appear that my master still requires outside services to help him retrieve what he's lost. Would you be interested?*"

Chances are good your PCs will want Bertram to explain exactly what it is he's talking about, but Herr Bediensteter will give out precious few details. He will tell them that his employer is Bela Dustermann, a respected noble in Mittleresdorf who is seeking the reacquisition of an item that he's lost. Should they accept the job, his master will pay them 20 gold crowns; should they return the item, they will be paid an additional 100 gc.

Whether or not the party shows interest, Bertram promises that he will return to the inn the next morning. "*I must tell my master the news immediately. Until tomorrow.*"

Not soon after, the surgeon arrives and takes Wil away for care. He will not allow his patient to be questioned until "*after he's been sewn up.*"

Most of the other patrons will decide to call it a night at this point, but the PCs can still find out some information about Bertram's employer: Bela Dustermann is indeed both a noble and respected, the offer Bertram made is indeed genuine, and the item in question is something personal that the PCs would be better off asking Herr Dustermann about.

The rest of the evening passes without incident (unless, of course, your PCs create one).

GUTEN TAG

The next morning, Bertram is already polishing off the remnants of his breakfast when the PCs arise. Should they be ready to accept the offer of employment, he will give them the advance on the spot and lead the group to Dustermann's house.

HOW THE OTHER HALF LIVES

Herr Dustermann's house is relatively modest for someone of his station. It is two storeys tall, has about 3,000 square feet of space in the interior, and sits on about a quarter acre of land.

Bertram opens the locks on the gate and the front door himself. The door opens into the receiving room, which is easily the largest room in the entire house. From here there is a door on the left, which leads to the kitchen and dining area, and a door on the right that leads to Dustermann's private study. The room is completely open to the second floor; a set of steps leads to a balcony that encircles the entire room. PCs who are from far away areas of the Empire may spot a few objects d'art from their region. Clearly, Herr Dustermann has been well travelled.

Bertram tells the adventurers to wait and quietly slips into the study. He returns soon after and asks them to go in.

The study runs the entire length of this side of the house. The room has a fireplace, a desk, a sideboard, a number of chairs, and many, many bookshelves. Bela Dustermann is already pouring a wine of distinguished vintage into as many cups as there are members of the party, plus one for himself. He breaks into a nervous grin, and motions them to the seats.

BELA DUSTERMAN

Herr Dustermann looks every inch the middle-aged noble. He has black hair going grey at the temples, a face that is growing more angular with age, and a belly that is going to flab. It's clear that he has lost a step or two physically, but his mind is still mercilessly acute. Dustermann is normally very calculating and patient, but current circumstances have made him a touch nervous.

Bela Dustermann

Career: Journeyman Wizard (ex-Apprentice Wizard)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
29%	27%	25%	36%	34%	50%	57%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	2	7	0

Skills: Academic Knowledge (Daemonology, Magic +10%), Channelling, Common Knowledge (Brettonnia, the Empire), Gossip, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical, Dark Tongue, Reikspiel)

Talents: Aethyric Attunement, Coolheaded, Dark Lore (Chaos), Dark Magic, Petty Magic (Arcane), Savvy, Strong-minded

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Dirk)

Trappings: Two Grimoires, Good Quality Clothing, Purse with 100 gc

THE FIRST "TRUTH"

Once they've sat down, Dustermann will hand them their drinks, stand next to the fireplace, and begin his tale. Read the following to the players:

"Thank you for coming. Bertram mentioned that he thought you would be quite able to complete my little task. I would not have sent those young boys to do men's work, but I'm afraid I didn't have much choice. It's my daughter, you see. She's run off."

The majority of what Dustermann tells the party at this point is true: his daughter, Julianne, has run away to be with a man she calls the love of her life, Rudiger Kaltblut, the leader of a group of bandits who have been preying on travellers to and from Mittleresdorf for several years. Dustermann says that he suspected his daughter simply had a case of puppy love, which she would eventually have gotten over. Unfortunately, he made the mistake of expressly forbidding her to see the man ever again—she ran off the same night he issued his ultimatum.

All of this is true, but Dustermann is leaving out some important parts: Julianne is not his daughter, and is transforming into less of one with every passing minute. He is running out of time to get her under control before the band of Skaven he cut a deal with show up to collect their debt. Dustermann will play off his nervousness as fear for his daughter, but it is the threat the Skaven pose that keeps him up nights.



KEEPING THE LIES STRAIGHT

Here are other pertinent details that Dustermann can dole out, should the PCs pursue a particular line of questioning:

- Wil and his friends were the first to attempt to locate the bandits.
- Dustermann does not take Bertram and go to find the bandits himself because he believes Rudiger would be able to kill the two of them easily.
- This is also why he hasn't asked for the Watch's assistance.
- Dustermann can show the PCs a portrait.
- Most everyone in town thinks that the bandits are in the woods to the northeast of town, but nobody has ever been able to find them. Asking around town is probably the best bet.
- Dustermann is originally from Middenheim; perhaps they've heard of the Middenheim Dustermanns? (The Dustermann family fell into disrepute due to Bela's activities; they left Middenheim the same year their son did. The PCs will have never heard of them.)
- Dustermann used to be an adventurer like the PCs; he settled in Mittleresdorf a few years ago and now trades rare books.
- Julianne most certainly had friends in town, but Dustermann never really knew them that well. He believes she knew the town apothecary, Dasha Malatova.
- Dustermann believes that his neighbours suspect something is amiss, but he is trying to keep his current misfortune under wraps—he'd prefer word not get out that his daughter ran off because he couldn't keep his attention off his books.
- The sooner the PCs get her back, the better.

MAKING THE DEAL

If the PCs seem noncommittal, Dustermann will give them an advance of 20 gold crowns. Should a particularly fair-minded player point out that they've already been given an advance, Dustermann will act distracted and note, *"Well, you sort seem to be experienced, and perhaps you could teach Rudiger that love does indeed hurt."* Should the PCs exploit the opportunity, they'll be able to get yet another 10 *gc* out of the noble—but only after they pledge to do the job.

Should the PCs' mercenary instincts get the best of them at this juncture, Dustermann does very little to defend himself from attack other than trying to put furniture between himself and the adventurers. Instead, he cries out to Bertram, who immediately retrieves the Watch. The PCs will be summarily arrested and thrown in jail. Should you not wish for the entire adventure to fall off the rails at this point, Dustermann can "assume" that the PCs were proving their martial prowess and promise to drop the charges against them—as long as they swear to retrieve his daughter (at a reduced rate, of course).

Once an agreement is made, Dustermann looks relieved. He informs the group that Bertram will stop in to the Merry Halfling every evening until they've returned. For propriety's sake, they will hand over Julianne to him there.

After the details are worked out, Dustermann will call Bertram back in. As his servant is opening the front door, Dustermann speaks to them once again. *"Thank you for your help. I'm confident you can do this. But please hurry. I have the feeling something terrible is going to happen to my daughter."*

Bertram tells the group that they should know the way back to the inn, and that he will stop by this evening. He does not wish them good luck.

— PART TWO: INTO THE WOODS —

It is still early in the day when the adventurers finish speaking with Herr Dustermann, so they can begin poking about immediately. They start out with two solid leads: Wil, the only survivor of the previous expedition, and Dasha, the town apothecary.

THE HEADSTRONG YOUTH

The PCs can track down Wil by asking about him directly or by asking after the doctor who treated him, an elderly surgeon by the name of Johann Stern. The details the youth can provide; however, are a bit sketchier. He and his five friends didn't do a whole lot of information gathering before simply deciding to search the woods until they found something. Trouble was, something found them first. Their second day in, they were ambushed.

Wil never even got a look at his attackers, as they shot at the would-be bounty hunters from the cover of the underbrush; he ran for his life when the first volley brought down two of compatriots. He will reluctantly admit that he took the blow to the head as he dove into the river.

A few questions about his friends and their preparations will be all the PCs need to realize that the boys were completely

outmatched from the start—most of them had no armour of any sort, they mostly used farm implements as hand weapons, and most had never done more than get in a few backyard brawls. Despite this, Wil is eager to assist the PCs. The doctor will note that the youth will not be well enough to exert himself for at least a couple days (*"You must be careful with head wounds."*). If Bertram inflicted any other damage at the Merry Halfling, this time will be even longer.

Should the youth's obvious inexperience not deter the PCs from taking him up on his offer, they will likely regret it later. For one thing, Wil almost never shuts up—a nervous habit that will render useless any attempts at stealth. In personal interactions he can be expected to behave in exactly the wrong way—when the PCs are trying to be persuasive, he'll be threatening; when trying to intimidate, he will be fearful. Finally, he is practically useless in a fight and will most likely turn tail when things get tight.

If they don't think to ask of him during their visit, Doctor Stern will ask that they thank the smith on his behalf. *"Kept the boy's mind off the pain, he did, what with all those questions he was askin'."* The questions, should they follow up, were all about the bandits: where they attacked, if Wil got a good look at them, and so forth.

THE APOTHECARY

Dasha Malatova has been Mittleresdorf's apothecary since emigrating from Kislev 20 years ago. She is short, verging on stout, with black hair streaked with grey done up in a dishevelled bun. Despite her years in town she still has traces of her homeland accent.

If the PCs do not ask after Julianne before meeting Dasha, the apothecary can tell them all the details noted previously. In addition, she will note that the young woman had come into her shop a few days before she had disappeared in order to purchase a powder that alleviates nausea.

She will not think of it unless the PCs ask, but Dasha will remember that Herr Dustermann had asked her for something to help him sleep—he confided that he had occasional bouts of insomnia and thus he needed a supply that would last him for some time. This was not quite a year ago. *"I imagine he did not have need for more."*

In addition to the information she can provide, Dasha has excellent access to herbs and draughts (treat these as one step more common than usual). She does not sell poisons of any sort, as she does not condone their use.

THE MISSING SMITH

The adventurers will probably be able to tell that something is amiss when they reach the smithy only to find that no one appears to be minding the store. The door to the barn is open, but there is no fire. It also appears that whoever was here last left in a hurry, although nothing appears to be missing.

As they are taking in the scene, a bedraggled boy named Todd comes bursting out of the small house attached to the workplace. He is visibly disappointed that the PCs are not who he expected them to be; after a moment, he brightens again. *"Have you seen him?"*

What the PCs will find out—along with numerous asides from the boy about how he's an orphan, how he likes to help Ned even though he's little, how he wishes he had a pony and so on—is that the smith came back to the forge late last night, packed some things and ran off toward the main gate. Todd asked Ned where he was going, only to be told to shut up and go back to sleep. *"Then again, he's almost always saying that. 'Shut up, Todd. Don't touch the hot iron, Todd. Stop stabbing the frog with a poker, Todd.' He almost never lets me have any fun."*

Should they poke around a bit, the PCs will note that although most of the weapons are hung on the walls, a few of them have fallen to the ground—as if someone had knocked them over in their haste to grab one.

The adventurers will be able to find any weapon or shield crafted from metal that is normally common or greater in availability. Despite Todd's protests to the contrary, he will be unable to stop the PCs if they decide to take the items without paying.

A QUICK BITE FOR THE ROAD?

The PCs won't be able to find anything new by going back to the Merry Halfling, as no one there has seen Ned since he left there

THE TALK AROUND TOWN

Regardless of whom the adventurers speak and the order in which they speak to them, they are likely to want to learn about four things: the bandits, Julianne Dustermann, her father, and his servant. Many of the NPCs will have specific information about these topics, but there are some pieces of the puzzle that can be revealed no matter who the characters are interviewing.

You're free to dole these pieces out as you see fit: all at once, a bit at a time, or even not at all. They can add a bit of meat to the story, but leaving them out can speed matters up considerably if you'd prefer to keep things at a brisk pace.

The Bandits

- They began harassing travellers a couple years ago.
- They are smart—they don't attack every group of travellers, maybe one out of every three; this makes them more of a nuisance and less of a threat.
- They seem to only attack those with ample funds.
- They may have help in town.
- In fact, Rudiger used to live in town and may have been a farmer (no farmer will admit to knowing him, however).

Bela Dustermann

- He arrived in Mittleresdorf about a dozen years ago.
- He trades books by appointment only; most collectors correspond about items they're looking for before coming to inspect them personally.
- Every few years, he and Bertram go away for a few months at a time; he usually returns with some new acquisitions.
- He only brought Julianne to Mittleresdorf a little over a year ago—rumour has it that he adopted her after his own daughter died tragically. No one has any concrete details about the first daughter (as there isn't one).

Julianne Dustermann

- She is sweet, and very polite.
- She is well liked in town by all who know her. Few know her well, however.
- She is thankful to Bela for taking her away from the Shallyan orphanage; she considers him her true father.
- She seemed to be a little on edge as of a few weeks ago. She and her father were "disagreeing."

Bertram

- Very little is known about him; he arrived with Bela.
- He is often seen about town without Bela, but Bela is never seen without Bertram.
- He is practically emotionless, a cold stone. No one is quite sure what he's *really* like, but many are afraid to cross him.

last evening. Should they wait there until evening in order to talk to Bertram, he will want to know why they are sitting there and not finding out what happened to Herr Dustermann's daughter. Should they want to question him further, Bertram will tell them everything they wish to know (aside from the truth), although his aggravation will increase with every question he answers.

All of the other NPCs who were there the prior evening will be there when the PCs return. Their motivations will not have changed.

WE FORGOT TO ASK...

Should the PCs go back to the Dustermann residence when Bertram is there, he will refuse them entry—they have their task and they should set to it. If they brazenly attempt to hop the gate during broad daylight, the Watch will conveniently notice them. If they are stealthy about it and manage to break in, Bertram gets the Watch as soon as the PCs are detected.

BACK TO THE MAIN GATE

Sure, the Watch noticed that Ned was leaving in a hurry. *“Was sure jumpy about something. Barely waited for the door to open before he went running out.”* If asked, the Watchman on duty will note that he went south along the main road—and he was armed.

WOLVES TO THE SLAUGHTER

By this time, the PCs should probably realize that Ned Weiss might be more than just the town smith. Because of the hurry he was in, he didn't do a fantastic job covering his tracks. Anyone making a successful **Easy (+20%) Perception Test** will notice that someone veered from the path and headed for the river around a half-hour south on the Main Road. A successful **Routine (+10%) Follow Trail Test** allows Ned to be tracked.

The trail does in fact lead to the river, and the PCs will notice a makeshift raft has been pulled up on the opposite bank. The party will have to go back to the Ferry to get across, as the river is too powerful to swim. Once on the east side, they will have no problem relocating either the raft or the trail left behind by the smith.

TOO LATE!

After the adventurers have travelled for a couple hours, they will begin to hear birds. Soon after, they will discover a half-dozen ravens gorging themselves on a corpse that's lying face down on the ground. The scavengers have already done quite a job on the body, but it's obvious that it's the smith. It's also apparent that the jagged sword blade protruding from his back was probably what killed him.

Anyone searching the body will find two things of note: a tattoo and a hastily scribbled note. The tattoo is over his left breast, and depicts a coin being pierced by an arrow. Only characters with the **Secret Signs (Thief)** skill will be able to read the note, in which are brief descriptions of every member of the party!

MORR'S HARVEST

As they explore the area around the body, the adventurers will notice that the land gets rockier nearby as it rises into a series of low foothills. Further investigation (or a successful **Perception Test**) will reveal a cave in the foothills that is partially hidden

from sight. Once they have gotten closer, the party's noses will be assailed with the stench of blood.

The scene inside the cave is so gruesome that anyone who enters it must immediately succeed at a **Will Power Test** or gain one Insanity Point.

There are a total of eight corpses in the cave. Half of them look as if they were killed while they slept, based on the fact that they are all lying on pallets and all of them have similar wounds that appear to have been caused by someone stabbing them with a bladed weapon and then twisting the weapon in the wound. Three other corpses died with weapons in their hands, although all of these have had their heads removed and thrown against the wall. All of the corpses have the pierced coin tattoo that Ned was sporting.

The last of the bandits has his head and shoulders stuck in a hole near the back wall of the cave. Examining the body reveals that there is still life in it. This is Rudiger.

Rudiger had the somewhat fortunate timing to have been “making water” when he heard the screams of his men being attacked. He rushed back in time to see that half of his men were already dead and the love of his life was being dragged away. He tried to fight his way to her, but he was outmanned and outmatched—he took a number of wounds before the attackers vanished at the back of the cave. He had managed to discover this hole, but had been unable to go any farther.

The bandit leader is unrepentant about his illegal activities (“*We steal from them's that can afford it.*”), but is heartbroken at the loss of Julianne (“*We was to be married*”). He did not get a good look at their attackers, but they were man-sized and made noises the like of which he'd never heard (“*Like a gate with a rusty hinge, they was. Squeakin'.*”).

Rudiger will refuse healing if offered (“*Gots nothin' ta live for.*”), and will succumb to his many wounds within a few minutes if he is not treated. Should the party tend to his wounds, he will follow along to pay his penance for his life of crime—until the party encounters the Skaven. Then he will charge headlong at them and promptly be killed. Part of the reason the bandits were so successful was because the majority of them were crack shots. Toe-to-toe combat was never their forte, and proved their undoing.

THE TUNNELS

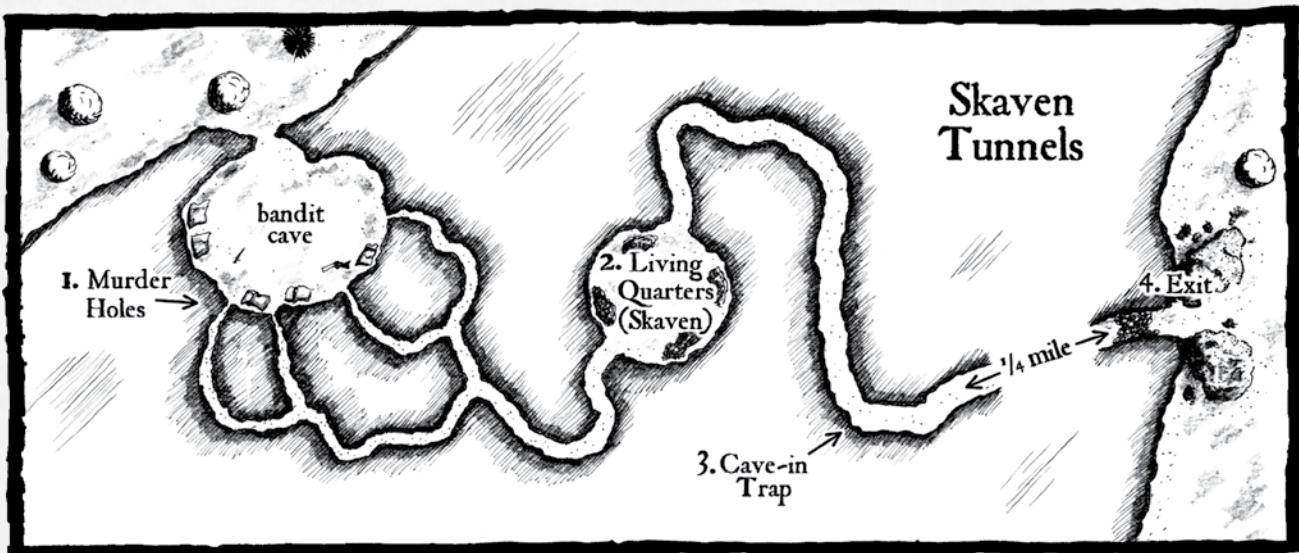
If the adventurers either examine the hole that Rudiger was sticking out of or search the rear section of the cave, they will discover a veritable network of holes that leads to a more carefully sculpted series of tunnels. This was how the Skaven were able to catch the bandits unawares. If asked, Rudiger will say that he thinks he saw Julianne disappear into the hole he subsequently collapsed in.

1. Murder Holes

These four holes are where the Skaven entered the cave to make their attack. They are quite small, requiring anyone wishing to travel through them to crawl. They will be able to regain their feet once they get to the main tunnel.

2. Living Quarters

This was where the Skaven slept, ate, and—as the PCs will soon smell—relieved themselves. The PCs will be unable to determine



the nature of the attackers by examining the room, other than the fact that they evidently cared little about what they ate or matters of personal hygiene. However, a little bit of poking about reveals a vial that has been recently drained. This was Julianne's last nausea curative.

3. Trap

The Skaven knew that their hideout would eventually be found, and so rigged this particular section to collapse on top of the unwary. The trap was not meant to kill (although it is certainly possible it will have that effect)—merely to give the rat-men time to intercept any intruders.

Each member of the party must succeed at a **Perception Test** upon passing this section (for the sake of surprise, you should make this roll in secret). The first character to fail the roll has sprung the trap, causing a large amount of rocks and dirt to fall upon both him and the people immediately in front and back of him, if any.

The character who triggered the trap may make an **Agility Test** to jump out of the way of the falling debris; adjacent characters make a **Routine (+10%) Agility Test**. Failure results in the character(s) taking a Damage 3 hit. Affected characters are also pinned and must be dug out by their compatriots.

4. Exit

The exit to the other side of the foothills has been partially collapsed in order to slow down pursuit. The PCs will see that there are a few gaps near the top of the spill, and should be able to remove enough rubble to climb out in about an hour or so.

MEETING THE ENEMY

As the PCs will soon find out, Julianne makes travelling at any pace faster than a walk almost impossible and stealth completely out of the question. So the adventurers should have no problems either following the trail the Skaven left behind or catching up to them over the course of the next day.

However, the Skaven are being mindful of pursuit, and will prepare themselves once they sense the party is getting close.

Krudt, their leader, will be waiting with a blade pointing at Julianne's throat when the adventurers finally catch up with them. The three other Skaven will try to use the cover to their advantage, but they do not have the advantage of surprise here.

It is entirely possible the PCs have never encountered Skaven before. If this is the case, play up the horror of seeing such man-sized ratmen and make each character take a **Will Power Test** or gain an Insanity Point. Remember, most folk in the Empire think the Skaven are but a legend.

When the PCs come into sight, the Skaven leader tightens his grip on his prize and threatens her with the knife. The PCs can clearly see that she's not in fantastic shape: she stands with an effort and her face appears to be wracked with pain.

"You follow. Why?" Krudt will ask. If the PCs point out that the Skaven is currently holding the reason, the Skaven will be downright petulant. *"Ours. Ours! Promised, promised to us!"* Further discussion on this point will not yield much more detail, as Krudt continues to suggest that Julianne is their rightful property. *"He promised. One year! One year now! We take!"*

If the party seems more intent on talking than fighting, Krudt will be happy to oblige until the rest of the Skaven are in place, and then he attacks. If the party spots the other Skaven moving into position, they will attack immediately, shooting with their slings, and then switching to hand weapons. Krudt will not intentionally harm Julianne under any circumstances—she's far too valuable.

Should the party let them go, Krudt will take Julianne and the rest of his party back to his Skaven brethren. Julianne will undergo her transformation and will make the adventurers regret their choice at some point in the future.

KRUDT, RATMAN LEADER

Krudt looks a typical Skaven: about 5½ tall and covered with brown fur. He was there when Bela and the other Skaven made the deal that has led to Julianne Dustermann's current state, but he doesn't know enough Reikspiel in order to explain the situation. In any case, getting Julianne back to his superior is his primary goal.



Krudt

Career: Sneak
Race: Skaven

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38%	40%	34%	41%	42%	33%	30%	20%

— PART THREE: THE BEAST REVEALED —

Once the Skaven are dealt with, the PCs will notice something quite disturbing: Julianne appears to be in the late stages of pregnancy. In fact, they may even believe that she is in the early stages of labour, since she will scream out in pain at regular intervals. The actual cause of this is the final transformation that is changing her from a humanoid into a powerful Chaos beast.

WRONG ROOM

If the party goes back to the Merry Halfling, a Skaven will break into their room (or the room containing the fewest of them, if they're in more than one) through a window, looking for Julianne. "Where she? Where?" Once it's clear that she's not there, the Skaven will draw its sword, look at who it's facing, then decide against it. Should they chase it, the Skaven will lead them to the Dustrermann estate, where the assault will have already begun. Go straight to the **Skirmish on the Steps**.

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	5	0	0	0

Skills: Command, Concealment, Dodge Blow, Follow Trail, Navigation, Outdoor Survival, Perception, Scale Sheer Surface, Shadowing, Silent Move, Speak Language (Queekish), Reikspiel, Specialist Weapon Group (Sling, Throwing), Swim

Talents: Night Vision, Mighty Shot, Rapid Reload, Tunnel Rat

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword), Shield, Sling, 4 Throwing Stars

Trappings: 10 Sling stones

SKAVEN WARRIORS (3)

None of the other Skaven in this group speaks Reikspiel. They are each between 5 and 6 feet tall with brown or black fur and filthy leather armour.

Skaven Warriors

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30%	25%	30%	30%	40%	25%	25%	15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	9	3	3	5	0	0	0

Skills: Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Specialist Weapon Group (Sling), Swim

Talents: Night Vision, Tunnel Rat

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword), Sling

Trappings: 10 Sling stones

The frightened girl, in her infrequent bouts of lucidity, claims that she and Rudiger never consummated their love for each other. Healing her will provide her some respite from the pain, but she is too far along in her change to be saved. She refuses anyone who wants to do more than a cursory examination, which would yield nothing in any case.

THE WAY HOME

Allowing Julianne to walk will slow the party down considerably, as she will be overcome by nausea every 15 to 20 minutes. In this case, the journey back will take two days (one to the cave and one to the river). Carrying her will be the quicker, cutting off about half a day. Unfortunately, the character stuck with the unpleasant duty of slinging Julianne over his shoulder will have to endure her screams and bouts of vomiting.

Meanwhile, the remainder of the Skaven band soon discovers the remains of Krudt and the others. Their leader, Slerd, was prepared for this eventuality; he plans on taking the other 7 members of his group, sneaking into town after nightfall, and taking Julianne by force.

OTHER POSSIBILITIES

Like as not, your party will do something not covered within the boundaries of this adventure. While a certain improvisational skill will help in most situations, here are a few likely actions your party could take, and a suggestion to deal with it:

- If the party decides *not* to go to the Merry Halfling when they get back and go directly to the Duestermann residence, assume that Bertram is just then on his way to the inn. Bela can burst out of the door after his servant meets with the adventurers.
- Should they not accept Herr Duestermann's offer to guard his house for the evening, a single Skaven will visit them once they've gone to sleep for the night. Further details on this encounter will be found in the **Wrong Room** section on page 34.
- If the party suggests that maybe they should bring the doctor to treat Julianne, Bela will look as if the idea hadn't occurred to him before, but then hail it as a fine idea. The good doctor will be the first unfortunate victim after Julianne's transformation.
- There's still no real evidence of wrongdoing on Bela's part (aside perhaps from consorting with Skaven), so if the party were to attack Herr Duestermann openly at this point, the Watch would show up as described earlier.
- If any member of the party wants to defend the house from the inside, Bela will not object; however, he expects them to stay out of his chambers so he can concentrate on his work.

THE SECOND “TRUTH”

Bertram will be waiting for the adventurers at the Merry Halfling. He will briefly check Julianne to ensure that she hadn't taken any wounds, give the party the remainder of their gold, and then carry the girl off to Bela. In all likelihood, the PCs will have a few choice questions for Herr Duestermann, questions that Bertram has no patience to answer. He'll bid them to come along if they like.

Once they get inside the gate of the Duestermann estate, the master of the house will come bursting out the front door and take his daughter from Bertram. His relief is genuine, although not for the reasons the adventurers may think.

Should they tell him about what Krudt had said, Bela will look shocked, and then ashamed. Read the following to the players:

“They have come? I never expected ... but I should have known. What the beast told you was indeed what I told him. Bertram and I had gone travelling to bring my daughter to my home when the creatures waylaid us. They threatened to kill all of us... but I was able to strike a bargain. I had heard of these animals before, and I knew that if I were to offer them something they could use we might all escape with our skins. So ... I lied. I have some skill in crafting potions and ... other draughts, and I promised them a brew that would increase their strength and stamina. I told them that the ingredients are quite rare, and that I would need a year to create a single batch, and that I would demonstrate how it could be made. Of course, I had no intention of doing any such thing, but now I fear they mean to collect the debt. If my love-sick daughter hadn't run off with that ruffian, I might not have known they were near.”

Bela will beg off further questions, saying that he has to tend to his daughter's illness. If they ask about the “pregnancy,” Herr Duestermann will assure them that she is most definitely not pregnant, and that the Skaven more than likely “gave her a

potion, as a message to me. I can create an antidote, but I must be quick.”

Before he goes back into his house, Duestermann has another thought: Perhaps the adventurers could defend his house? The Skaven are not likely to give up easily, and may assault the estate in some numbers. Duestermann does not want Watch involvement, as they are likely to want answers to questions he does not want to waste time answering, and they are not as skilled as the adventurers in any case. He will offer them double what they've already made for just this night's work. This time, however, there is no deposit—the PCs have to make certain the Duestermanns survive through the night.

ENDGAME

Unbeknownst to Bela, the Skaven have snuck into Mittleresdorf a number of times in order to study his house and how they might get into it. They come into the city by breaking down the Farmer's Gate and leaving two of their number to distract the Watch by alternately fighting and leading them on a merry chase through most of the north-western part of town.

Slerd and the rest of the band will study how the adventurers have themselves placed around the house. If he notices that they are bunched together in any particular area, he will send three of his number against them, then break into the house from the opposite side.

SKIRMISH ON THE STEPS

Slerd has brought a total of seven other Skaven with him for his assault (all of which use the stats provided previously). Two have been left to distract the Watch, and he sends another three against the greatest number of adventurers. This leaves him with two, not including himself.

Depending on the number of PCs and their state after their previous encounter with Skaven, you may wish to adjust the number of foes in the final battle. The goal of this scene is not the slaughter of the PCs.



Slerd is more cunning than the average Skaven, and has a number of bare patches in his fur to prove that he's battle-tested as well. He intends to take Julianne and slay Bela or die in the attempt.

Slerd, Ratman Commander

Career: Sneak

Race: Skaven

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
44%	31%	39%	45%	47%	35%	27%	25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	12	3	4	5	0	0	0

Skills: Command, Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Shadowing, Silent Move, Scale Sheer Surface, Speak Language (Queekish, Reikspiel), Specialist Weapon Group (Sling, Throwing), Swim

Talents: Night Vision, Mighty Shot, Rapid Reload, Sure Shot, Tunnel Rat

Armour: Medium Armour (Mail Shirt, Helmet, Leather Jack)

Armour Points: Head 2, Arms 1, Body 3, Legs 0

Weapons: Hand Weapon (Sword), Shield, 4 Throwing Stars

Trappings: Map of Dustermann's house

If the PCs have not totally committed themselves against the three Skaven Slerd sent at them in two rounds, he will lead a charge against the stragglers, hoping to overrun them. With superiority in numbers, it's almost a certainty that the Skaven leader and some of his entourage will gain the house—where they will run into Bertram.

If the PCs have completely taken the bait, they will hear two things that will draw their attention back to the house: breaking glass and a high-pitched scream. Should that not get them moving, they will hear the sound of steel on steel a couple of rounds later.

When they get into the house, they will see that Bertram is doing his best to hold off Slerd and his followers (indeed, he should bring down at least one of their number), but he is being steadily forced back up the steps. As the adventurers move toward the steps, Julianne will scream again. This only motivates the Skaven, who press Bertram even harder.

As the PCs attack them from the rear, the Skaven will succeed in pushing Bertram into Bela's chambers, where they will see...

THE FINAL TRUTH

Bela's lab is a rectangular room about 6 yards by 10, with the entrance in the southern end of the western wall. Bela is standing over Julianne, who is being restrained on a stone slab in the northern part of the room. Julianne is obviously in considerable pain, and Bela appears to be mumbling some sort of incantation over her. When the fight bursts into the room, he will look at the PCs with fear in his eyes and yell, *"They've come for her! Please, protect her! I'll pay whatever you want, just protect her!"*

In actuality, Bela is hoping that the PCs and the Skaven will do so much damage to each other that he and Bertram will be able to take care of the rest.

After two rounds of combat, Julianne manages to snap her restraints. As she gets to her feet, the last vestiges of her humanity literally slough away. Her skin falls from her body, revealing the scaled beast beneath. The distended belly that they PCs most likely thought was due to pregnancy is actually a gigantic third mouth that howls in inhuman fury. There is a loud cracking noise as she realigns her spine so she can stand at her new height of almost seven feet.

Anyone unfortunate enough to witness the transformation is obliged to take a **Will Power Test** or gain 2 Insanity Points.

It is entirely possible that combating Bela, Bertram, Slerd, the other Skaven, and the beast that was Julianne all at once will be more than the adventurers can handle. To give them a fighting chance, you will probably want to use Julianne as a leveller who can soften up some of the other foes. Otherwise, she will simply attack whoever is nearest.

Once Julianne has risen, Bela will cast spells every round until engaged in melee, at which point he will do his best to defend himself with a hand weapon—all the while calling upon his Chaos patron to aid him. With his dying breath he will curse the adventurers, telling them that *“The Changer of Ways sees you, he knows you—and he shall have you.”*

— AFTERMATH —

Of course, once the fighting has ended the Watch will arrive (if things are going badly for the PCs, have them arrive while the combat is still in progress). They will take one look at the carnage and promptly detain the PCs. Once the Watch begins rooting through Bela's personal belongings, however, the PCs will be released. They will be told that although the citizens of Mittleresdorf are very thankful for what they've done, they would much rather prefer it if the PCs would go about their business ... elsewhere. Other people in town will consider the PCs as fearless killers, and will speak in hushed tones when in their proximity.

The bodies of the Skaven, Bela, Bertram, and the beast that once was Julianne will be placed on a pyre and burned. And although

JULIANNE TRANSFORMED

This is the Chaos beast that was once Julianne. No vestige of the girl remains.

Julianne (mutated form)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	26%	56%	47%	31%	16%	21%	9%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	16	5	4	5	0	0	0

Skills: Intimidate +10%

Talents: Ambidextrous, Fearless, Frightening, Natural Weapons, Night Vision

Special Rules: *Chaos Mutation: Scales.*

Armour: None

Armour Points: Head 1, Arms 1, Body 1, Legs 1

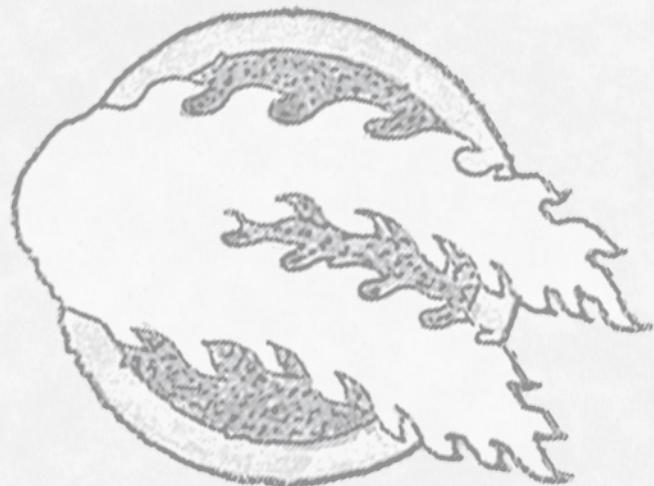
Weapons: Claws

the Dustermann estate is supposed to be off-limits pending an investigation, a mysterious fire is set the night after the parties put its owner to the sword.

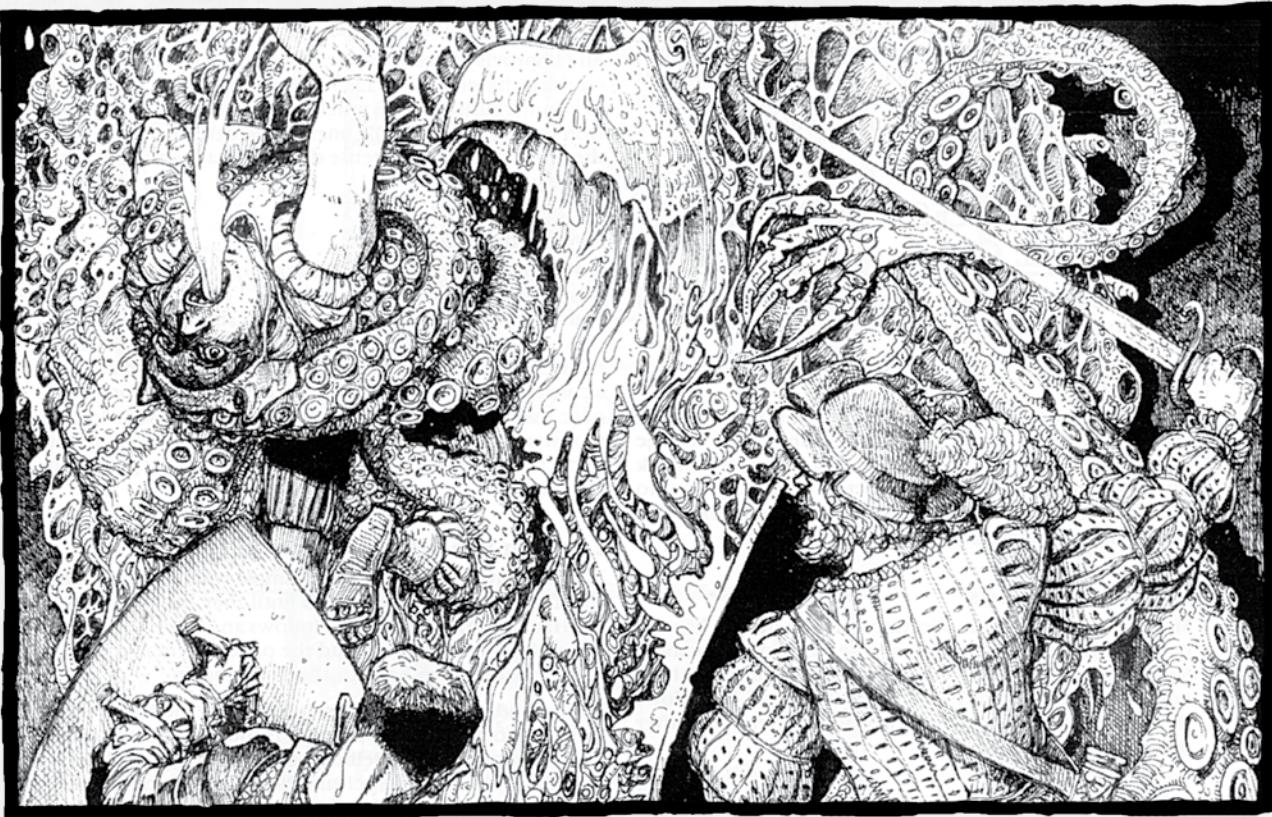
No one makes much of an effort to put it out.

EXPERIENCE POINT AWARDS

Each player should receive 150 experience points for completing the adventure, plus 25 to 50 additional points for admirable roleplay. You can also award the PCs an additional Fate Point if the last encounter was particularly challenging for them.



• THE HAUNTING HORROR •



In this adventure the PCs enter a strange, disturbing house, occupied by Undead and bewildering enchanted objects. They gain information about the history of the house (and possibly other adventuring concerns) from written sources and conversing with a Ghost, the servant of the last owner of the place, the wizard Ludovicus Hanike. Hanike dabbled in Chaos, and the Haunting Horror of the title stalks the house, having killed the wizard who

summoned it. The PCs have to fight and defeat this entity of Chaos. The Haunting Horror is a challenging adventure because it features a good amount of combat in unusual circumstances. The PCs are unable to seek outside aid, so they must make do with their own resources. It is thus recommended for characters approaching the end of their first careers or beginning their second careers.

— INTRODUCTION —

This adventure begins with the discovery of a secret door (see **Placing the Adventure** for ideas as to where this door might be located). Although the door is locked when the adventurers discover it, it should prove quite easy to break it down with a **Very Easy (+30%) Strength Test**, if for some reason the PCs aren't able to coax the lock open with an **Easy (+20%) Pick Locks Test**. When opened, a passage is revealed, stretching off into the gloom. It is 1 yard wide, and continues for quite some distance (80 yards). However, as the players progress, the passage rapidly becomes very misty, reducing the visibility, while the air starts to turn dank and musty. There are faint sounds of rats scuttling and some unknown creature scratching chitinous claws on hard stone. The mist grows thicker, developing an almost definable presence. When the PCs begin to get really jumpy, the mist suddenly clears ahead of them, revealing that the passage terminates in a smooth stone shaft with an iron-rung ladder set into it. At the top of the 12-yard shaft is a wooden trapdoor. When the PCs try to open it, they will find it is unlocked, opening into room 1 of the house above.

GM INFO

There are some special points of importance that the GM needs to keep in mind while running this adventure.

PLACING THE ADVENTURE

It is fairly easy to set the adventure almost anywhere. The house can be in a town or a small village. It may actually exist outside of any normal settlement and be a place unto itself, dimly glimpsed through the mists and fogs that swirl in some isolated forest area... In the latter case, the PCs will probably get in through the front door as opposed to the basement (which the scenario presumes), but this makes little difference.

INTO THE UNKNOWN

The house where the action takes place is a strange, magical place. If the PCs try to report the goings-on, or the location, to

the authorities, the house simply cannot be found. The trap-door which led to it is no longer there, a trip down the street the windows looked out onto shows that the house is not there, no one in the area has ever seen the place, and so on.

If the PCs return to it, managing (somehow) to get out of it and then back again, they will be able to find it—but not if there is anyone else with them. That's just the way the place works. If PCs (or players!)

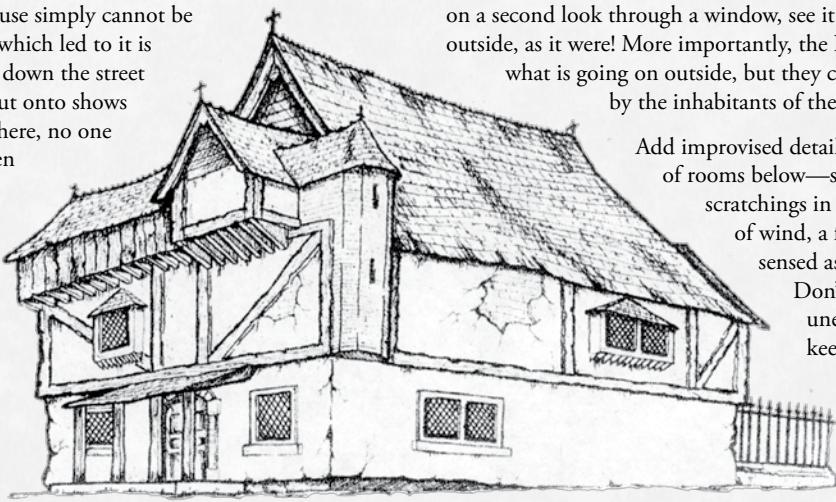
get paranoid about this, that's fine. This place is haunted in a very strange way and there isn't any conventional logic about it. Because of their long association with Johann the Ghost, the PCs have built up an affinity with life beyond the grave. This has somehow brought them into the world of magical, supernatural, and Aethyric energy inhabited by the Haunting Horror. Now they have to meet and overcome it, or never be able to return to their own time and homes.

LIGHTING AND LOCKS

Unless the text specifies otherwise, rooms are lit with small wall-mounted lamps. These look like oil lamps but they do not, in fact, consume any oil. They burn oil normally outside the house, should the PCs take any. Doors in the house are unlocked unless the text says otherwise.

ATMOSPHERE

Conveying the correct atmosphere in this adventure is crucial. The location is a house out of time, a real anachronism. Its decor is antique, cobwebbed and dusty, sinister and Gothic in ornamentation. When the PCs look out of the windows, they see mists interspersed with glimpses of the village or town they were recently visiting—but it seems different, smaller and older. The people wear old-fashioned clothing, the vehicles are more primitive, the colours faded and weak. The most effective ploy of all is to have the PCs glimpse the town as they know it at first but,



on a second look through a window, see it slipping back in time outside, as it were! More importantly, the PCs can see and hear what is going on outside, but they cannot be seen or heard by the inhabitants of the town.

Add improvised details to the descriptions of rooms below—sudden chitterings or scratchings in the distance, chill gusts of wind, a faint moan as much sensed as heard, and so on.

Don't overdo it, but a little unexpected extra detail can keep the PCs frightened and tense during the adventure, which is the general idea.

AVOIDING STASIS

Do not allow the PCs to get into an “open this door, check this room, rest, open another door...” routine. In the text you will find numerous illusions and strange effects. Use these as a basis for other, harmless, events that will worry the PCs—scuttling furniture, something half-seen around a corner, and so on. If the PCs take a ridiculously long time over everything you may have a suitable “wandering monster” appear to menace them. Skeletons and Zombies are very much in keeping with the place!

LEAVING THE HOUSE

You can play this two ways. The simple way is to determine that the PCs cannot leave at all until they have destroyed the Haunting Horror itself. Windows and doors cannot be opened or broken down, and the passage where they got in only leads them back to the house again.

The second possibility is to let the PCs leave the house once. It is best to allow them to leave through the front door, so they step out into the street. It is foggy and misty outside, and as the mist clears the house behind is gone. They can find it again by going back to the secret door, but the second time around they will be stuck within the house until they have destroyed the Haunting Horror. This option allows a strategic retreat and a rush for extra equipment and supplies. The PCs will emerge into a historic version of the town or village they had left, and after a minute or two will they reappear into the “modern-day.”

— THE LOCATIONS —

I. SPARE ROOM

This is where the PCs emerge. This room is mostly full of lumber, rolled-up carpets, and junk. It is dusty, dirty, and unlit.

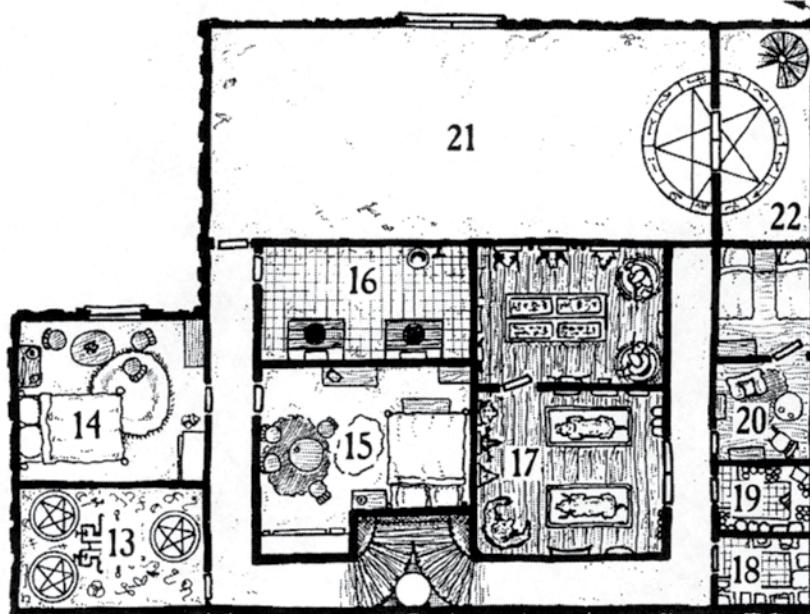
2. SITTING ROOM

Armchairs with dust covers, cloth-covered tables, and dusty rugs fill this room. In the middle of the east wall is a large painting with a heavy gilt frame. The painting shows a distressing scene of a foully mutated Chaos Beastman standing over the bloodied bodies

of two slain warriors atop a blackened hilltop. The Beastman has a goat's head and the legs of an ox, and wields a huge two-handed sword.

When the PCs enter this room, there is a horrid gurgling sound from the direction of the painting. Blood gouts from the bodies in the picture and hits the two nearest PCs with jets of rich, warm blood (each PC must make an **Agility Test** or get hit in the face, suffering a -20% penalty to Agility for the next 2 rounds due to partial blinding). The Chaos Beastman then steps out of the picture, leaving the two bodies behind him in the scene; their hacked bodies seem to writhe, and fresh blood pulses from them down to the floor.

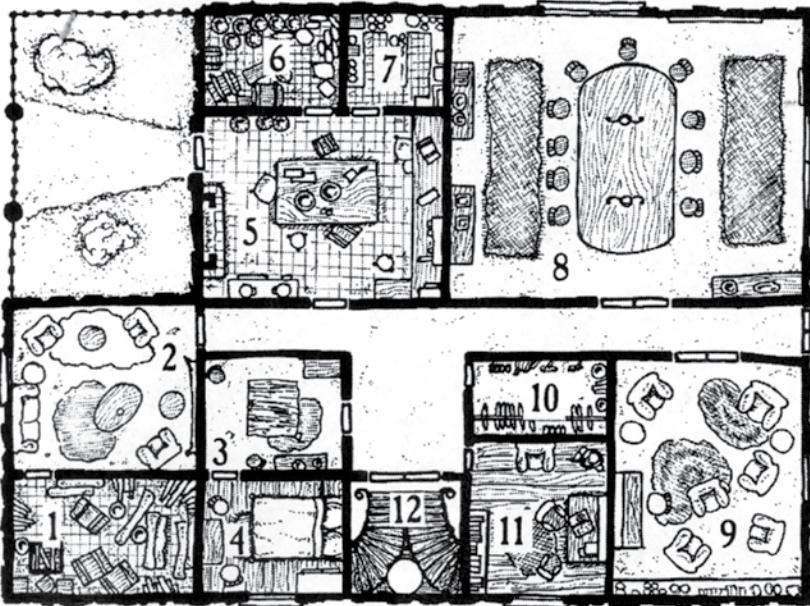
Ludovicus Hanike's Town House



SECOND FLOOR



ATTIC



GROUND FLOOR

0 2 4 8
Yards

Window

Door

Stairs

Trapdoor (Floor)

Fireplace

The Thing from the Painting

Career: Brute

Race: Beastman

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
40%	25%	40%	55%	35%	25%	25%	25%	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
2	14	4	5	5	0	0	0	

Skills: Concealment, Dodge Blow, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tongue)

Talents: Keen Senses, Menacing, Rover, Specialist Weapon Group (Two-handed)

Special Rules: *Chaos Mutations:* Animalistic Legs and Horns. *Silent as the Beasts of the Woods:* The Beastman gains +20% to Silent Move Tests and +10% to Concealment Tests.

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Great Weapon (Two-handed Sword) and Horns (SB-1 damage)

When the PCs kill the Beastman, it raises its head and begins issuing a thin, wispy cloud of grey smoke from its throat, accompanied by a slow, mournful howl. As it slowly dissolves into the air, the temperature drops sharply and the room becomes very cold.

3. GUEST ROOM

Comfortably decorated, but very dirty and dusty, this room has nothing to interest the PCs apart from a silver cake stand on a mahogany table. The cake stand is worth 15 *gc* and the table 50 *gc*, but they are both rather bulky (encumbrance of 40 and 100, respectively).

4. GUEST BEDROOM

The door to this unlit room is locked (**Pick Locks Test** or a **Strength Test** to open). The room itself has a bare wooden floor, table and chairs, wardrobe, commode, and bed. Beside the bed is a small bedside table with a brass candlestick, which holds a yellowed tallow candle.

When the PCs enter, the candle suddenly splutters into flame. A bony figure, which could not be seen before, sits bolt upright in the bed. It stares at the PCs, its jawbone dropping open and a dim blue glow issuing from the eye sockets. The PCs have to make a **Fear Test** at the sight of this.

The creature in the bed is a Skeleton, but one which channels certain magical powers resident in the house. Each round of combat it will create the illusion of skeletal hands wrapped around the throat of one of the PCs; an **Intelligence Test** is needed to realize this as an illusion. If the test is failed, the illusory hands will slowly strangle the life out of the PC, draining 1 Wound per round (regardless of Toughness Bonus or Armour). This effect persists until the Skeleton is destroyed. The Skeleton will fight normally in addition to generating the illusory hands.

The candle will add further to the problems of the PCs. Roll a d10 each round. On a roll of 1-5, the candle will flare very brightly and generate an illusory Skeleton attacking one of the PCs. The PC affected must make an **Intelligence Test** or believe this to be real, and attack the illusion.

In all cases, select the PC victims of spell-like effects randomly from the group.

Skeleton

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
25%	20%	30%	30%	25%	—	—	—	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	10	3	3	4	0	0	0	

Skills: None

Talents: Frightening, Undead

Special Rules: *Mindless:* The Skeleton has no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.

Shambling: The Skeleton cannot take the run action.

Armour: Light Armour (Leather Jerkin and Leather Skullcap)

Armour Points: Head 1, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon (Rusty Sword)

If the PCs get the chance to search the room, stuffed underneath the pillow of the bed is a plain gold signet ring with an aquamarine setting worth 15 *gc*.

5. KITCHEN

The smell of roasting meat comes from this room, and an **Easy (+20%) Perception Test** at the door will reveal the sound of a regular squeak-screech noise from within, like that of metal grinding on metal.

Inside the room are worktables and utensils of many kinds. The room is dominated by a huge wood-burning stove and a large fire grate beside it, where a metal spit is being turned by one of the two Zombies present. There is a large, amorphous, writhing mass of meat on the spit. Protruding from the surface of the meat, looking like facial features underneath stretched vinyl, are silently screaming faces. Hands and fingers within the column of meat seem to be scrabbling at its surface, desperately trying to escape. PCs seeing this must make a **Will Power Test** or gain 1 Insanity Point. There is nothing they can do to help whatever is within the meat, and will have to deal with the Zombies first, anyway.

Zombies (2)

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
25%	0%	35%	35%	10%	—	—	—	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	12	3	3	4	0	0	0	

Skills: None

Talents: Frightening, Undead

Special Rules: *Mindless*: Zombies are animated corpses with no mind or spirit of their own. They have no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.

Shambling: Zombies are relentless but slow. They cannot take the run action.

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Meat Cleaver)

The Zombies attack with their meat cleavers and when they move away from the spit it keeps on turning of its own accord...

There is nothing valuable, or of any real interest, in the kitchen. The fires in the grate and the stove are magical, and do not consume any wood. If anything is lit from these fires, it will go out as soon as it is removed from the kitchen.

6, 7. STORES

These storage chambers contain sacks, tins, boxes, jars, and bottles of foodstuffs, mostly turned to dust by age. Some of the jam jars bear labels: "Wm. Kappelmuller & Son, Delberz, 2315"—over 200 years in the past.

8. DINING ROOM

This large chamber contains a teak dining table with 10 chairs around it, and a pair of side tables with silver serving dishes, a silver soup tureen, etc. (silver plate only, alas). There are silver, crystal, and china place settings on the table, and brass candlesticks, which are cobwebbed and dusty.



Nothing will happen immediately when the PCs enter the dining room. Lure them in by referring to the crystal, china, and silver in the place. When most of the PCs are in the room they will be subjected to attacks by the two large carving knives on the serving platters, and the candlesticks. As these animated objects fly through the air to attack, the dining room door slams shut (so any PCs outside cannot help those inside).

Animated Utensils: Large Carving Knives (2), Large Candlesticks (2)

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
33%	—	34%	46%	—	—	—	—	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	8	3	4	—(5)	0	0	0	

Skills: None

Talents: Hoverer

Special Rules: *Mindless*: These animated objects have no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.

Sudden Death Crits: These objects have no bodies in the traditional sense. When they suffer a Critical Hit, use the Sudden Death Critical Chart.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Both types of animated utensils inflict Damage equal to their SB

A successful **Evaluate Test** determines that two of the crystal water jugs are the only valuable items in the dining room. These two fragile objects are worth 15 *gc* each. Otherwise, they will end up with largely inferior china and eating utensils that are practically worthless.

9. SMOKING ROOM

This comfortably lived-in room has thick (but tatty) carpets, dilapidated leather armchairs, a walnut drinks cabinet, and a writing desk. Along one wall there is a shelf laden with jars of tobacco (labelled as "Halfflyng Weede," "Arabie Blacke," and so on), plus a tray of pipes. There is no hint of peril or danger as the PCs enter.

There are some valuable items here which the PCs can take if they look around: a silver cigarette case worth 10 *gc*, a sandalwood tobacco box with inlaid mother-of-pearl worth 8 *gc*, and, in the drinks cabinet, 6 silver goblets each worth 8 *gc*. The drinks cabinet, however, also holds the one bizarre danger in this room.

When the door to either half of the cabinet is opened, a wooden manikin slides out on a wooden tray. This is an automaton, made in the form of a young Araby boy with a hookah pipe. It is attached to an opaque bell jar that swirls with smoke and sparks of blue flame. The boy-automaton puffs a smoke ring, which flares brightly and transforms into a Minor Fire Spirit, which then attacks the PCs. The Fire Spirit looks akin to a man of Araby, but his body is made of smoke and fire and he floats through the air as if weightless.

Minor Fire Spirit

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	25%	25%	25%	25%	25%	25%	25%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	24	2	2	—(4)	0	0	0

Skills: None

Talents: Fearless, Hoverer

Special Rules: *Flaming Strike:* The melee attacks of a Minor Fire Spirit are Damage 4.

Immune to Fire: A Minor Fire Spirit is immune to all fire-based attacks and spells.

Sudden Death Crits: The body of a Minor Fire Spirit is smoke and flame bound together by magical force. When he suffers a Critical Hit, use the Sudden Death Critical Chart.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: See Special Rules.

The automaton only produces one such Spirit, although it continues to blow smoke rings, the smoke in the belljar slowly thinning out.

When the PCs have destroyed the Minor Fire Spirit, the smoke will be almost all gone, and inside the belljar can be seen the severed, half-mummified head of a young woman. Her lips move several times before the PC nearest to the automaton hears her whisper, *“the horror, the haunting horror, the silent screamer.”* The head then fades away into nothingness and the automaton slides back into the cabinet. If the PCs open the cabinet again, they will have to go through the same routine, including fighting another Minor Fire Spirit, all over again.

The writing desk has almost nothing of interest on it, only some old worthless sheets of vellum and a primitive quill pen. The ink in the inkwell has dried long ago. The rest of the desk appears to have been cleared away, and two of the three drawers on the right hand side of it are empty, save for dust. In the middle drawer is a key, which fits the doors at location 12. This key is crafted from bone; it is a Skeleton Key.

IO. CLOAKROOM

This unlit room contains five cloaks (of no value, being aged and moth-eaten) hung on pegs, spare boots (also in poor condition), a mop and bucket, and similar items. One of the robes has a pouch in an inside pocket which contains 14 *gc* dated 2329 and which bear the face of Magnus the Pious.

II. SMALL READING ROOM

This has a comfy armchair, a reading table with two chairs, and a small bookcase. There are several copies of the Lawyers' and Scribes' Newsletter (for Jahrdrung through Sommerzeit 2308) lying around, and several score leather-bound books. There is a book open on the reading table, and, rather unusually, an ornamental, enamelled suit of plate mail armour mounted on a stand in the northeast corner.

The PCs will obviously expect the suit of armour to animate and attack them—players are paranoid about such things—so, of course, it is actually totally harmless. However, one of the books here, *Doktor Hausknecht's Manual of Tortures of Araby* has become infested with a malicious Chaotic spirit. When the PCs enter it will rise into the air, open itself, and in a sonorous voice will begin to intone the following text:

“SLAM! The doors sealed the wretches in to meet their fate (1). The brands were hot and seared the flesh (2), the wrist-breakers gripped their bones (3), the leg-beaters made them scream in agony (4). On the rack the screams grew louder as the head of the thighbone popped from its socket and tendons tore and ripped apart. Blood frothed on the lips of the convulsing victims...”

Various effects happen as this text is recited: (1) and (2) on the first round, (3) and (4) on the second round. These effects are:

1. The door slams, locking the PCs in. A **Very Hard** (−30%) **Pick Locks Test** or a **Hard** (−20%) **Strength Test** will be required to open it.
2. Two hot metal branding irons materialize within the room and attack two (randomly selected) PCs. The effective stats for these branding irons are:

Animated Branding Irons (2)

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
43%	—	37%	41%	33%	—	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	7	3	4	—(5)	0	0	0

Skills: None

Talents: Hoverer

Special Rules: *Mindless:* These animate objects have no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.

Sudden Death Crits: These objects have no bodies in the traditional sense. When they suffer a Critical Hit, use the Sudden Death Critical Chart.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: The animated branding irons inflict Damage equal to their SB+1.

3. Randomly select two PCs from the group. Each must make an **Intelligence Test** or else believe that their hands are manacled by horrific handcuffs, pierced by metal screws that are slowly tightening into their wrists! If this effect is believed, the PCs concerned take 1 Wound (regardless of Toughness Bonus and Armour) and suffer a −5 penalty to WS and BS, cumulative, each round. Lost WS/BS will be regained afterwards at a rate of 5 points per hour.
4. Randomly select two PCs from the group. Each must make an **Intelligence Test** or else believe that strong metal bonds are shackling them, and that iron rods are beating their legs. If this effect is believed, these PCs have their Movement

The Haunting Horror

Characteristic reduced to 2 and lose 1 Wound per round (regardless of Toughness Bonus or Armour). Movement returns to normal as soon as the illusory effect ends.

During this time there is nothing the PCs can do. On the third round the voice grows shriller, and takes on an edge of insanity, as finally the spirit of Chaos that has become tied to the book materializes within the room. This is a Lesser Aethyric Entity, not powerful, but hateful and vile, and PCs must make a **Fear Test** upon seeing it. The entity materializes as a wizened Dwarf with tentacles for arms, which end in pincers. The Dwarf-entity has a crest along its chest which parts at the sternum to form a V-shape leading up to its shoulders. This crest is of green, scaly skin that drips purulent filth onto the ground. It has legs and feet like those of a frog.

Lesser Aethyric Entity

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39%	—	34%	47%	36%	35%	37%	10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	4	0	0	0

Skills: Dodge Blow, Perception, Speak Language (Dark Tongue)

Talents: Fearless, Frightening, Natural Weapons

Special Rules: *Chaos Mutations:* Animalistic Legs and Tentacle-like Arms.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Pincers (Natural Weapons)

If the PCs can overcome the creature, the torture manual will drop to the ground, lifeless; the ongoing (but not accumulated) spell effects will stop at the same time.

All books here are at least 170 years old, and most are of minor interest (none are old enough to be valuable). However, some are of note.

The first volume is an account of the exposure of a coven of the Writthers in the Dark cult in the city of Ubersreik, in which the leader was one Hans-Friedrich Jinkerst, in the year 2228.

A second volume gives an account of the spreading of the Skaven-worshipping Poison Claw cult from Skavenblight through the northern Tilean City States, across the Black Mountains and into the Empire, the work of the Tavelli family being instrumental in this.

A third volume is a history of a noble Middenheim family, the Gespensts. It lists the long and distinguished career of many males of the family as Bounty Hunters, Witch Hunters, and Knights of the Inner Circle. The names Johann (2165-2203), Jurgen (2188-2239), Joachim (2210-2182), Johannes (2232-2374), and Johann (again, 2255-2302) are listed, and the third Johann of the list, born 2284, is also noted as having a fine career to date.

The PCs may take the view that something very strange is going on here; that's the general idea you want them to get.

I2. THE DOORS AND THE GREAT STAIRS

The doors are made of iron-shod black wood with leering gargoyle faces carved on the panels. They can only be opened with the



Skeleton Key from area 9. Behind the doors lies a flight of wide wooden stairs. A low stream of mist from the landing above cascades down the steps, fading into nothing at the bottom. Climbing up through the swirling vapours is hard work, like walking through water, and the PCs' footsteps will make muffled echoes. On the landing, facing the top of the stairs, stands a giant hourglass (the glass cannot be broken). Fine golden sand trickles slowly down from the upper half. Above it hangs a clock. It shows 11 o'clock as the PCs approach it, and each tick is followed by a low sepulchral moan.

13. RITUAL CHAMBER

This room is decorated in violently opposing colours: red and brown on one side, pastel blue and yellow on a second, black and silver on a third. Interlocking pentagrams and pentacles decorate the floor. The general appearance is of a jumble of confused ritual paraphernalia, which is exactly what this is.

Despite the sinister appearance, there is no danger in entering here, and neither the room nor its contents are magical in any way. This should, however, serve to unnerve the players, and offer them some clues as to what sort of thing they are up against.

14. THE GHOST OF BERNHARDT SIEBERT

This room looks like a large sitting room cum bedroom, with some tables, desk, chairs, and a large four-poster bed. A smoking jacket and a robe are hung up together with a long multi-coloured scarf on a hat stand, and above them a floppy hat with pheasant feathers stuck in its headband at a jaunty angle. There is a collection of silver ornaments on a mantelpiece, which may attract the attention of greedy PCs.

When they enter, however, a Ghost materializes sitting at the base of the four-poster bed, and addresses the PCs sadly. Bernhardt is not hostile. On seeing him, however, the PCs have to make a **Fear Test**, despite the fact that he has an innocuous enough appearance.

Bernhardt says in tones of sombre foreboding, "You're here, then." He continues, "More visitors. You look so young. Another group of lost souls, I suppose," and he turns his face sadly away, not looking at the PCs. They can now ask him questions about his enigmatic remarks, and indeed about the house. The information Bernhardt knows and what he will probably say are given below. Feed this information to PCs depending on the questions they ask.

Bernhardt used to be the manservant of the Wizard Ludovicus Hanike, who used to own this town house. So far as Bernhardt knows, some terrible misfortune befell the wizard during a magical ceremony. He has no idea exactly what happened since he simply "woke up one day to find I was dead," as he puts it. Precisely because Bernhardt does not know how he died and is desperately curious on this score, he is restless in death and stays in the house as a Ghost. However, he is unable to get to the attic (room 22 and up); in life, his master never allowed him to go up there, and even in undeath he cannot make himself try to pass the definite magical barrier he feels there.

Bernhardt can tell the PCs that his master had a major interest in cults of Chaos and accumulated much information on them and the people who hunted them. Ludovicus received many visitors

in secrecy and conducted many experiments. This, of course, is ambiguous—the PCs will not know whether Ludovicus was a Chaos cultist or allied with those who hunted them.

Bernhardt knows that, over the years, presences have accumulated in the house. He is surprisingly vague on the details, but then he himself has begun to fade, growing weaker, and increasingly finds himself straying absentmindedly outside into a grey realm of emptiness where his senses are numbed. In the house, he feels an aching sadness and discomfort. He senses that his master is still here in the attic, but cannot reach him. Bernhardt feels that the PCs... At this point he fades away, pointing towards the attic (to room 22).

This information will give the PCs something to think about. The silver ornaments, incidentally, have an Encumbrance value of 40 and are worth 20 gc.

15. GUEST BEDROOM

This small bedroom used to be Bernhardt's room, and is extremely neat and tidy, although dusty. There is nothing valuable, or of any interest here. The door is locked, but can be opened with a successful **Pick Locks** or **Strength Test**.

16. PRIVY

This room contains two commodes and a wooden bucket with a lid.

17. WEAPONS/ TROPHIES ROOM

This room, and the one beyond the open door, contains many weapons and trophies from the hunting days of Ludovicus Hanike (before he became a Wizard) and his friends. Mounted spears with pennants, a pair of lances, swords, and ornamental shields share wall and table space with stuffed birds, bears' heads, stags' heads, stuffed foxes, a huge grey wolf's head, and other similar exhibits. The dangerous member of this assemblage is the stuffed bear lurking in the southwest corner, which will attack anyone coming within a yard of it.

Stuffed Bear

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	47%	43%	18%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	4	4	3	0	0	0

Skills: None

Talents: Natural Weapons

Special Rules: *Mindless:* The Stuffed Bear has no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.

Sudden Death Crits: The Stuffed Bear has no vitals. When it suffers a Critical Hit, use the Sudden Death Critical Chart.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws



The PCs are in for a tough time here. After 1 round of combat with the bear, a suit of plate mail armour comes trundling in from the adjoining room lying beyond the half-open door. Note that this animated armour does not attack until the bear begins to fight.

Animated Armour

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	0%	33%	34%	36%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	3	4	0	0	0

Skills: Dodge Blow

Talents: Strike Mighty Blow, Strike to Injure

Special Rules: *Mindless*: The Animated Armour has no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.

Sudden Death Crits: The Animated Armour has no vitals. When it suffers a Critical Hit, use the Sudden Death Critical Chart.

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Hand Weapon (Sword) and Shield

The armour will attempt to get around the PCs and block the doorway—preventing them escaping. The bear, meanwhile, will attack whoever is nearest, having no objective other than to kill everyone.

If the PCs can manage to deal with these two, in the adjoining room they will find a splendid stone statue of a Halfling, with a plaque that reads, “Georgi Gutstuffer, Faithful Servant.” The

model grips a dagger in its stone hand, which can be easily extracted from the statue’s grip. This dagger is of Best Quality.

18. LINEN CUPBOARD

The shelves here hold moth-eaten towels, sheets, pillowcases, and the like. All are dusty, spoiled, and quite useless.

19. HOUSEHOLD STORE

This small store holds flasks of fuel oil, small lamps, boxes of tallow candles, dusters, a mop and bucket, and other similar household items. You can allow PCs to take any such item from here, if they want to.

On a successful **Perception Test**, the PCs notice three dusty green vials hidden amongst the household goods. Two of the bottles have broken seals and are dried out inside, but the third’s seal is intact. This is a healing draught.

20. MAIDS’ CHAMBERS

Hanna and Theodora, the household maids, are long dead but their souls and bodies still remain. Although they are Zombies, their bodies have not degenerated as yet. Hanna sits in an armchair in their sitting room and Theodora sits in a rocking chair, soundlessly rocking over and over. Both hold their faces in their hands, and wear maid’s uniforms. They do not speak, or otherwise acknowledge the entrance of the PCs. Only if touched will they react, throwing themselves at the PC who touches them in a paroxysm of hatred and fury. Only at this stage will their Fear effect take effect. Their stats are the same as the Zombies in **Location 5** (see page 41).

If the PCs overcome the Zombies and search this area, most of the items are typical of what one would expect—a sewing basket, lots of skeins of wool (aged and faded), a book of pressed flowers, and suchlike. However, Hanna was a kleptomaniac, and tucked at the back of one drawer in a chest of drawers is a pigskin pouch with leather drawstrings, which contains 8 *gc* (dated 2312), two chrysoberyl earrings worth 15 *gc* total, and a gold signet ring worth 20 *gc*.

21. GUARDS

This is a large, ceremonial chamber, and the door to it is locked (**Hard (-20%) Pick Locks Test** or **Challenging (-10%) Strength Test** to open). If it has to be broken open, then obviously the guards within will have full warning that the PCs are about to enter and cannot possibly be surprised.

When the PCs get to see it, the room is bare. The walls are polished (but dusty and dirty) wood, and the furniture has all been cleared out. Nothing remains, save for a pentacle that has been inscribed on the floor, half in this room and half in room 22. Details of this are given there.

The Haunting Horror has stationed two Mutants here to protect the entrance to the stairway that leads up to the attic, the final resting place of Ludovicus Hanike.

Mutants (2)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
39%	31%	40%	31%	35%	25%	33%	21%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	4	0	0	0

Skills: Concealment, Perception, Speak Language (Dark Tongue)

Talents: Flee!

Special Rules: *Chaos Mutations:* Mutant #1 has Scales and Three Eyes. Mutant #2 has a Snout, Thick Fur, and Tentacle-like Arms.

Armour: Scales (#1) and Thick Fur (#2)

Armour Points: Head 1, Arms 1, Body 1, Legs 1

Weapons: Hand Weapon (Spiked Club)

22. THE STAIR CHAMBER

The pentacle, half in this room and half in room 21, is extremely ornate and inlaid with carved runes and silver. It is almost impossible to open the door and enter this room without entering the circle. PCs will certainly contort themselves horribly as they try to work out very complex methods for getting across the pentacle; yet all this is all quite unnecessary, since the pentacle is quite harmless and can be walked on with no effect.

The room is quite bare, the only feature being the wooden spiral staircase leading up. Looking up the staircase shows that it ascends into inky darkness and, irrespective of the nature of the light source used, ascending PCs will never be able to see more than a few paces ahead of them on the stairs.

The stairs go up into an area that, like the rest of the house, exists outside space and time, but not actually linked with it in the normal sense. It takes 10 minutes of climbing to reach the landing at the top, during which time it grows cold enough for the PCs' breath to frost in the air. There is an abnormal silence as they ascend, and then, as the PCs reach the landing and the door before them, a brief snatch of a horrid, throaty, gloating chuckle. If any of the PCs attempts to open the door, it will swing away from them of its own accord with a loud crash, remaining open until all of the PCs have entered—when it will silently close behind them...

As the door closes any light sources the PCs are carrying are extinguished, plunging them into darkness. This lasts but for a brief moment, however, as the room is suddenly lit by the torches along the walls bursting into life.

23. PREPARATION ROOM

This room has a row of three throne-like chairs, set underneath a sloping ceiling on the east side of the room. On each chair is placed a plain grey robe, and between them lie two small tables each bearing a plain gold bowl (total value of both bowls is 40 gp), a sealed vial of rosewater, and a white linen hand towel. These items are of ritual significance only, and have no special values or properties otherwise. The PCs can be allowed to play with these items, dress up in the robes, steal the gold bowls, etc., before the owner of the house arrives. Stage Ludovicus' appearance when they are getting unsure of what to do, and before they head for the door on the far side of the room.

Ludovicus Hanike materializes as a Ghost and the PCs must immediately make a **Fear Test**. He appears as a man in his early 30s, with long black hair and dark eyes, dressed in light coloured robes and with his hands held folded before him. The ghostly figure's lips move, but no sound emerges from them (a PC with

Lip Reading will figure out that the Ghost is issuing a warning on a successful skill test. Only fragments of speech and individual words can be picked up—"stealer," "horror," "consuming," "darkness," and the like). Slowly, the voice becomes discernible, but at the same time other things happen. The sound of a swirling wind grows in the room, and it begins to knock objects about. Anything loose will be affected, whereas held or secured items, such as packs or weapons, will not. The room grows very cold, and the figure of the Ghost appears progressively outlined in tiny flecks and crystals of ice.

The Ghost's voice finally becomes audible, wheezing painfully as its chest heaves with the effort of speaking.

It does not respond to any of the PCs actions or questions. Instead it says, "...last ones to come. I brought it here, and now you must destroy it or perish. You cannot escape." This is absolutely true; the PCs are trapped in the house until they meet the final enemy; the stairs behind the PCs have disappeared into the mist and any one who breaks the door down and attempts to run down them will reappear back in this room.

The Ghost continues, and now, as it speaks, its appearance changes. It starts to age, its hairline slowly receding and its skin becoming wrinkled and old. Its posture grows stooped and its hands gnarled. As it reaches the end of its utterances, its hands part in a gesture of beseechment and a thin trail of grave dust seeps from them to the ground. "I meddled out of time, in the raw stuff of Chaos. It stalked me, it has held me here until now, it comes to destroy. The Haunting Horror has me in its grip." Now the ghostly figure's "skin" begins to peel away, and writhing worms protrude from dust-dry gaps in the flesh of the figure. "I am in its clutches, it will take your souls too; it grasps souls and squeezes them to emptiness," and then the figure screams. The scream is silent, hanging in the air, a cone of misery frozen in space, radiating numbness and horror. An ice-talonied black claw appears and wraps about the Ghost, crushing it with the sound of paper crinkling, destroying Ludovicus' soul.

After this appalling exhibition, the doors to the room beyond fly open and the PCs are sucked through by a howling gust of wind. Each PC must make an **Agility Test** or else fall over and land in the room on the floor.

24. THE HAUNTING HORROR

This chamber appears as a long corridor-like room, with rows of paintings on the long walls. The PCs will not have very much time to look at them immediately, however, so their description is deferred here.

The "occupant" of this room is a Ghost, but one which can fully materialize from the Aether. A Fear Test must be made when it is seen. However, it is not Human, and has no resemblance to Human form. Its "body" is a large green-grey sac covered with rope-like blue veins, and has a vicious keratinized beak protruding from the centre, drooling acid. Below the sac is a fringe of crimson intestine-like structures that drip slime on the ground as the monster moves. On top of the sac is a pair of eyestalks, each bearing a single huge unblinking eye that protrudes from a toothless mouth surrounded by thick black fur. Inside the intestines, faces can be seen pushed against the outer membranes, their mouths frozen in silent screams. The PCs may even recognize some of the faces of the dead writhing within the creature's innards as foes they have slain.

The Haunting Horror

The Haunting Horror has two long tentacles with which it lashes at the PCs. Each tentacle is 8 yards long, and ends in skeletal "hands" tipped with razor-sharp talons.

However, the physical threat this horror represents is the least of its dangers. It radiates an elemental malice and hatred, and PCs will know intuitively that it does not just kill people, it will pluck their souls like fruit and suck them dry!

The Haunting Horror

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
45%	—	44%	44%	37%	55%	49%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	24	4	4	5	0	0	0

Skills: Perception +20%, Speak Language (Dark Tongue, Reikspiel)

Talents: Fearless, Frightening, Lighting Parry, Natural Weapons

Special Rules: *Acid Attack*: The Horror's three attacks are its tentacles and its acid-dripping beak. If a PC is hit by the beak, an **Agility Test** must be made or else +2 is added to the damage caused due to the effect of the acid.

Combustible Blood: The Horror's blood is infused with fire, and causes any surface it lands upon to burst into flame. Anytime the Horror takes a wound, the character who struck the blow must make an **Agility Test** to avoid the resulting spray of ichor. Failure to do so will result in an additional d10 Wounds (ignoring Toughness Bonus and Armour) every round until the fire is extinguished. Other than the means of its appearance, the fire is not magical and can be put out like any other flame.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: See *Acid Attack*

When the Horror is killed (or suffers a seriously disabling critical hit which will amount to the same thing), it thrashes about, spraying acid, blood, and slime all over the place. As the creature writhes in its death throes, its inflammable bodily fluids raise such a conflagration that any character without the smarts to

back off will begin taking 1 Wound a round (ignoring Toughness Bonus and Armour), a figure that increases exponentially.

Once the area around the Horror catches fire, the rest of the room rapidly follows suit. The PCs will eventually realize that they have two choices: leave and live, or stay and burn.

As they pass the paintings, allow each player with the skill to make a **Very Easy (+30%) Perception Test**. Any who succeed notice that the various scenes depicted in the paintings are in motion, as if they were viewing them through a window. The players should recognize that one of the paintings shows the street of the town or village where they were before entering the house (they may also recognize other scenes, which will be described in more detail in the **Continuing the Adventure** section). If you **really** want the players to go through a portal, you can use some of the other paintings to begin generating Zombies, Skeletons, or other undead to cut off their escape route.

Should the PCs jump through the painting depicting the street outside, they'll appear there without any ill effects (save for the incredulous stares of any passers-by you decide witnessed the materialisation). The other choice for the players is to run back out through the house, with the fire following fast behind them.

Regardless of how they make their exit after defeating the Horror, they will not be able to get back in. Of course, no one is inclined to believe their story and no trace of the house, nor of Ludovicus Hanike, can be found...

EXPERIENCE POINT AWARDS

The following xp awards are recommended:

- For overcoming the enemies up to (but not including) the Haunting Horror: *100 xp each*.
- For role-playing the encounter with Bernhardt: *20 xp each*.
- For trying to avoid waste-of-time combats (Zombies in the kitchen, etc.): *25 xp each*.
- For overcoming the Haunting Horror: *100 xp and 1 Fate Point each*.
- You should also give a bonus 50 xp to each PC if they all manage to get out alive.

— CONTINUING THE ADVENTURE —

The pictures in room 24 present a perfect link to your next adventure—simply make only one painting act as a portal. If you'd like to give the PCs a bit more leeway, you can describe any number of scenes both familiar and strange. For example, the players could see the village where they were raised, a Chaos Gate spewing forth foul mutants, mountains, a forest, deserts, even the hearth of an inviting inn. Particularly sinister Gamemasters might decide to have the picture depict the town as described in room 24 and then drop the players off wherever they choose.

The PCs also have a few seeds for future adventures that they may have picked up during the course of the adventure. They have some books from room 11 which detail old Chaos cults, and the names

and lineages therein could provide them with the chance to go Chaos tracking. Here is a great start for aspirant Witch Hunters. Alternatively, you can decide that these books belong to a different reality. The cults have died out, or the books fall to dust outside the house.

Of course, The Haunting Horror leaves enigmatic elements unresolved. What was the Horror itself? What was its history as a servitor of Chaos? What research did Ludovicus conduct and might the PCs come across other evidence of them? Answers to these matters have been deliberately left out of the adventure, because this leaves you free to decide if you want these matters resolved. If you do, these details can be added to suit the scale, and number, of adventures you wish to run next.

• ROUGH NIGHT AT THE THREE FEATHERS •



This adventure is set in a river or roadside inn, situated almost anywhere in the Empire (though the Reikland works best). It involves the PCs in several plot lines simultaneously and the GM will need to check through the adventure carefully prior to play.

GM's INTRODUCTION

The main thing to remember about this adventure is that an awful lot of things are happening at once. There are several separate but interwoven plots going on—it's a busy night even for a bustling inn! You will have to keep track of a lot of unrelated events and make sure that the right things happen at the right time. The Events section will help you, but you should read through the adventure a couple of times before running it to make sure that you know what's happening—how the players unravel what is going on is their problem.

Needless to say, some of the events from different plots may well end up clashing with each other. Also, things will be changed by what the PCs decide to do at any particular time. The plots are presented below, and in the **Events** section, as they *should* happen, assuming nothing goes wrong—when things do go wrong, use your imagination to work out precisely what happens. It looks a bit daunting at first, but it's no problem once you start.

Honestly.

Of course, you may decide to run each plotline separately as an individual mini-adventure. There's nothing to stop you doing this if you want, and you will get a number of adventures for the price of one—it's completely up to you.

PLAYERS' INTRODUCTION

To get this rough night started, read the following to your players:

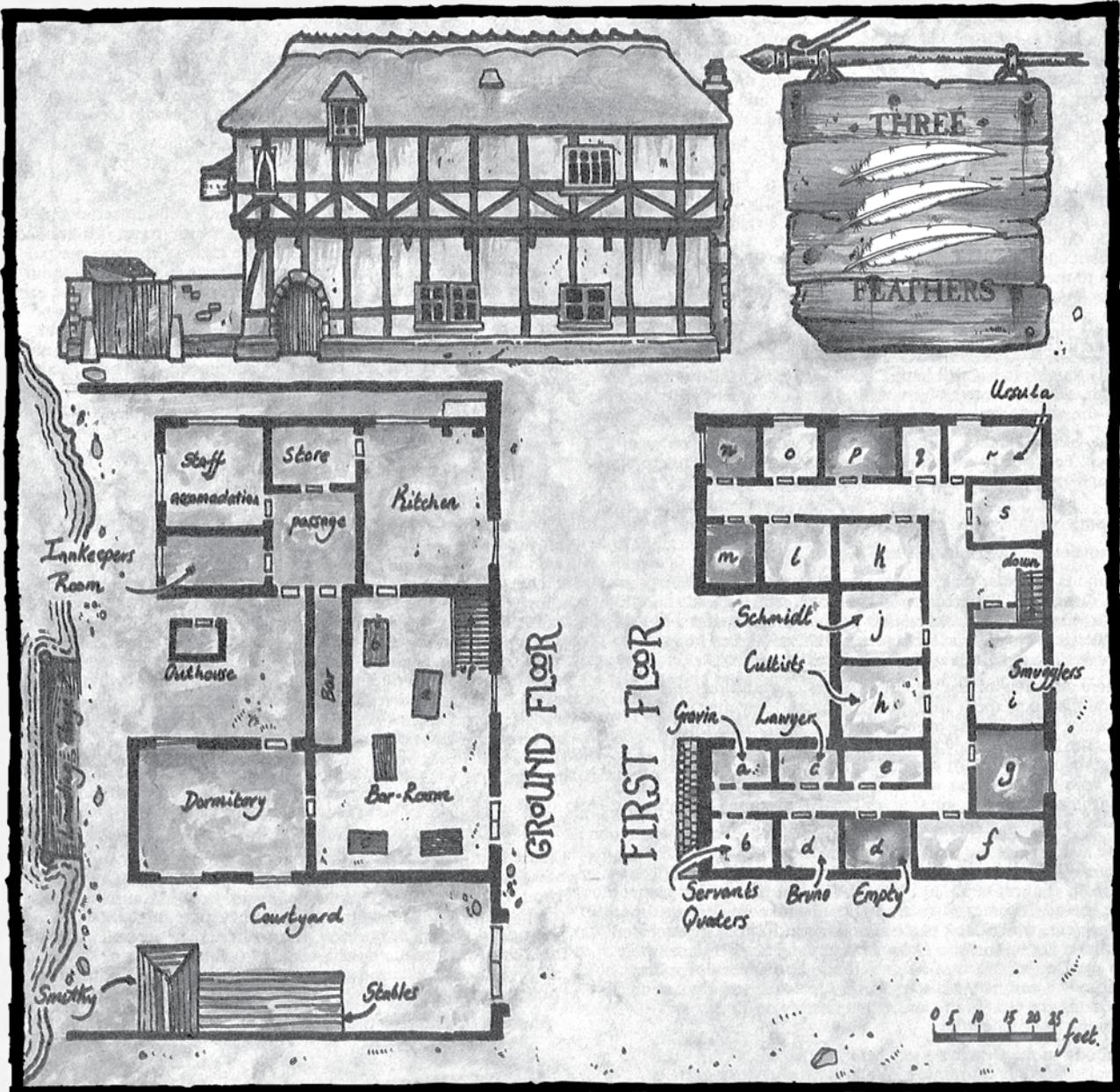
It's been a long day's travel, and the sun is just beginning to go down as you see an inn in the distance. As you draw closer, you see the sign of three feathers hanging outside, and notice that the place is unusually busy. There is a large and ornate coach pulled up outside, and servants—some in livery—are busying themselves with various trunks and chests as liveried men-at-arms look on.

Inside, the inn is bustling, servants are hurrying to and fro, and the innkeeper is engrossed in conversation with a scribe who carries a visibly bulging purse. It is fully ten minutes before you are able to attract his attention.

"Welcome," he says at last, "I'm sorry to have kept you waiting for so long, but as you can see, we have a distinguished guest tonight—the Gravin Maria-Ulrike von Liebewitz of Ambosstein, no less—and there are so many arrangements to be made. I hardly know whether I'm coming or going with it all. Now, then—you want a room? What am I saying, of course you do. Ah, excuse me again, I'll only be a moment."

You wait for another few minutes as he directs a train of servants to the Gravin's rooms.

"So sorry," he says as he returns to you, "It really is mad this evening."



THE INN

The notes on the map on page above should be self-explanatory. Rooms *a-j* are double rooms, while rooms *k-s* are singles. Note that the Gravin has taken over an entire wing, so that room *d* will be kept empty at her orders. If the adventurers book a double room, they will be given *g* or *f*.

The *Three Feathers* has ten single rooms and ten double rooms. At present five of the double rooms, (*a-e* on the plan), are being occupied by the Gravin and her party. The whole corridor has been sealed off, with two men-at-arms posted at the point marked *x* to make sure that the Gravin is not disturbed.

The other rooms are all free—the PCs have arrived fairly early in the evening, and the inn has not yet started to fill up. A single room costs 10 *s* per night, a double room costs 15 *s*, and a place in the dormitory costs 10 *p*. All prices include supper and breakfast. It is possible to cram one extra person into a single or double

room, but they will have to sleep on the floor and a surcharge will be made for them equal to half the cost of the room.

PLOT SUMMARIES

As noted above, there are several things taking place at once tonight. The following plot summaries should help you to keep track of things.

PLOT I: A MATTER OF IMPORT

Part of the inn has been taken over by Gravin Maria-Ulrike von Liebewitz of Ambosstein, a niece of Countess Emmanuelle of Nuln, and her retinue—half-a-dozen men-at-arms, a lawyer, a Judicial Champion, and various servants. She is on the way to Kemperbad for a trial, having been accused of immoral behaviour and complicity in the death of a guest at one of her aunt's legendary parties. The Gravin intends to exercise her ancient right of trial by combat, but agents working for Baron Otto von

Dammenblatz of Wissenburg, her accuser, are out to disable Bruno, her champion. How they go about this will be seen.

PLOT 2: COMPROMISING POSITIONS

Gravin Maria-Ulrike is not the only noble in the inn tonight. Also staying there—but incognito—is the young Graf Friedrich von Pfeifraucher, the third son of Count Bruno of Wissenland. He is accompanied by Fraulein Hanna Lastkahn, a daughter of one of the wealthy boatbuilding families of Grissenwald; the two have been conducting an illicit affair for some time, and have taken a room in the inn under the name Herr and Frau Johann Schmidt.

Unfortunately, they have been recognised by one of Gravin Maria-Ulrike's servants, who was once employed in the Pfeifraucher household. A blackmail attempt will follow.

PLOT 3: A FACE FROM THE PAST

Gustaf Rechtshandler, the Gravin's lawyer, is a graduate of the University of Nuln, where he was briefly a member of a secret society known as the Ordo Ultima. The Ordo was a front for a Chaos cult following Slaanesh, and Rechtshandler left when he discovered that it was not simply an innocent secret society. However, he never progressed far enough to discover the link with Chaos. Rechtshandler went on to great professional success, leading to his current position of favour with the von Liebewitz family, but now the cult wants something from him, and one of their agents approaches him in the inn.

PLOT 4: CREATING A SCENE

Fraulein Hanna Lastkahn (see **Plot 2**) is betrothed to Herr Thomas Prahmhandler, the heir to another of Grissenwald's wealthy boatbuilding families. He has been informed of her affair with

Graf Friedrich by a servant in the Lastkahn household, and will burst into the inn, very drunk and accompanied by three hired thugs. He intends to catch them in the act and horsewhip the young noble, regardless of the consequences.

PLOT 5: ASHES TO ASHES

All this is happening on the very same night that a group of smugglers have an important cargo to put on a waiting boat. The boat, unfortunately, isn't waiting. It scraped a lock downriver, and has lost half a day being repaired. This means that the smugglers must hide their cargo in the inn and wait for the boat to arrive in the morning. With an ordinary cargo, this wouldn't be a problem, but their contraband is human. He is Josef Aufwiebler, an agitator from Altdorf, wanted for inciting rebellion. He was treated with a coma-inducing drug, and the smugglers are disguised as Initiates of Mórr, ostensibly taking him home for burial. The drug was timed to wear off once he was safely on the boat, but because of the delay he will wake up during the night.

PLOT 6: A FISTFUL OF GOLD CROWNS

Ursula Kopfgeld, a bounty hunter, is following the smugglers. She was very close to Aufwiebler when he "died," and is convinced that something fishy is going on. She has followed the smugglers to the inn, and is waiting for the chance to act.

PLOT 7: YOU'VE GOT TO PICK A POCKET OR TWO

To add to the confusion further, Glimbrin Oddsocks, a Halfling Thief, is visiting the inn, and will attempt to steal anything he can during the night. Some of his movements are set down in the **Events** section, but any time you don't know where he is, he's all yours to use...

— EVENTS —

This is roughly what will happen during the night. Remember, though, that the course of events laid out here can be disturbed by what the adventurers do and where they are at any particular time.

And, of course, they will also be disturbed by what you want to happen. Feel free to tweak, bend, stretch, or mutilate these plots as much as you want. After all, who's going to know?

9:00PM

The adventurers arrive at the inn.

Bruno is seated at table *a*, arm-wrestling with one of the men-at-arms. Others are gathered round the table, drinking and shouting encouragement. Bruno defeats his opponent easily, and will accept a challenge from anyone for stakes of 1 *gc* or higher. Each bout of arm-wrestling is resolved as an **Opposed Strength Test**.

There are a few of the Gravin's men-at-arms and servants generally milling about in the barroom, and they may be persuaded to talk to the adventurers by a few drinks or a successful **Gossip Test**. They know that the Gravin is going to Kemperbad to deal with some legal matter. Should a PC achieve two degrees of success on a Gossip Test when talking to one of the Gravin's servants or men-

at-arms, it is further revealed that the matter has to do with the death of a guest at a party held by the Gravin's aunt, the Countess Emmanuelle von Liebewitz of Nuln.

The adventurers are permitted a **Common Knowledge (the Empire) Test** to have heard of the Countess' legendary parties; this is an Easy (+20%) Test for Nobles and the Etiquette talent also applies. Any PC achieving 3 degrees of success will already have heard some gossip about the incident, which took place about a month ago. The deceased was Baron Sigismund von Dammenblatz, an elderly minor noble from the Dunkelberg area. He was found dead, face down in a punch bowl, and now his son, Baron Eberhardt von Dammenblatz, is accusing the Gravin of causing his father's death through poisoning or witchcraft.

Nobody in the Gravin's party believes the accusation—the general consensus of opinion is that the Baron drank himself unconscious, and then slumped comatose into the punch bowl, where he drowned.

Also in the barroom is a grinning Halfling, who sits at table *b* toying with a pack of cards. He will be willing to play with anyone who offers, for stakes of a shilling a game. This is Glimbrin Oddsocks, and he is scoping out the inn's patrons for later light-fingered attention.



9:10PM

Three travellers come in out of the rain. They take off their heavy cloaks and hats and hang them up by the fire to dry, then book a double room for the three of them and order three hot meals. They go and sit at table *c*, and keep to themselves, trying not to become involved in conversation with anyone. These are the cultists of the Ordo Ultima (see **Plot 3**).

9:20PM

A servant in the Gravin's livery comes downstairs and speaks to Bruno, telling him that the Gravin wants him to stop the arm-wrestling in case he injures himself. Anyone at the same table or an adjoining table can overhear what he is saying, and characters with the Lip Reading skill and a clear line of sight can also "overhear" with a successful Skill Test. Bruno stands up abruptly, towering over the servant, and tells him in no uncertain terms to mind his own business. The servant retreats upstairs.

Scant minutes later the Gravin comes downstairs, accompanied by three servants. She goes to Bruno's table, and orders him to his room (room *d*). He obeys sulkily. A servant orders supper for the Gravin's party. The troops and the bulk of the servants eat in the bar, and meals for the Gravin, the champion, and half-a-dozen servants are sent upstairs.

9:30PM

A small boat arrives, carrying four people: a well-dressed couple in their early twenties, and two boatmen. A room (room *j*) is booked in the name of Johann Schmidt, and the crew of the boat is put up in the common room. The couple disappears

upstairs without supper or even a drink; it is clear that they only have eyes for each other. The boatmen stay in the bar, sitting at table *a*, and will be happy to chat and swap yarns with anyone. If questioned about their passengers, they will say that they are Herr and Frau Johann Schmidt, a newly wed couple from Grissenwald. The boatmen are aware of the couple's real identities, but have been well paid to keep quiet. Characters who succeed at a **Hard (-20%) Charm Test** will be able to uncover the truth; likewise, the boatmen will reveal the truth if offered at least 10 *gc* to do so.

9:35PM

A coach arrives from the north, bearing the livery of Cartak Lines of Altdorf. It has three passengers, all in the black robes of Mórr, who ask for a double room (room *i*) for themselves and their charge. They are conveying a body for burial, and ask to be allowed to keep it in their room. The barman is uncertain, and calls the landlord. He doesn't like the idea, but some gold discreetly changes hands and they get a secluded room, well away from the Gravin's party. They head for their room immediately, carrying a coffin and telling the landlord not to worry if there is any noise from their room, as they are required to pray over the body from midnight until dawn. The two coachmen stay in the barroom for most of the evening, before retiring to the dormitory; the coaching company, which has a regular arrangement with the inn, pays their keep.

9:50PM

Ursula Kopfgeld arrives at the inn on horseback. After seeing her horse stabled, she enters the barroom and books a single room (room *r*) for the night. Despite her appearance, she seems friendly enough, and will converse happily with anyone. If she is questioned about her business, she will claim to be working for the Kemperbad town council, taking a message to Nuln. She will not reveal any details about her supposed mission, saying that it is confidential.

At some time during the early part of the evening, you might have one of the minor male NPCs—a servant or man-at-arms—make an improper suggestion to her. She flattens him quickly and efficiently, and the landlord steps in to prevent a brawl from taking place. If one of the PCs makes an improper or insulting comment to her first, she will react in the same way, using all of her unarmed combat abilities. She will not draw a weapon, and the landlord and staff of the inn will step in after 2 rounds, aided by as many of the inn's other patrons as necessary.

10:00PM

A liveried servant comes downstairs from the Gravin's rooms, and orders all her party to retire for the night, since they will be starting at first light tomorrow. Reluctantly, the various servants and men-at-arms finish their drinks and drift off to the dormitory.

At about the same time, "Schmidt" comes down to the barroom for a bottle of wine. As he is on his way back to his room, he is approached by one of the Gravin's servants. A heated but inaudible exchange takes place, and Schmidt hurries back upstairs, looking very angry. The servant heads off to the dormitory. Characters

with the Lip Reading skill may (with a successful test) be able to discover that the servant is threatening to tell someone something about "Schmidt," but that is all.

10:10PM

Bruno Franke returns to the barroom, grinning broadly and looking around with exaggerated caution to make sure that none of the Gravin's party is still there. He orders a mug of ale, telling the barman to "keep 'em coming," and sits down at table *a* with the two boatmen, who are still there. After a few minutes an arm-wrestling contest starts again. Ursula watches for a while, and then challenges Bruno, putting five crowns on the table.

Bruno demurs for a few moments, but then accepts the challenge. A small crowd gathers as the contest begins. First, Bruno's arm begins to go down—he was being gentle with the lady—but he quickly applies more of his strength and the contest begins in earnest. Neither contestant moves—a sheen of sweat breaks out on Bruno's forehead, but it is an even match. Then Ursula's arm wavers, and Bruno—no longer the gentleman—pours on the power and forces her arm slowly but surely down to the table.

Although he has won, Bruno looks at Ursula with a new respect, and the two of them spend some time talking and drinking together. Bruno will not accept any more arm-wrestling challenges tonight.

A few minutes later, a tray of fresh drinks is taken to Bruno. There is nothing unusual in this—ale has been going steadily to his table since he sat down—but this time one mug of ale is drugged. It is intended for Bruno, but you should take care that he doesn't actually drink it, since he has things to do later on in the evening. Instead, a minor NPC or one of the adventurers should pick up the tainted mug. The ale is laced with a poison called Oxleaf. A wary character might notice the smell of it with a successful **Challenging (-10%) Perception Test**. Whoever drinks the poison must make a **Toughness Test** or pass out in 1d10 rounds. If an NPC takes the drink, assume he or she fails the test.

If and when the victim of the drugged ale passes out, Bruno will make some comment about people not being able to hold their drink, and if any of the adventurers are looking in the direction of the bar, a successful **Perception Test** reveals that one of the staff suddenly looks worried and leaves. If the adventurers pursue this individual, you should ensure that he gets away in the darkness of the courtyard.

10:15PM

One of the "initiates" comes down and speaks to the landlord. On a successful **Perception Test**, a few Crowns will be seen changing hands, and a successful **Lip Reading Test** will reveal that the "initiates" are expecting a boat to arrive at some time during the night, and that the landlord is to tell them the moment it arrives. The "initiate" returns to their room.

As soon as the "initiate" is out of the bar-room, Ursula goes to speak to the landlord—successful use of the Lip Reading skill will reveal that she is asking the landlord about them, and that he is telling her what they told him. A few more coins change hands, and Ursula goes back to Bruno's table.

10:25PM

One of the Gravin's servants comes down and orders Bruno to bed, saying that the Gravin has checked his room and found him missing. He goes sheepishly to his room.

10:40PM

Gustaf Rechtshandler comes down to the barroom, dressed in a nightshirt and a silk dressing gown. As he does so, one of the three cultists leaves the table and heads upstairs. Rechtshandler orders a brandy, and takes it back to his room (room *c*). A few minutes later, the other two cultists go upstairs to their room (room *b*).

10:45PM

One of the cultists goes to Rechtshandler's room. He knocks on the door, and the lawyer answers it after a moment. There is a brief exchange of words—too low to hear—and the cultist is admitted. A minute or so later, raised voices can be heard (listeners in the passage or in adjoining rooms can make a **Perception Test**; characters listening at the door can make an **Easy (+20%) Perception Test**). Successful eavesdroppers hear Rechtshandler's voice saying that he will not submit to blackmail, and the other saying that he has no choice. Abruptly, everything goes quiet.

10:50PM

Rechtshandler opens the door of his room quietly, and looks outside. If there is anyone in the passage, he will remark that he thought he heard something outside, and close the door, checking the passage again five minutes later. If the coast is clear, he will drag the cultist's body into the passage. If the PCs are not in their room at this point, he will deposit the body there—completely by chance—if not, he will leave it in the store cupboard.

11:00PM

"Schmidt" comes downstairs, looking drawn and worried. If the PCs are still in the barroom, he approaches them and asks one of them to take a message to the dormitory for him, offering 10 *gc* for the character's trouble. The job is to tell one of the Gravin's servants—a Hans Erpresser—that Schmidt wants to see him. If the PCs are not in the barroom at this time, "Schmidt" will hire one of the boatmen or coachmen to carry the message. Having paid the messenger, "Schmidt" returns to his room.

Erpresser goes to see "Schmidt." He knocks on the door, and is admitted straight away. There is a single thump from within the room (a **Perception Test** for listeners at the door, or a **Hard (-20%) Perception Test** for listeners in the passage or adjoining rooms) as "Schmidt" kills the servant. A few moments later, "Schmidt" cautiously opens his door to see if the passage is clear, and will attempt to dispose of the body in the same way as Rechtshandler (see **10:50pm**).

11:15PM

A message is delivered to the PCs by one of the Gravin's servants, requesting them to visit the lawyer's room. He explains that the

travellers in room *b* are blackmailing him, and offers the PCs 250 *gc* to dispose of them. While Rechtshandler is talking to the PCs, Ursula Kopfgeld leaves the bar *"to check on her horse"*—actually she is spying out the room used by the smugglers.

If the PCs accept Rechtshandler's offer, they will find that the cultists' room is not locked, since the two remaining cultists are waiting for their companion to return—they have not yet become concerned about his long absence. If the PCs attack immediately, the cultists will be surprised (they aren't expecting such trouble). If any noise goes on for 3 rounds or more, guests from adjoining rooms will come to investigate, spending one round knocking on the door and then entering the room to see what is going on.

II:30PM

There is a great hammering on the inn's main door. The landlord refuses to open it at first, but it seems that the knocker is prepared to break it down if necessary. After a few minutes the door is opened, and in comes a well-dressed—but fairly drunk—young man, and three large and aggressive-looking thugs. The young man demands to know whether a Friedrich von Pfeifraucher is here, asking everyone in the barroom in loud and angry tones. When everyone has told him that there is no one staying in the inn under that name, he pauses for a moment.

"Well, his boat's moored outside," he says, *"so I suppose we'll just have to go and look for him. Gentlemen?"* He waves his three thugs upstairs, and a brawl breaks out as the staff tries to stop him, aided by several of the inn's patrons. Whether or not the PCs are in the barroom at this time, you should arrange for the brawl to reach them, and for one of the PCs to lose a dagger in the confusion—this will be important later on.

If Thomas Prahmhandler—for it is he—makes it upstairs, he will systematically break down every door until he is stopped or until he finds von Pfeifraucher. If he succeeds, there will be a terrible and noisy scene as two of the thugs hold the noble down and Prahmhandler horsewhips him. The third thug holds the weeping young woman and forces her to watch. At some time during this event, Ursula will return to the barroom. She will automatically investigate any disturbance. If the brawl reaches the upper storey and lasts for more than three rounds up there, four of the Gravin's men-at-arms (unarmed and unarmoured, of course) will come to investigate, and will join the staff and other patrons in trying to put down the disturbance.

II:50PM

If the two remaining cultists are still alive, they will visit the lawyer's room, where a violent argument will take place. By the time anyone comes to see what is going on, Rechtshandler will be dead and there will be no one else in the room, which is bolted from the inside. The cultists left via the window, and spend about five minutes on the roof making their way back to their own room.

Meanwhile, Ursula Kopfgeld goes to her room, locking the door.

MIDNIGHT

There is a tremendous shouting and scuffling from the smugglers' room. The landlord tries to prevent anyone going in, explaining what the "initiates" told him about their needing to conduct

services over the body throughout the night. However, after a few minutes he decides he must speak to them, and will be glad of anyone's company. As he approaches the door of the room, everything suddenly goes quiet. One of the "initiates" opens the door when the landlord knocks, and apologises for the noise, promising to try to be quieter during the rest of the night. In the room, two "initiates" can be seen sitting firmly on a third. The one at the door explains that their brother sometimes has these spasms, being particularly sensitive to vibrations on The Other Side. It makes him a first-class priest of Mórr, but can be inconvenient. The landlord goes away, puzzled.

The noise was caused by the smugglers' charge waking up as the effects of the drug wore off, and their efforts in keeping him quiet. If the PCs accompany the landlord to the room, they may realise that there are now four "initiates"! If they mention this, the landlord will tell them that they must be mistaken, and will be very unwilling—requiring a successful **Hard (-20%) Charm Test**—to go back to the room or to allow anyone else to do so. If anyone does go back to the room, they will find three "initiates" there; the smugglers have knocked their charge unconscious and hidden him under a bed.

12:10AM

Glimbrin heads for the dormitory. The boatmen and coachmen also retire.

12:20AM

There is a loud female scream from the Gravin's wing. When the PCs arrive on the scene, they find a number of servants and others crowded round the door to Bruno's room—he has been found dead, with a dagger embedded between his shoulders. Everybody is roused from their beds and summoned to the barroom—at this point, it will become obvious that other people are dead or missing.

The innkeeper, by this time, has managed to convince himself that there is a murderer on the loose, and advises everyone to lock themselves in their rooms and not move until daylight, when he can send for the Roadwardens.

Before everyone goes back to bed, the Gravin displays the dagger with which Bruno was killed; it will look strangely familiar to the adventurers, since it is the one that was stolen from one of them about 20 minutes earlier. If the owner of the dagger does not own up straight away, one of the inn's staff (the one who stole it, naturally) will say that he remembers seeing an identical dagger in the character's possession. The PC will then be challenged to produce the weapon, but will, of course, be unable to do so. An ominous murmur develops in the room, and you should do your best to convince the player that his character stands a good chance of being lynched. If the character tries to talk his way out of trouble by claiming that the dagger went missing during the brawl at midnight, they will have to succeed at a **Hard (-20%) Charm Test**—people prefer the simple explanation that the character murdered Bruno.

After all the accusations and protestations of innocence have died down, the Gravin rises.

"I am authorised by my aunt," she says, *"to exercise her Imperial right of dispensing common justice, and it seems as well that I should*

do so here, especially since I am the most prominent wronged party. Therefore, I rule that this group shall be locked in their room until the morning, when I shall decide further. All weapons and equipment shall be removed from the room, and I shall post a guard at the door and beneath the window. You, however,"—she points at the strongest-looking warrior-type PC— "I sentence to replace my murdered champion until it shall please me to decide otherwise." A murmur runs round the bar, but no one questions her ruling.

The body is handed over to the "initiates" by the Gravin, who requests them to look after it until dawn. They agree to do so, and it is taken to their room, wrapped in a blanket, as are any other bodies that have been discovered so far.

The PCs will be locked in their room, with two of the Gravin's men-at-arms outside the door and another two beneath the window. You should make it clear that there are too many people in the bar for them to be able to escape at this stage. All their weapons and other equipment are removed by the Gravin's men-at-arms. The character whom the Gravin has chosen as her new champion is taken to Bruno's room (room *a*) and locked in.

After about half an hour, everyone goes back to bed.

1:20AM

A servant comes to the PCs' room to say that the Gravin wants to talk to them. They are taken to her room (room *a*) by four of the men-at-arms, stopping along the way to collect the new champion. The Gravin is waiting for them, still fully dressed. After ordering the men-at-arms to wait outside, she speaks to the PCs.

"I'm sorry it was necessary to have you locked up," she says, *"but it seemed to be the only way to calm everyone down. I believe you are innocent—no one would be so stupid as to leave his own dagger behind as a clue. Anyway, we have until dawn to discover who actually killed Bruno. I'm sure that Dammenblatz is behind it all—I'm going to Kemperbad to fight a lawsuit against him. If I'm right, then his agents will try to kill my new champion"*—she favours this character with an ironic smile—*"But this time you will all be waiting. The guard will be left on your room for the sake of appearances, but you will spend the rest of the night in Bruno's room. One weapon of your choice will be returned to each of you—no, no more than one. I don't want you trying to make a break for it. Well, then, let's get moving—there isn't much of the night left."*

The PCs are each given one item from their weapons and equipment, and locked in Bruno's room. The men-at-arms return to their posts guarding the PCs' room and Bruno's room. There is to be no light in the room, so the PCs are obliged to sit in the darkness, waiting for something to happen. Each character should make a **Will Power Test**; those who fail fall asleep before the next event happens.

2:00AM

A soft scraping noise comes from the chimney. Any character who is still awake will hear it with a successful **Perception Test**. Sleeping characters that make a **Very Hard (-30%) Perception Test** are woken by the noise.

If the PCs rush to investigate or give any other indication that they are awake, the noise will stop abruptly. If they keep quiet, someone will come down the chimney and into the room. Characters with



Night Vision will recognise the figure as one of the inn's serving staff. The servant, who can barely see in the darkness, will creep carefully towards the bed, relying on memory and care to avoid falling over anything. If he is attacked, the servant will attempt to escape through the window or up the chimney, and the two guards posted outside the room will come in at the first sound of any disturbance. Characters who are asleep when the servant enters the room can make a **Perception Test** to wake up on the first round of combat, but otherwise can take no actions. The test should be modified depending on how much noise is being made. Sleeping characters automatically wake up the second round if they haven't already.

If the servant is captured, the guards will bind and gag him, to await the Gravin's pleasure in the morning.

4:30AM

Dawn breaks. The Gravin calls everyone down to the barroom again, but there is no answer to the landlord's knocking on the door of the smugglers' room. The door is forced open, and a scene of carnage is revealed. All three "initiates" are dead, and the coffin with which they entered the inn has been broken open and contains a freshly dead, headless body. Ursula Kopfgeld is also missing, and her horse has been taken from the stables.

Once everyone has assembled, the Gravin brings out the servant captured by the PCs and explains that he was in the pay of Baron von Dammenblatz, and is responsible for Bruno's murder as well as the attempted murder of her newly appointed champion. She rules that the servant is to be locked up and handed over to the Roadwardens at the first opportunity, and then everyone goes on their way. It's been a busy night, and one that no one will forget in a hurry.

— CONCLUDING THE ADVENTURE —

EXPERIENCE POINT AWARDS

Experience points should be awarded for the following:

- For helping catch Bruno's murderer: *30 xp each*.
- For disposing of the cultists: *10 xp for each helping PC*.
- For beating Bruno at arm-wrestling: *5 xp*.
- For taking direct action to stop Prahmhander before he reaches Pfeifraucher: *10 xps for each participating PC*.

There are many other things the PCs can do to bring the adventure to a satisfactory conclusion, far too many to list here. For the remainder of the adventure, allow 10-30 points for quality of role-playing per individual PC (intelligence, wit, amusement value, diplomacy and tact, etc.) and 25-50 points per PC for group attainment of goals in the adventure.

WHAT NEXT?

If you want to get on with the main adventure, the Gravin might allow her new "champion" to go on his way, explaining that he was only intended as bait to trap the murderer and she can do a lot better for a champion anyway... She will, however, give the

party 50 *gc* each for their assistance, and might prove to be a useful contact in the future.

On the other hand, you could develop the adventure by having her insist that her new champion accompany her to Kemperbad. He will be paid 5 *gc* per day plus keep, with a bonus of 250 *gc* if she wins the case. The rest of the party can join her escort, being paid 1 *gc* per day plus keep. They can travel in their boat (if they have one) while the Gravin's party takes the riverside road. The journey to Kemperbad will be uneventful—unless you want to have another of Dammenblatz's agents make an attempt on the champion's life at another inn—and the Gravin's presence will ensure that the adventurers are not troubled by the Roadwardens or other officials.

When they arrive at Kemperbad, the "champion" will be placed in the arena with one weapon and one suit of armour of his/her choice, to face von Dammenblatz's champion (use the profile for a Pit Fighter). The combat is to first blood, so the first character to lose Wounds loses the bout—and the case. As soon as one combatant is wounded, the soldiers overseeing the trial will rush to separate them. If the adventurer wins, Gravin Maria-Ulrike will be delighted, and will buy him anything he asks for on the day after the trial. If the PC loses the Gravin will be fined, and the adventurers will be dismissed from her presence. A swift exit from Kemperbad may be a good idea...

— NON-PLAYER CHARACTERS —

Game statistics for the various NPCs are collected here for easy reference.

Gravin Maria-Ulrike

Career: Noble

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
43%	31%	28%	28%	34%	39%	45%	46%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	2	4	0	0	0

Skills: Charm, Command, Common Knowledge (the Empire) +10%, Consume Alcohol, Gamble, Gossip, Read/Write, Ride, Speak (Reikspiel) +10%

Talents: Coolheaded, Etiquette, Public Speaking, Savvy, Specialist Weapon Group (Fencing, Parrying)

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Main Gauche

Trappings: Too numerous to mention

Bruno Franke

Career: Judicial Champion (ex-Pit Fighter, ex-Veteran)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
49%	45%	46%	47%	43%	24%	44%	30%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	17	4	4	4	0	4	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Dodge Blow +10%, Gamble, Gossip, Intimidate +10%, Perception, Secret Language (Battle Tongue), Speak (Reikspiel)

Talents: Ambidextrous, Disarm, Specialist Weapon Group (Fencing, Flail, Parrying, Two-handed), Strike to Injure, Strike Mighty Blow, Strong-minded, Very Resilient, Very Strong

Armour: Medium Armor (Sleeved Mail Coat, Full Leather Armour)

Armour Points: Head 1, Arms 3, Body 3, Legs 3

Weapons: Flail, Foil, Great Weapon (Two-handed Axe), Hand Weapon (Sword), Knuckle-dusters, Main Gauche

Trappings: Healing draught, 10 yards of rope

Gustaf Rechtshandler

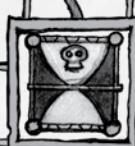
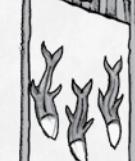
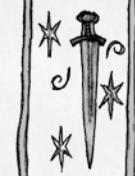
Career: Scholar (ex-Student)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
28%	24%	37%	36%	40%	41%	42%	43%

Rough Night at the Three Feathers



Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Academic Knowledge (Arts, Law +10%, Philosophy), Common Knowledge (the Empire +10%, Estalia, Halflings), Consume Alcohol, Evaluate, Gossip, Perception, Read/Write, Search, Speak Language (Classical +10%, Reikspiel +10%)

Talents: Etiquette, Excellent Vision, Linguistics, Savvy, Seasoned Traveller, Super Numerate

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand weapon

Trappings: Jewellery worth 250 gc, two law textbooks, writing kit, 750 gc

The Gravin's Servants

Career: Servant

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
31%	32%	35%	33%	42%	30%	35%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills: Animal Care, Blather, Common Knowledge (the Empire), Dodge Blow, Drive, Gossip +10%, Haggles, Perception, Sleight of Hand, Speak (Reikspiel)

Talents: Etiquette, Fleet Footed, Lightning Reflexes, Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Good quality clothing (the Gravin's servants all wear her livery), pewter tankard, tinderbox, storm lantern, lamp oil

The Gravin's Men-at-Arms

Career: Bodyguard

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
43%	25%	37%	41%	33%	32%	36%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	4	0	0	0

Skills: Common Knowledge (the Empire), Dodge Blow, Gossip, Heal, Intimidate, Perception, Speak (Reikspiel)

Talents: Coolheaded, Disarm, Hardy, Specialist Weapon Group (Parrying, Throwing), Street Fighting, Strike to Stun, Very Strong

Armour: Light Armor (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Buckler, Hand Weapon (Sword), Knuckle-dusters

Trappings: 20 s

"Initiates of Mórr"

Career: Smuggler

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
31%	44%	25%	29%	46%	46%	43%	43%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	2	2	4	0	0	0

Skills: Common Knowledge (the Empire), Drive, Evaluate, Gossip, Haggles, Perception, Row, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Speak (Reikspiel), Swim

Talents: Coolheaded, Streetwise, Strong-minded

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Club) and Dagger

Trappings: Robes of Initiates of Mórr, 2 gc

Ursula Kopfgeld

Career: Bounty Hunter

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37%	38%	42%	30%	36%	32%	41%	27%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	3	0

Skills: Common Knowledge (the Empire), Follow Trail, Gossip, Intimidate, Outdoor Survival, Perception, Search, Shadowing, Silent Move, Speak Language (Reikspiel)

Talents: Ambidextrous, Rover, Specialist Weapon Group (Entangling), Strike Mighty Blow, Strike to Stun, Very Strong

Armour: Light Armour (Leather Jerkin)

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Crossbow, Hand Weapon (Sword), Net

Trappings: Manacles, 10 bolts, 10 yards of rope, 50 gc

Josef Aufwiegler ("Mr. Body")

Career: Agitator

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40%	30%	31%	28%	32%	41%	29%	43%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	2	4	0	0	0

Skills: Common Knowledge (the Empire), Dodge Blow, Gossip, Heal, Intimidate, Perception, Speak (Reikspiel)

Talents: Coolheaded, Disarm, Hardy, Specialist Weapon Group (Parrying, Throwing), Street Fighting, Strike to Stun, Very Strong

Armour: Light Armor (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Rough Night at the Three Feathers

Skills: Charm, Academic Knowledge (History, Law), Concealment, Common Knowledge (the Empire), Gossip, Perception, Read/Write, Speak Language (Breton, Reikspiel +10%)

Talents: Flee!, Public Speaking, Street Fighting, Suave, Very Resilient

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: None

Coachmen

Career: Coachman

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
31%	41%	31%	30%	40%	31%	35%	34%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Animal Care, Drive, Common Knowledge (the Empire), Gossip, Haggle, Ride, Navigation, Perception, Secret Signs (Ranger), Speak Language (Breton, Reikspiel)

Talents: Hardy, Savvy, Seasoned Traveller, Specialist Weapon Group (Gunpowder)

Armour: Medium Armor (Mail Shirt, Leather Jack)

Armour Points: Head 0, Arms 1, Body 3, Legs 0

Weapons: Blunderbuss, Hand Weapon (Club)

Trappings: Instrument (coach horn), power and ammunition for 10 blunderbuss shots

Boatmen

Career: Boatman

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
43%	37%	37%	44%	47%	36%	23%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	4	0	0	0

Skills: Common Knowledge (the Empire, Kislev), Consume Alcohol, Gossip, Navigation, Outdoor Survival, Perception, Row, Sail, Secret Language (Ranger), Speak Language (Reikspiel), Swim

Talents: Excellent Vision, Orientation, Resistance to Disease, Seasoned Traveller

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand weapon (Club)

Trappings: Passenger boat, 2 s

Baron Friedrich von Pfeifraucher ("Johann Schmidt")

Career: Noble

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
46%	38%	27%	25%	27%	36%	33%	42%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	2	2	4	0	0	0

Skills: Blather, Common Knowledge (the Empire) +10%, Charm, Consume Alcohol, Gossip +10%, Read/Write, Ride, Speak Language (Reikspiel) +10%

Talents: Acute Hearing, Etiquette, Luck, Specialist Weapon Group (Fencing, Parrying), Super Numerate

Weapons: Main Gauche and Rapier

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Trappings: Jewellery worth 250 gc, noble's garb, 200 gc

Fraulein Hanna Lastkahn ("Frau Schmidt")

Career: Burgher

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
26%	31%	33%	31%	36%	46%	36%	40%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Common Knowledge (the Empire) +10%, Drive, Evaluate, Gossip +10%, Haggle, Perception, Search, Speak (Reikspiel +10%, Tilean)

Talents: Acute Hearing, Dealmaker, Savvy, Suave

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Good quality clothes, 10 gc

Thomas Prahmhandler

Career: Merchant (ex-Tradesman)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37%	38%	39%	42%	46%	35%	44%	40%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	0	0	0

Skills: Animal Care, Charm, Common Knowledge (the Empire), Drive, Evaluate +10%, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel), Trade (Merchant +10%, Shipwright)

Rough Night at the Three Feathers

Talents: Dealmaker, Super Numerate, Strong-minded
Armour: Light Armour (Leather Jerkin)
Armour Points: Head 0, Arms 0, Body 1, Legs 0
Weapons: Whip and Dagger
Trappings: 56 gc

Prahmhandler's Thugs

Career: Thug
Race: Human

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
40%	33%	38%	33%	41%	27%	43%	33%	

Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
2	12	3	3	4	0	0	0	

Skills: Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves' Tongue), Speak Language (Reikspiel)
Talents: Disarm, Lightning Reflexes, Quick Draw, Strike to Stun, Very Resilient, Very Strong, Wrestling
Armour: Medium Armour (Mail Shirt and Leather Jerkin)
Armour Points: Head 0, Arms 0, Body 3, Legs 0
Weapons: Hand Weapon (Club), Knuckle-dusters
Trappings: None

Dammenblatz's Agent

Career: Bounty Hunter
Race: Human

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
36%	36%	38%	35%	40%	28%	41%	34%	

Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	12	3	3	4	0	0	0	

Skills: Common Knowledge (the Empire), Follow Trail, Gossip, Intimidate, Outdoor Survival, Perception, Search, Shadowing, Silent Move, Speak Language (Reikspiel)
Talents: Rover, Specialist Weapon Group (Entangling), Suave, Strike Mighty Blow, Strike to Stun, Very Resilient
Armour: Light Armour (Leather Jerkin)
Armour Points: Head 0, Arms 0, Body 1, Legs 0
Weapons: Dagger and Hand Weapon (Mace)
Trappings: 3 doses of Mandrake, 6 doses of Oxleaf

Ordo Ultima Cultists

Career: Initiate
Race: Human

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
34%	31%	39%	41%	32%	45%	41%	43%	

Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	12	3	4	4	0	3	0	

Skills: Academic Knowledge (Astronomy, Theology), Charm, Common Knowledge (the Empire), Gossip, Heal, Perception, Read/Write, Speak Language (Dark Tongue, Reikspiel +10%)

Talents: Public Speaking, Lightning Reflexes, Resistance to Disease, Resistance to Magic, Very Strong

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Club)

Trappings: All the cultists have the symbol of a letter O enclosed with a letter U tattooed on their left breast.

Glimbrin Oddsocks

Career: Thief

Race: Halfling

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
23%	43%	15%	29%	50%	33%	30%	52%	

Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	11	1	2	4	0	2	0	

Skills: Academic Knowledge (Genealogy/Heraldry), Charm, Common Knowledge (Halflings), Concealment, Evaluate, Gamble, Gossip, Perception, Search, Secret Signs (Thief), Silent Move, Sleight of Hand, Speak Language (Reikspiel), Trade (Cook)

Talents: Fleel, Night Vision, Resistance to Chaos, Specialist Weapon Group (Sling), Streetwise, Super Numerate

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: 2 Daggers

Trappings: Lock picks, sack, 150 gc in jewellery (stolen), 25 gc

Three Feathers Staff

Career: Servant

Race: Human

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
32%	30%	30%	40%	46%	34%	37%	34%	

Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	13	3	4	5	0	1	0	

Skills: Animal Care, Blather, Common Knowledge (the Empire), Dodge Blow, Evaluate, Gossip +10%, Perception, Search, Sleight of Hand, Speak Language (Reikspiel).

Talents: Fleel, Etiquette, Fleet footed, Lightning Reflexes, Very Resilient

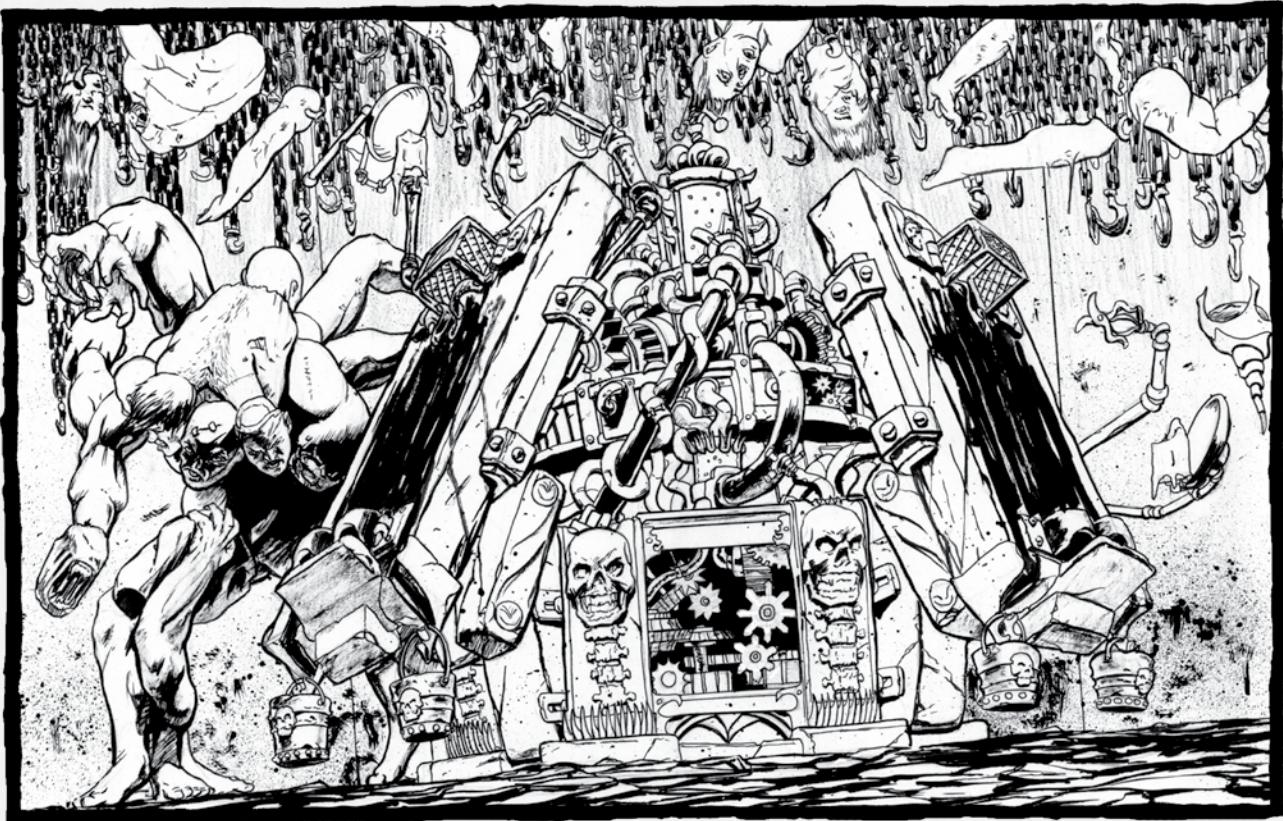
Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Improvised

Trappings: Serving tray and cutlery

• CARRION CALL •



This adventure can take place in any remote locale of the Empire. The PCs are travelling for some unrelated reason when they come across a heartbreak scene—a young man, Gustav Vonreuter, lies dying by the side of the road, apparently attacked and left for dead by a band of Beastmen. His final wish is that the PCs inform his family of his death, for which Gustav promises a handsome reward. Of course, it isn't that simple.

Unbeknownst (at first) to the characters, Gustav Vonreuter is a Ghost, sent by his necromancer father Ondurin Vonreuter to lure travellers to the family estate, Schloss Vonreuter. Ondurin intends to use them for his horrendous necromantic experiments, and the PCs must secure assistance from the rest of the Vonreuter household if they are to face Ondurin and make it out alive.

The adventure is quite linear up until the point where the PCs learn something is terribly, terribly wrong. The rest of the

adventure depends on the choices they make—primarily, which of the Vonreuter family they trust to help them against Ondurin. The adventure's main location is Schloss Vonreuter, a huge and crumbling estate of abandoned hallways and dead ends, which is surrounded by forest and far from the closest town. Apart from that, it can be anywhere in the Empire the PCs happen to be. The adventure has a strong Gothic horror feel, with a debased family, madness, fathomless evil, and plenty of shambling Undead.

Carrian Call is best suited for characters reaching the end of their Starting Careers. Less experienced characters will have a hard time with some of the Undead creatures, while more experienced characters may have spells available to them that would endanger some of the adventure's story elements. Many of the foes in this adventure have the Frightening or Terrifying talents, so it's a good idea to brush up on the rules for Fear on Terror on pages 197-198 of the *WFRP* rulebook.

— BACKGROUND —

Ondurin Vonreuter is the latest in the Vonreuter line, a clan of sorcerous dabblers and black magicians stretching back into the history of the Empire. Ondurin is the last such practitioner in his branch of the family. As a young man Ondurin, inspired by the teachings of his elders but disillusioned by the hidebound tradition of their studies, struck out on his own, promising himself that his own studies of magic would have practical and meaningful results rather than the abstract book-learning of his ancestors. His speciality was necromancy and his mania was the re-animation of dead flesh.

Ondurin became obsessed with the way undead flesh could be moulded and combined as it never could in life.

The young Ondurin had money and intelligence. What he needed was material. He bought an old house, a manse once owned by the Feirsinger family that later became the heart of Schloss Vonreuter. He took advantage of its isolation to conduct ever more sinister experiments. He bought corpses from grave robbers, collected examples of rare and unusual animals, and practised reanimating

them and grafting them together. Ondurin's early experiments were frustrating. He was not the equal of his ancestors, and his few creations were stupid and weak. He began researching more and more esoteric sources—the ramblings of madmen in the prisons of the Empire's cities, discredited diaries from travellers to Araby, Lustria, and the Southlands, and forbidden books obtained at great expense from the libraries of the Church of Sigmar and the Colleges of Magic.

This was all very well, but Ondurin became convinced that to truly achieve his goals he needed more than just knowledge. He needed a higher standard of raw material. To put it simply, he needed living subjects. This was a trickier enterprise than experimenting on the dead, for while there are many willing to make money from a dead body there are few prepared to sell the living. So Ondurin set about acquiring his own subjects, inviting those who lived nearby into his mansion and drugging them, or occasionally hiring crooks to kidnap travellers on the road. By this time Ondurin was well into middle age and realised he, too, would need someone to pass his knowledge on to, and so from one of these occasional victims he made a wife, Sanne, crudely brainwashed and bent to Ondurin's will. She bore him five children—Gustav, Wilhelmina, Jonah, Sothelin, and Anya.

Ondurin was too liberal with Gustav, allowing him to ride out from Schloss Vonreuter. Gustav rejected Ondurin's attempts to impart his necromantic secrets and one night rebelled openly, threatening to bring the witch hunters down on evil old Ondurin's head. Ondurin killed his son without hesitation, and using some of the most complex ritual magic he knew, bound Gustav's soul.

If the boy would not obey him in life, he damn well would in death. Ondurin vowed not to make the same mistake with his other children, confining them to the Schloss and trying to break their wills until they were as pliable as Sanne. During these years Jonah went insane and Ondurin confined him to a locked room, intending to study his madness. Wilhelmina and Sothelin accepted their father's dominance and so Ondurin favoured them, unlike the wilful and disobedient young Anya. Ondurin could not break her, so he treated her worst of all, leaving her neglected and traumatised.

Meanwhile, Ondurin had added rambling passageways, ill-shaped rooms, and dead ends to the old house, forming the sprawling estate of Schloss Vonreuter. Here he imprisoned Jonah along with any still-living subjects he captured. He sometimes even let his experiments run free, for the use of necromantic magic had so twisted the mansion that escape was nearly impossible.

Despite this progress, Ondurin felt he needed more subjects. He was sure he was close to unlocking secrets of necromancy that would awe his hidebound ancestors, but he needed to keep working. So he devised a plan to bring travellers directly to Schloss Vonreuter, where he could trap them in the maze of the estate, pick them off at leisure, and bring them down to his laboratory. He commanded Gustav's ghost to enter a body he had created, and devised the ruse that brought many unsuspecting do-gooders and adventurers to his home.

But unknown to Ondurin, Gustav's will was gradually weakening the spell that commanded him. And eventually, a certain band of adventurers was brought to the house, whom Gustav's spirit intended to help escape...

— THE STORY UNFOLDS —

SCENE I: THE ROAD TO RUIN

You spot something just past a bend in the road. A young man lies by the side of the path. You see his has suffered terrible wounds, massive gashes in his chest and stomach. He was a handsome, fit youth but now his lifeblood is seeping into the mud. There was obviously a vicious fight here—the man's sword, its blade broken, lies near his hand and the mud is churned with footprints. He looks up at you with the last of his strength and tries to speak.

Characters who help the young man learn his name is Gustav Vonreuter. He was returning home when vicious Beastmen attacked him. They cut him down and then returned to the dark forest. A successful **Heal Test** reveals that he is on death's door and beyond help. There is nothing the PCs can do for him now, except to fulfil his one last wish.

"I am a dead man. I accept that. But my family... please, you have been a friend to a dying stranger, now just do one thing more for me. My family home, Schloss Vonreuter, is just a few days east from here. Take this, the family seal... it will prove to them that you tell the truth... go there and tell them what has happened to their son. Tell them and let them grieve..."

Gustav shakily hands the PCs his family seal, a palm-sized iron disk on which is embossed the symbol of the Vonreuter family, an axe with a snake wrapped around it. To characters that insist on getting something out of running this errand, Gustav says his family are rich and the characters will be rewarded greatly. Once he has made sure the PCs understand what he wants them to do, Gustav falls back to the earth, blood running from the corner of his mouth. His last few breaths are ragged and laboured, and then he dies.

PCs with **Follow Trail** find a few tracks leading into the forest on a successful test, but the trail goes dead a short distance from the road. This is because (as is unknown to the characters) there were no Beastmen in the first place.

"Gustav" is, in truth, one of Ondurin Vonreuter's necromantic creations, a likeness of Gustav possessed by Gustav's ghost. The ghost is enslaved by Ondurin's magic and has been forced to carry out this ruse several times, luring many travellers to Schloss Vonreuter. Ondurin is a skilled necromancer, so the likeness is perfect and completely realistic—there is no reason, other than natural suspicion, for characters to think Gustav is anything other than a dying man with one last wish.

The PCs must now choose whether or not to honour Gustav's request and if so, when. Perhaps the tragic death of a young man, or the promise of quick reward for little effort, will spur them on to Schloss Vonreuter quickly. Perhaps they will leave the errand for some other time, especially if they were travelling on more pressing business. Eventually, it is hoped, they will head for Schloss Vonreuter. If they do not, they will have no idea what horror they narrowly avoided.



SCENE 2: MEET THE VONREUTERS

It is late evening by the time you reach the home of the Vonreuter family. Schloss Vonreuter is far removed from the closest road, reached by a winding track that winds through dense, dark forest. Approaching the house the forest gives way to a wide clearing, in which sits Schloss Vonreuter.

The Vonreuter estate was once a single grand house, built in the old Imperial style with dark stone and high arched windows. But over the decades wings and outhouses have been added so the estate is now confusing jumble of styles, piled up against the walls of the stern old house. Most of the estate is dark, with lights only burning in the windows of the old house. Two torches light the main door, and you see a woman emerge from the house. An ageing and pale woman with a pinched, lined face, she hurries towards you.

"Please," she asks, "Have you come with news of my son?"

This is Schloss Vonreuter, and the woman is Sanne Vonreuter, mother of Gustav and wife of the head of the family, Ondurin Vonreuter. Sanne reacts to the news of her son's death by turning silent and sinking to her knees, at which point Ondurin strides out of the house to see to his wife and talk to the characters.

The man is old but in fine health, with long greying hair and a barrel chest. His stern face softens slightly as he consoles his wife, before turning to you.

"My name is Ondurin Vonreuter, and this is my wife, Sanne," he says in a deep and sonorous voice. "Gustav is my son. I take it you have come to tell us he will not be returning to Schloss Vonreuter?"

Ondurin Vonreuter is clearly sorrowful about the death of his son but it does not shock him as it does Sanne. The world is a harsh one, he asserts, and the Empire is a dangerous place for anyone who has a taste for adventure. Ondurin says he always knew that the independent and wayward Gustav would come to harm one day. He asks to see the seal Gustav gave them, and once he has seen it Ondurin invites the PCs into the house—it is only right that he give them a night's hospitality so he can reward them properly in the morning.

Ondurin leads the characters into the hall of the old house at the centre of the estate. Inside it is even more reminiscent of the old Empire, with dark wood panelling worked into elegant Gothic lines, stone floors smooth with age, and an air of antiquity and fading wealth. The house seems large and draughty, and the only servant here is Lothar, Ondurin's manservant. Ondurin sends Lothar up the grand twin staircase to fetch "the children," and the family is assembled to hear the bad news.

Sanne is silent as Ondurin introduces his family. "This is my son, Sothelin," he says, indicating the tall, dark-haired youth, who nods briefly in greeting. "Sothelin is Gustav's younger brother," explains the old man.

Next he indicates a petite blonde girl, barely into her late teens, who would be pretty were she not quite so pale and drawn. Next to her stands an older girl, beautiful with dark lustrous hair and full lips—she is holding the hand of a third girl who is only five or six years old. "This is Anya," says Ondurin, indicating the pallid girl, "and Wilhelmina here is my eldest. Her child is my granddaughter Elena."

The girls curtsey.

With the family assembled, Ondurin tells them of Gustav's death. He asks the characters to explain how Gustav died. The Vonreuter women play their parts well, crying and wailing on cue. With the ugly business of breaking the news done, Ondurin invites the characters to eat with them so they can toast Gustav's short life with the family. Ignoring any protests, Ondurin orders Lothar to set more places at the table.

The meal is simple, but hearty and plentiful. The characters and the Vonreuter family, except for the child Elena, all sit down to eat a dinner of sausage, boiled potatoes, and cabbage. The meal begins with Ondurin leading a toast to Gustav with a very agreeable red wine. Ondurin then asks the characters about themselves and their exploits, giving them an opportunity to relive their past adventures. This is a time when the characters can observe the Vonreuter family, and start to get some idea of how they act and the relationships between them.

Ondurin is very much the head of the family, and leads the conversation. He completely dominates his wife Sanne, answering questions for her, cutting her off, and glaring at her if she speaks without being spoken to. Sothelin, Ondurin's son, is brooding and monosyllabic and not much of a conversationalist.

The two daughters, Wilhelmina and Anya, are more interested in what adventures the characters have had. Wilhelmina makes

eyes at the most handsome adventurer, and acts impressed by any reported exploits—in spite of the news of her brother's death she is confident and as flirtatious as she can get away with. Anya, on the other hand, just wants to hear about the Empire beyond the walls of Schloss Vonreuter. Wilhelmina will tease Anya at every opportunity. Ondurin lets her get away with it, but will be stern if Anya answers back.

If the conversation turns to Gustav, it emerges that his death is little surprise. Gustav was wayward, choosing to go out adventuring instead of helping maintain the estate. It was only a matter of time before messengers came to the house with news of his death. Sanne remains visibly upset but the rest of the family feel Gustav was lost to them long ago—he was just too headstrong, too ambitious, convinced he could find his fortune galloping around the Empire while all he ever earned himself was an early grave.

Once the meal is done, Ondurin summons Lothar to take the characters to the guest rooms prepared for them. Lothar, courteous but not particularly chatty, leads the characters through the main hall and into the jumbled, confusing part of the estate, where ill-fitting corridors jut off at strange angles and it is very easy to get lost. The characters have two connecting rooms with as many beds as they need. Lothar apologises gruffly that these are the only rooms suitable, as the rest of the estate is plagued by damp. The rooms are well appointed and comfortable enough but they have no windows.

Once the characters settle in, Lothar locks the door and shuffles away. The PCs may protest about being locked in, but Lothar says that it's for their protection. As the sound of his footsteps recedes, silence descends on Schloss Vonreuter. If the PCs shout for Lothar or the Vonreuters, there is no response. The lock cannot be picked from the inside, but three successful **Strength Tests** can break the door open. This is an Extended Test.

If the PCs go to bed, Gustav's ghost wakes them up in the small hours. If they try to leave the chamber and explore the mansion, Gustav's ghost appears as they open the door. In either case, **Scene 3** begins.

SCENE 3: GUSTAV RETURNS

The air turns suddenly cold and a shimmering light bleeds through the door into the room, bathing the room in a faint bluish glow. The glow coalesces into a human form—the form of Gustav Vonreuter, the same man you last saw dead by the side of the road. His ghostly form is covered in straight scars as if he had been partially dissected by an anatomist, with straight cuts and right angles carved into his silvery skin. His mouth opens and closes dumbly until finally you hear his faint voice, echoing as if from a distance.

"My father wishes you ill, strangers... you must flee this place, but father commands the dark things in the woods, and to leave you will have to face him... Avenge me and all those who he lured here before you. Save yourselves... I am so sorry, but father used me, used my soul, and he will do the same to you..."

Gustav's ghost begins to fade. Characters who ask a pertinent question quickly enough might be rewarded with a vague answer

from Gustav, but a few seconds later he fades from view and is gone. The characters have now received a dire warning from the dead. What they do next is up to them.

EXPLORING SCHLOSS VONREUTER

Ondurin had Schloss Vonreuter designed and built to be as confusing a warren as possible. His magical experiments have warped the place even further and it often seems like the corridors rearrange themselves. He sometimes lets his necromantic experiments out of his lab so he can observe them hunting one another through the maze of corridors and rooms that surround the old house in which he and most of his family live. The characters' rooms are in the centre of this frustrating labyrinth—they can find their way back to the main hall with a successful **Intelligence Test**, and from there either outside or up the stairs to the rooms of Ondurin's two daughters, but otherwise they are limited to blundering around until they find something.

The PCs realistically have three choices: wander around until they chance upon something, head out of the estate through the main entrance, or make for the rooms of Ondurin's daughters. If they opt to just blunder off into the darkness, after a few dead ends and wrong turns they come across Jonah Vonreuter's room (think of Jonah as a punishment for characters who don't have a plan) in **Scene 8**. The grand staircase in the main hall leads up to a landing with two exits. From behind one door can be heard little Elena singing softly (Wilhelmina's room, **Scene 6**) while a cold draught blows under the other door (Anya's room, **Scene 7**). Characters who choose to go outside and make a run for it go to **Scene 4**.

The nature of Schloss Vonreuter is such that initially these are the only choices available to the PCs. To go anywhere else they need help from one of the family members, who long ago learned how to navigate the estate. The PCs will have to work out which one they should trust. They may ultimately have to face Ondurin Vonreuter himself, but they can't get to him or his necromantic laboratory just by blundering about in the dark.

Ondurin's manservant, Lothar, is wandering the estate during the night and can be used as an impromptu encounter if the characters are having it too easy, or if they are standing around wondering what to do next. Lothar is fiercely loyal to Ondurin in spite of the harrowing magical procedures he has undergone. Lothar is supernaturally strong and resilient, but quite slow and not very bright.

SCENE 4: OUTSIDE THE ESTATE

It is cold and bleak outside, lit only by a crescent moon. The wind whips down cruelly through the forest and Schloss Vonreuter looms blacker than the night sky above you.

You spy something in the forest through which you first came. Two tiny red pinpricks shine between the trees, then another pair, and another, until the whole forest seems infested with them. With a start, you realise they are the eyes of hundreds of creatures, shining malevolently in the dark. The forest teems with them, all waiting for you to approach. The sinister glow of their eyes can only mean one thing: these are no natural creatures.

PCs who makes a successful **Challenging (-10%) Perception Test** see just what Ondurin Vonreuter controls there: Undead Wolves. These creatures—their stinking fur matted and mouldering, bones poking through their skin, eyes blazing red—haunt the forest around the estate, along with the shambling skeletons that remain of Ondurin's earliest victims. Individually these creatures are little threat but characters who persist in fighting them are swamped by their sheer numbers, dragged down, and killed. Characters might fight a quick skirmish but should be very aware that continuing to do so will lead to their deaths.

If the characters choose to skirt around Schloss Vonreuter, they spot a cluster of tombs in the shadow of the estate.

Just visible in the faint moonlight you see a cluster of small buildings of pale marble, like miniature temples under the brooding shadow of Schloss Vonreuter. Wind-worn friezes and pediments catch the moonlight, along with moss-encrusted columns and statues.

Characters who wish to brave the tombs go to **Scene 5**—otherwise their only realistic options are to return to the house or fight to their deaths in the infested woods.

SCENE 5: GUSTAV'S TOMB

Several tombs of varying sizes stand in a cluster. They are badly overgrown and their marble walls are blotchy with mould.

There are five tombs in all. These are the crypts of the family that once lived in the house that became Schloss Vonreuter. Ondurin neglected the tombs, using one to store Gustav's body and ignoring the others. The dead of the previous family, the Feirsingers, still lie in the tombs, and the head of the family Sven Feirsinger is so offended at the evil that has come to the house he built that his spirit still curses the name of Ondurin Vonreuter.

TOMB I

The largest tomb, and the most elaborate, has two statues of Imperial knights holding up the pediment. The years have worn away their features but the inscription above the tarnished bronze door remains:

*Helga Feirsinger
2407-2443*

Mother, Wife, Beloved

This is the tomb of Helga Feirsinger. The door is heavy and corroded, but can be moved with a successful **Strength Test**.

This tomb was clearly made with little expense spared. The walls inside are carved with figures, their heads bowed in mourning. They were once painted, but the paint only remains in flecks, with the rest having peeled off due to the damp. Mould is everywhere, its smell choking. There are

places for flowers to be placed, but any flowers have long since withered away to nothing. The single coffin sits on a raised slab—the hardwood coffin has survived the rigours of time, but the fittings and hinges have rusted away.

Within the coffin is the body of Helga Feirsinger. Only her skeleton remains—a few threads of silver and gold are all that tell of the finery in which she was buried, the rest of her clothing having rotted to grey rags. Characters successfully searching her coffin find a silver mirror that were buried with her, worth 15 gc. The gold threads, should anyone gather them up, can be melted down into gold worth 1 gc. However, searching in this way disturbs her corpse and angers the spirit of her husband, Sven Feirsinger (who broods in **Tomb 2**).

TOMB 2

This tomb is plain and blocky, with little ornamentation. It looks like the newest of the tombs, and though still many years old it has stood up well to the years. The inscription over the door is still deep and legible:

*Sven Feirsinger
At last, an end to sorrows
2394-2468*

Sven Feirsinger, the last of his family line, is interred in this tomb. His spirit is deeply offended by the evil Ondurin has brought to his home and, if the PCs have treated the rest of his family with respect, he can hint at what the characters might still have to face. The door is sealed and requires a successful **Hard (-20%) Strength Test** to open.

This tomb is as plain inside as it is outside, with nothing but a single stone shelf along the back wall on which lies a sturdy black wood coffin. Just visible sitting on the shelf beside the coffin is the silvery outline of a person—an elderly, bearded man with an eye patch, wearing the battered remnants of leather armour and carrying a sword scabbarded at his waist. The ghostly figure looks up at you.

"Vermin," he spits. "So he has sent more of his spawn to torment us. Just because I'm dead doesn't mean I won't make you suffer. You and the old man." His hand flies to the hilt of his sword.

Sven assumes the characters are more members of the Vonreuter family, here to desecrate his tomb and do gods know what to his body. He knows if the PCs have disturbed the bodies of his wife or daughter, and believes that characters who have done so must be in league with Ondurin. If the characters have disturbed the bodies or do not try to convince Sven that they are not on Ondurin's side, Sven will slash at them with his ghostly sword, roaring in frustration as it passes harmlessly through them. Sven cannot leave the tomb and cannot harm the characters, but that won't stop him from trying, cursing them in his futile attempts to kill them.

PCs who protest their innocence and are convincing about it can get Sven's attention, as long as they have treated the bodies of his family with respect. Sven built the house that later became Schloss

Vonreuter, a handsome mansion for him and his family to live in, with the proceeds from a successful adventuring career. He loved his wife Helga very much, but she never recovered from the death of their two-year-old daughter, Ilona. Helga herself died of a broken heart two years later and Sven held on for many years after that, finally dying a lonely old man. He does not regret his life—he had a good woman who loved him, after all, which he thinks is something few men can say—but he abhors what happened to his home. Ondurin Vonreuter took it over and built the monstrosity of Schloss Vonreuter around it. Sven doesn't know exactly what Ondurin and his family do in there but he knows it is evil—he has heard the screams of Ondurin's victims and can feel the evil magic pulsing from within the house. It is this necromantic energy that has kept Sven's spirit here instead of letting him move on to join his wife and child. Ondurin even used the tomb of Sven's brother, Karl, to house something essential to whatever evil he is cooking up. Ondurin's Undead creations ransacked the tomb of Aethillianis, Sven's old Elven adventuring companion. Sven has seen Ondurin outside the house, along with his brute of a son and harpy of a daughter (by which he means Sothelin and Wilhelmina) but he isn't aware of any other family members.

Sven wishes he could help the characters face Ondurin, but there is nothing he can do from beyond the grave. He desperately wants to see his wife and child buried somewhere else, however. It doesn't matter where, so long as it is somewhere free of the kind of evil that infuses Schloss Vonreuter. Sven doesn't need his body reburied—he will not have it said that he ran away from anything, even in death. But he does not want the souls of his wife and child trapped, or worse, by Ondurin's evil.

If the PCs make it out of Schloss Vonreuter with the bones of Helga and Ilona and then rebury them somewhere less evil, they will have fulfilled Sven Feirsinger's last wish and salvaged something good from the horrors of the Vonreuter family's crimes. They receive no material reward for this—dead men don't hand out purses of gold—but can rest in the knowledge that they have done something good in the face of evil.

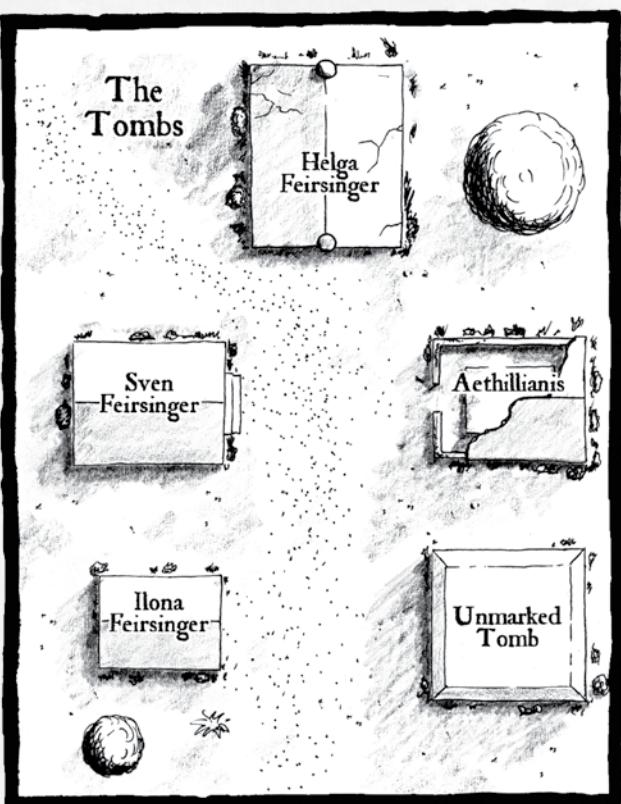
TOMB 3

A small, delicate tomb, this has suffered greatly from the years. The marble has been forced apart by overgrowing foliage and crumbled by rampant mould. Once this tomb was decorated with elaborate scrollwork but now it is on the brink of crumbling to dust. The inscription is eroded and illegible.

This tomb is the oldest in the group, and it houses the body of Ilona Feirsinger, who was two years old when she died. The door is loose and falls to the ground if a character tries to open it.

The tomb is in a bad state. Vegetation has crept in through cracks in the walls and the fine carvings that once adorned the walls are all but obliterated. A stone table once stood in the centre of this tomb but it has half-collapsed and a tiny coffin has slid off and now lies against one wall.

The coffin contains the tiny skeleton of Ilona Feirsinger. Nothing remains of the clothes she was buried in. Searching the coffin turns up a small clockwork toy, a little metal horse that gallops on the spot when its spring is wound. The toy's clockwork insides are rusted and the toy does not work. It is of very fine Dwarven manufacture and



can be sold for 50 *gc* but characters with the foresight to get it fixed by a Dwarf craftsman (which will cost about 25 *gc*) can then sell it for 100 *gc*. However, searching the coffin like this disturbs the body of this little girl and angers the spirit of her father, Sven Feirsinger.

TOMB 4

The door and half the roof of this tomb have been torn off. It is a ruin—there is no way of telling what it might have looked like when built.

This tomb, which once housed the body of the Elf Aethillianis, has been broken open and ransacked by Ondurin's Undead who wandered out of the forest. Aethillianis was Sven Feirsinger's old adventuring companion, whose body Sven recovered and buried properly many years after the Elf's death.

Inside, the tomb is a wreck. The splintered remains of the coffin lie on the floor along with debris, tangled undergrowth, and a few bones. A successful **Search Test** doesn't turn up anything useful but will cause the character to realise that there are a few more bones here than could be accounted for from just one body (since some are from the Undead that ransacked the tomb and destroyed Aethillianis' body).

TOMB 5

This tomb is a simple box shape of marble, without columns or pediment. There is no inscription in the space above the door. It seems to be slightly better kept than the other tombs, but it is still overgrown and grimy.

This tomb was originally that of Karl, Sven Feirsinger's late brother. Ondurin Vonreuter took out Karl's body and put the corpse of his son Gustav in there instead, to make sure that the body was well away from the attentions of his necromantic creations within Schloss Vonreuter. The door is fitted with a lock much newer than the rest of the tomb—it takes a successful **Hard** (-20%) **Pick Lock Test** to open it.

The small door opens with a squeal of rusted hinges. The air inside is foul and stale, and the tomb has clearly been neglected. Inside the tomb, the floor is littered with rat droppings, dust, and debris, and in the centre of the room is a raised block of marble on which sits a coffin of dark wood, plain except for the Vonreuter family crest.

This is the tomb of Gustav Vonreuter, Ondurin's unfortunate son. Characters who open the coffin find Gustav's corpse, dressed like the Ghost who visited them but now little more than a mouldering skeleton (although this body has been clearly been there for less time than those in the other tombs). The body is, bizarrely, wrapped in a heavy chain, still shining brightly silver in spite of the state of the body. This chain can be removed fairly easily and contains a lot of silver—it is worth 30 *gc* to a tradesman who can melt it down, such as a jeweller.

If the chain is removed, Gustav's ghost suddenly appears at the foot of the coffin.

"Thank you, friends. By unshackling my body you have weakened my father's spell over me, if only for a short while. I grieve that I should have been used to lure you to



my father's house, just as he lured all those poor souls for whom I could do nothing.

"My time here is short so I will be as brief as I dare. My father, Ondurin Vonreuter, wishes to use you in his ... experiments. He used me, too, and I did not survive. Neither will you. He trapped my soul in a body he created and forced me to go out and lure travellers like you to this house. Father's magic means I remember less and less but I do know that you will never make it through the woods while father still commands the creatures that infest them. You will have to face father and destroy him, but I fear you cannot do it on your own. I can help you no more but perhaps one of my brothers or sisters can—but whatever you do, do not trust Jonah. That much I remember..."

As you watch, the spirit begins to fade.

Once Gustav's Ghost is gone there is nothing of interest in the tomb aside from the coffin and the corpse.

SCENE 6: WILHELMINA'S CHAMBERS

You hear a child singing a nursery rhyme, slightly off-key. The sound comes from beyond a door at the end of the corridor and you can feel the warmth of a hearty fire from behind it.

Wilhelmina and Elena live in these chambers, and provide one means of getting the characters out of Schloss Vonreuter. Wilhelmina can lead the characters through Ondurin's necromantic laboratory and out through the hidden tunnel, but she demands a horribly high price for doing so. Elena, meanwhile, promises an even easier way out, but will instead betray the characters. Wilhelmina's door is unlocked—in fact, she is very welcoming indeed.

The door opens onto a well-appointed suite of rooms, dressed out in white silks with a deep, lush carpet and expensive furnishings in the Bretonnian style. The air is warm and perfumed. The little girl, Elena, sits on the large four-poster bed singing idly while Wilhelmina is at her dresser. She turns around at your approach, and you see she is wearing only a flimsy nightshirt.

"Well, you're out of your rooms. I see father may not have all his fun after all."

Wilhelmina (who likes people to call her "Mina") is coquettish and seductive. She latches on to the most handsome party member she noticed earlier, flutters her eyelids, and generally makes herself inviting. Wilhelmina can help the characters get out of Schloss Vonreuter and readily offers to do so. She can, she says, take them through "father's playroom" and through his hidden tunnel out beyond the woods. However, she is confident the characters won't be able to find their way out on their own (she is correct about this) and will only help them if they do something for her first.

Wilhelmina is obsessively jealous of her sister Anya. She will lead the characters out of Schloss Vonreuter if they kill Anya and bring her head to Wilhelmina. Wilhelmina does not think this is wrong

or strange—she thinks it is perfectly natural to hate someone enough to want them dead. She'd do it herself if she didn't think her father would be angry. Wilhelmina sees Anya as wicked, deceitful and spoilt, and does not budge from this viewpoint no matter how unreasonable it seems. Only Anya's violent death will satisfy Wilhelmina, and she will be in the debt of whoever kills her sister.

Wilhelmina retires to her bedchamber to allow the characters to think this one through. Once she is gone, Elena approaches the characters. Elena appears to be a sweet little girl and says that they shouldn't trust Wilhelmina, instead offering to rescue the characters herself. Elena has spent long days playing in the estate and knows every inch of it—she can get the characters out without them having to do anything as horrible as killing Anya.

If the characters choose to kill Anya, Wilhelmina sticks to her word and, after carefully placing Anya's head on her dresser, leads the characters through the tangled interior of the estate to the laboratory (see **Scene 10**). Anyone who participates in such cold-blooded and calculated murder, however, must make a **Will Power Test** or gain an Insanity Point.

Characters who choose to go with Elena are led to the laboratory, too, but with rather less pleasant results. Anyone touching Elena, such as by holding her hand, realises with a jolt of disgust that she is cold to the touch. Elena isn't a little girl at all, but the reanimated body of a dead child, who is curious about what will happen when Ondurin's experiments are let loose on the characters. Elena was made by Ondurin as a present for Wilhelmina, and Elena is every bit as cunning as any of the other family members.

SCENE 7: ANYA'S ROOM

The air is chilly towards this end of the corridor. From behind a single door you can hear faint weeping.

The door opens onto a small, cold room. The furniture is a mixture of old and broken, and there are stains of damp on the walls. A glassless window looks out on the forbidding woods outside. Anya, Ondurin's younger daughter, sits on the bed crying to herself. She looks around as she hears the door open and stares at you in surprise.

"You... you're still alive..."

Anya knows that her father intends to use the characters as material for his necromantic experiments, since several hapless travellers have met the same fate. She is therefore surprised to see the characters alive and out of their rooms. Once she has gotten over the shock, she will be glad that they are still amongst the living. She was crying because it pains her to see another band of travellers die horrible deaths at the hands of Ondurin.

Anya readily offers to help the characters escape on the condition that they take her with them. Anya is terrified of her family, especially her father—Ondurin loves Wilhelmina far more than her and Anya is sure she will end up like poor Gustav. Unfortunately, Anya can only lead the characters to Ondurin's chambers (she doesn't know how to get into the lab), where they will have to destroy Ondurin, thus breaking the spell on the woods and allowing them to escape. This is far more difficult than following Wilhelmina through Ondurin's lab. If the characters

agree to take Anya with them she leads them through the house to Ondurin's chambers (**Scene 9**).

Anya is a good-hearted but downtrodden and traumatised character. She has lived all her life in Schloss Vonreuter, never venturing beyond the woods that surround the estate. She is terrified of her father, having witnessed what he can do first-hand. She knows what happened to Gustav and she is certain that sooner or later Ondurin will chain her to his operating table and dissect her like he does his other victims. However, Anya has never given up hope that she might escape. Once she realises the characters are alive, she considers them (correctly) to be her only hope of ever getting away from Schloss Vonreuter. She is fascinated by the Empire beyond the estate, having learned about some of it from Ondurin's books, and longs to flee into its lands of civilisation and adventure.

SCENE 8: JONAH'S PRISON

You turn a corner and come across a short, steep staircase. There is a door at the top with several heavy iron bolts holding it in place. There are no locks, but the door can definitely only be opened from this side. The air here is clammy and cold, and the lanterns on the walls flicker, covering everything in shifting shadows.

You can hear a faint scrabbling behind the door, and then a voice, hoarse and faint.

"Is someone there? Please, help me... for the love of the gods, help me..."

Beyond this sinister door is Jonah Vonreuter, the insane son of Ondurin Vonreuter. No one else in the family ever talks about Jonah, and with good reason: He is dangerously unstable, even compared to the rest of the family. The characters don't know that, however, and so Jonah has a chance of persuading them to let him out.

Jonah is a filthy, unkempt, and malodorous individual, dressed in rags. If the characters open the door they will be greeted by a second door, this time of sturdy iron bars, set just inside the room. This means that Jonah can't get out even when the outer door is opened. The barred door has a heavy padlock that can be picked or smashed (requiring a successful **Pick Locks Test** or **Strength Test**)—should the characters want to.

Jonah, of course, wants to escape. He has lived in this small attic room for most of his life and desires freedom more than anything. The characters represent his only real chance to get out and he tries to persuade them to free him. He offers to help them in any way they want, and if they demand help in getting out of Schloss Vonreuter he says he can get them out past the haunted woods without having to face Ondurin or, indeed, fight anyone—he claims to know of a secret tunnel Ondurin uses to go out and terrorise the nearest settlements. Jonah will seem reasonable and sane. Characters who refuse his requests point blank, however, will be met with a barrage of abuse.

Jonah makes a convincing victim. Characters might well decide he has reason enough to be their ally, and could free him as he asks. This would, tragically, be a grave mistake as Jonah is utterly insane.

Jonah whoops with joy as he is freed, dancing down the stairs and capering around the corridors. After a few moments of this

he grabs a lantern off the walls and smashes it on the floor so the burning lantern oil sets light to the wooden walls and floor. He does this again and again unless the PCs stop him, because nothing pleases him more than to set Schloss Vonreuter ablaze.

The initial fire can be contained with timely action. However, if Jonah succeeds in smashing at least two lanterns, Schloss Vonreuter ignites, flames leap from wall to wall, and smoke chokes the corridors. PCs who blunder around through the burning nightmare bump into Lothar (if they haven't already), who is coming to find out what's happened. The leaping flames will distract Lothar, so the PCs can make it back to the Main Hall without interference as Lothar vainly tries to stop the inferno. The suffocation rules (see *WFRP*, page 136) apply to anyone that stays behind in the burning part of the house. Once the fire gets going, the PCs must race against the clock to make good their escape. You should describe the progress of the fire as they move from scene to scene, playing up the threat and the need for speed in these circumstances.

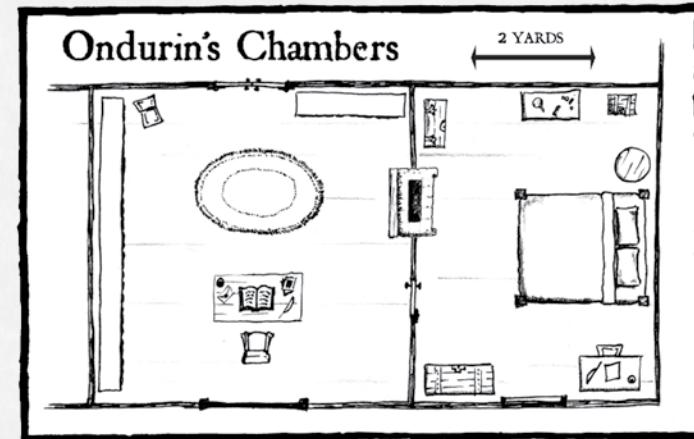
Once Jonah has gone or been subdued, the PCs might want to take a look at his cell (assuming it isn't on fire). They can find nothing save for some well-gnawed chicken and pork bones, a pile of stinking rags that Jonah uses as a bed, and the bucket that serves him as a toilet. Needless to say, none of this is worth anything.

SCENE 9: ONDURIN'S CHAMBERS

A massive oaken door looms up ahead. It is inscribed with runes that seem to squirm away from the eye, refusing to be read. There is a faint hum in the thick, greasy air.

Anya can lead the characters to Ondurin's chambers. This is likely to be the location of the adventure's climax—a battle with the nefarious Ondurin Vonreuter himself, necromancer, patriarch, and multiple murderer.

"Who dares?" bellows a familiar, resonant voice as the door creaks open. The chambers inside are lit by a fire that rages in an open hearth, before which sits Ondurin Vonreuter, bent over a massive hidebound book laid out on his desk. Bookshelves cover the walls, stacked with



mouldering volumes. Deformed creatures, stuffed and mounted, hang from the ceiling or stand on the floor.

"You!" says Ondurin darkly, rising from his seat. "I see you have rejected my hospitality. But then you are not familiar with my art. The ignorant are often fearful when confronted with true beauty. When you understand, you will welcome the chance to become more than you are."

Ondurin fully intends to see the characters killed or captured, and taken down to the laboratory for re-animation and other more unnatural experiments. However, it would please him more to see them go willingly and so he will, if the characters give him a chance, explain to them why he does what he does. Ondurin is, of course, insane but he believes in what he is saying and it will offend him that no one else thinks the same. It is therefore inevitable that, sooner rather than later, the situation will come to a head, unless the characters are all crazy and depraved enough to desire futures as mindless, Undead abominations.

Ondurin Vonreuter thinks of himself as an artist. He takes mundane living things and makes from them wonders worthy of admiration. Everyone else, including the PCs, seems to him to have meaningless lives, grubby little souls, and pointless futures. He is doing them a favour by taking them and changing them into something new by means of his necromancy. If only people would think about things from his point of view they would understand, and surely then there would be hundreds of people beating a path to Schloss Vonreuter so they could be transformed. But alas, people are small-minded and ignorant, and so Ondurin must lure them to his estate to visit his art upon them.

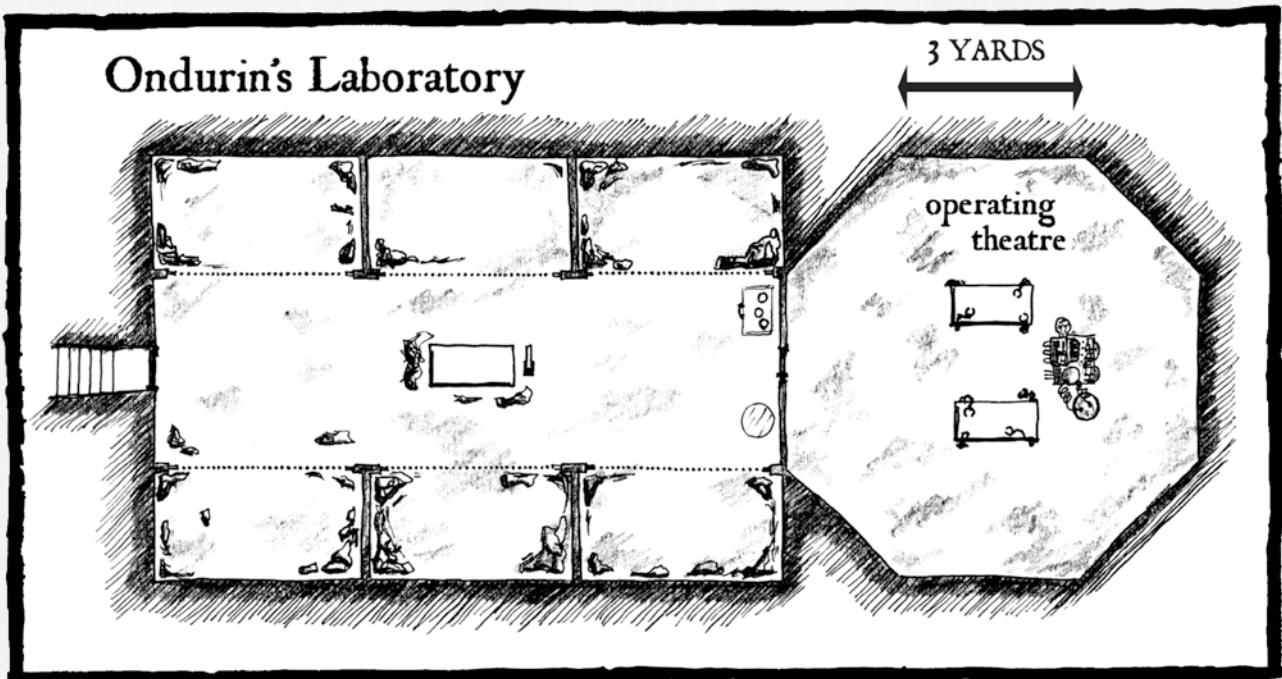
Only dangerously insane characters will see Ondurin's rantings as anything other than the workings of an irretrievably evil mind. Should they try to argue with him, he bellows insults at them and begin casting necromantic spells at them. The characters might elect to charge and attack him at any time, which has much the same effect.

Ondurin is a hale and healthy man in spite of his age, but his principle weapon is his magic. He will use everything in his arsenal—if a character gets close enough to hit him he will tend to back off and continue casting. If he has a chance, he'll use various summoning spells to create Undead creatures to protect himself. There are plenty of raw materials in his chamber.

A further complication is Sanne, Ondurin's wife, who is in Ondurin's bedchamber leading off from the study. Sanne is completely dominated by her husband, and if it looks like Ondurin will die then she will try to save him. Sanne is feeble compared to Ondurin (and probably to the characters as well) but her intervention could buy Ondurin enough time to get off another spell or two. Shrieking horribly, Sanne will dive between her husband and the character attacking him, willingly suffering horrible wounds to keep the attacker away from her husband. Sanne's death is a horrible thing but sadly, if the characters are to destroy Ondurin, it will be difficult to avoid.

If Ondurin is defeated, his control over the woods around Schloss Vonreuter will be ended. The Undead will collapse into inanimate piles of bones and the forests will be passable once more. Characters venturing out through

Ondurin's Laboratory



the woods are but a couple of steps away from escaping Schloss Vonreuter.

Ondurin's chambers are well appointed. He has little of obvious value—Sanne has no jewellery, for instance—but a successful **Search Test** turns up a fine set of writing implements worth 25 *gc*. Sharp-eyed characters might think there is some money to be made out of Ondurin's stuffed animals, especially the more freakish ones, and they would be right. Characters willing to carry the stuffed animals out of Schloss Vonreuter can sell a five-legged deer for 25 *gc*, a two-headed toad for 10 *gc*, and a stuffed puppy with a third eye in the middle of its forehead for 15 *gc*. The most valuable possession Ondurin has, however, is his Necromantic grimoire. This tome of blasphemy is worth 350 *gc*—but finding a buyer and closing the deal should be a risky activity. Witch Hunters would show no mercy to anyone dealing in such forbidden knowledge, and may even pose as collectors of such foulness to trap the characters. Ruthless characters can also keep the grimoire and use it, for the knowledge contained within, though dangerous, is very powerful. Religious authorities, however, will be even harsher on characters who use such a book than on those who try to sell it.

SCENE 10: ONDURIN'S LABORATORY

A massive iron door stands at the bottom of a damp, slimy stone stairway. You must be well beneath the ground by now—the air is cold and wet and the few lanterns cast weak, flickering light.

The door slides open at your approach and you are left in no doubt that this is the lair of a madman. Cages line the walls, each containing some monstrous horror that leaps slavering to its feet as it spies you. One creature is a nightmare of canine bodies fused together, its patchy fur peeling off to reveal red wet muscles beneath and its

many pairs of yellow burning eyes staring madly at you. Another was once a Human but has had so much muscle tissue grafted onto it that it is a lumbering misshapen monster, with even the features of its face obscured by thick bleeding cables of muscle. Two emaciated corpses slither along the floor of another cage, gnawing at the bars, no flicker of intelligence behind their decaying eyes. The stench of corruption mixes with the acidic tang of chemicals.

In the centre of the room is a large raised slab that was once white marble, now stained dark red-brown by countless dissections and operations. Near the table, a massive rusted iron lever juts from a hole in the flagstones. The only way to the exit at the far end of the room is past the cages. Lit by strange sulphurous censers that hang from the ceiling, the dark, dank stone cellar is a vision of hell.

The characters can reach Ondurin's lab by following Wilhelmina or Elena. What happens when they get there depends largely on which family member led them there.

The Undead creatures (the Canine Zombie, the Lumbering Zombie, and the Emaciated Zombies) in the cages are held safely there unless the doors are opened. The lever in the centre of the room opens all the cell doors—if it is pulled, the creatures will get out and set about rending anyone in the room to pieces.

Wilhelmina will lead the characters through the lab—the monstrosities that slaver at her as she passes will not in the least bit perturb her. If the characters are with her they can safely pass through the lab into the operating theatre unless they do something very stupid (like pulling the lever). Each character entering this room and seeing these horrible creatures must make a successful **Will Power Test** or gain an Insanity Point.

Elena, on the other hand, is curious to see what will happen if the monsters get to attack the characters. She will scurry to the lever and pull it, releasing the monsters. Sensing a fellow Undead

ARTUS' JOURNAL

Day 14

The journey back is almost done. We are all exhausted and hungry. Dieter is cloven and sickly, I fear he will not last the journey. Those damn Greenskins gave as good as they got, I suppose. But at least it is nearly over. We will soon be back at Baron Heimller's lands to receive our rewards. Well-earned, too, if I say so myself.

Day 17

We were held up by Helmut insisting we stop to bury Dieter. I told him he was just a weakling scholar who dwelt too much on sentiment, but he replied, "You are a heartless man, Artus, even for a mercenary." Perhaps he is right. We have all suffered and we long to return to civilisation.

Day 18

More damned delays. Some fool got himself left for dead by Beastmen on the road. We tried to help him, but he didn't make it. He said his family was rich and that if we told them he was dead then we would be rewarded. I agreed that we should head to his family's home—it's not much out of our way and we might beg some food and lodgings for a night. Two paydays in a row doesn't sound like too bad a deal to me.

Day 20

The old man didn't seem to take the death of his son too badly. The lad was an adventurer, and there's enough of us die out there sure enough. I suppose I'll be lucky if anyone bothers to find Karla to tell her when I die. The fellow gave us a hearty meal and I noticed a couple of the lads eyeing up his prettier daughter. I told them we'd soon have enough money to go wenching to their heart's content.

It's evening. The lights are burning low and the family seems to have locked us in. No one comes when we call. Fine damn hospitality. The lads think it might be a trap. Could be they're right. Whatever they're planning, my lads are tough enough to take on this bunch of backwater inbreds.

creature, the monsters will not attack Elena—Elena will skip around the room playfully, singing happily as the characters fight for their lives.

Should the characters end up battling the inhabitants of the lab, their best tactic is probably to get back out of the lab and seal the door behind them.



Characters who search the room find several blood-encrusted medical implements. Very sharp and of high quality, once cleaned up they can fetch up to 25 *gc* from a surgeon.

In a locked cupboard are several glass jars with horribly malformed animals suspended in preservative chemicals. Some of them are so deformed as to defy description, and one looks like it might be some mutated, underdeveloped parody of a human baby. These are quite horrible to look at but, as with anything bizarre, there will be someone out there who will buy them—the characters can offload the animal samples for a total of 10 *gc* and the "human" one will go for up to 20 *gc*.

The floors of the cells are covered in excrement, rotting meat, bits of bone, and other noisome trash. This makes searching them properly a **Hard (-20%) Search Test**. The cell that held the many-headed dog zombie contains an almost intact severed woman's arm with painted fingernails, which is still wearing a silver bracelet worth 10 *gc*. The cell that held the slithering zombies contains the ragged remnants of a set of travelling clothes, and amongst them a soiled but still partly legible leather-bound journal. Only the last few entries can be read. The pages are torn and stained dark with blood, and the writing is in a crude, uneducated hand. See the **Artus' Journal** sidebar for the text.

Past the first room of the lab is a large octagonal room: Ondurin's operating theatre.

This large, eight-sided room is the heart of the horror. Dozens of preserved body parts hang on chains from the ceiling—arms, legs, heads, all with ghastly blue-grey skin and dripping a faint drizzle of yellowing preservative liquid. A pair of raised slabs, crusted with blood and scarred with deep blade marks, stand side-by-side in the centre of the room. Manacles at the head and foot of the slabs suggest that those operated on had to be held in place as they were dissected. A mass of complex machinery stands between the slabs, its many

tubes and cogs stained with gore. The whole room reeks of powerful chemicals, their fumes almost overpowering.

This room is indeed Ondurin's operating theatre, where he dissected creatures and fused them into the monstrosities he keeps in the lab. Unfortunately, there is one creature that is not kept caged—the guard-beast that Ondurin created to deal with intruders into his lab. As might be expected, the presence of the characters will wake this creature.

The guard-beast will appear if the characters go more than halfway into the room, such as to inspect the slabs or the machinery standing between them.

The chains above your heads jangle, an almost musical sound as if a sudden breeze was stirring them. With a wet thud a head falls to the floor, trailing stringy black hair. Its eyes snap open and roll crazily. A hand slaps to the floor next to it, then another, then a leg, until more than a dozen body parts lie in an oozing pile. Then, with a horrible wet slurping sound, the pile rears up and rearranges itself into an almost-humanoid shape, a hunched spasming nightmare of dissected bodies. Its clusters of feet thud on the floor as it lurches towards you.

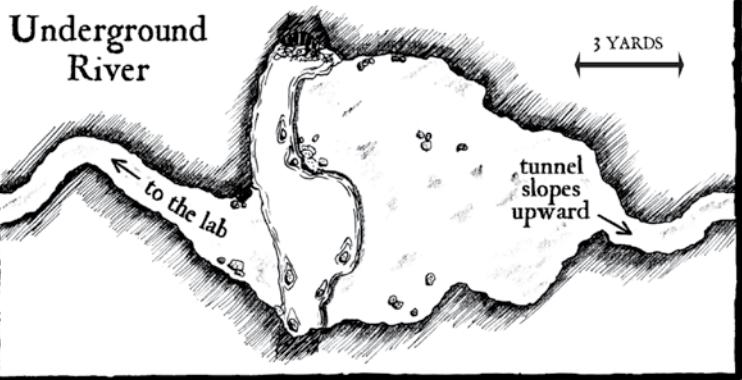
If Wilhelmina is with the characters and survives this encounter, she will show the characters a cavity in the far wall where one of the stones that make up the walls has apparently fallen out. This small hollow contains a switch that causes the furthermost wall to swing out with a grinding of stone, revealing a long, dark, slimy passage leading gradually downwards. A successful **Search Test** will also reveal this cavity, but only bravely feeling around inside will reveal the switch.

This tunnel is dank and dark, but it represents one of the best chances the characters have of getting out of Schloss Vonreuter. Those braving it go on to **Scene 11**.

SCENE II: UNDERGROUND RIVER

The sound of rushing water echoes down the narrow tunnel. Up ahead the tunnel opens out into a large cave, carved across the tunnel by a fast-flowing underground river. The air is moist and the ceiling drips ice-cold water. On the far side of the river, the tunnel continues into the darkness. The river roars into a seemingly natural exit, which is blocked by thick, rusting iron bars.

The river broke through the tunnel relatively recently. Ondurin barred the river's exit to prevent any wilful experiments from escaping by jumping into the river and letting themselves be swept away down its course. This means that characters cannot be swept away by the river, but there is a downside—the river is polluted by run-off from Ondurin's labs and anyone falling in will find themselves churning in a foul necromantic stew.



This underground river crosses the tunnel at right angles. The channel cuts through the tunnel, so the characters need to get across the river somehow if they are to get to the far end of the tunnel. How they do this is up to them. Just swimming the river requires a **Hard (-20%) Swim Test**. Using ropes or other means to cross the river can make this task easier.

Characters failing a **Swim Test** in the river are swept up in its swift waters and driven against the bars blocking the exit. Once they get their heads above water again they realise something they couldn't see from the shore: bloated bodies and hacked-off portions of corpses choke the exit, held there by the force of the rushing river, and the character is now immersed in this hideous stinking necromantic detritus. Any PC experiencing this foulness must make a successful **Will Power Test** or gain an Insanity Point. On the plus side, once swept to the river exit characters can claw their way across to the far side without further **Swim Tests**.

The tunnel slopes gradually upwards from the far side of the river. After a few more minutes it emerges into some rather bleak moorland, just beyond the infested forest. The characters have finally escaped Schloss Vonreuter—but not the Vonreuter family themselves.

SCENE I2: LIKE FATHER, LIKE SON

One member of the Vonreuter family remains unaccounted for: Sothelin. If the PCs have been lucky and gotten out of Schloss Vonreuter without much difficulty, you can have Sothelin appear as they flee from the (possibly burning) estate.

With the haunted forest just behind you, you emerge onto an area of bleak moorland broken by rocky outcrops. A stiff breeze whistles across the moors, past stands of dead trees and stagnant pools. As you leave the forest there is a deep rhythmic sound above you—too late, you realise it is the beating of great wings.

A massive black shape, like an enormous rotting bird of prey, flaps clumsily over your head and thuds to the ground in front of you. The stench of rotting meat rolls over you and you realise this must be another of Ondurin's experiments—a massive undead carrion bird, staring at you with glinting black eyes set above an enormous bone-white beak, sharp and cruel.



Perched on the bird's back is Sothelin Vonreuter, accoutred as if for war in a suit of black iron armour, a lance in one hand and a shield in the other.

"I am my father's only son," he calls over the knifing wind and the beating of his steed's wings. "So it falls to me to avenge the dishonour you have done to us! You have insulted my family and transgressed its laws! Your lives belong to my father, and I shall deliver them to him!"

Sothelin lowers his visor, couches his lance and, with a massive beat of the bird's wings, charges forwards.

Sothelin Vonreuter is as insane as his father, imagining himself to be the defender of an ancient and noble family's honour. He intends to kill the characters and bring their bodies back for his father to do with as he will.

If Anya or Wilhelmina is with the characters, Sothelin will attack them first, yelling out that they are treacherous harpies who besmirch their family name. Furthermore, if Sothelin is informed of his father's death (such as by a confident character taunting him) he flies into a rage, dropping his shield and lance, jumping down off his Carrion steed and attempting to grapple with the bearer of the bad news at the first opportunity.

If Sothelin is removed from his steed, the abomination continues to attack but flies off if wounded. Sothelin, however, will have to be slain.

VENGEANCE DELAYED

It's entirely possible that the PCs will be in rough shape by the time they escape from Schloss Vonreuter. Depending on the choices they made, they may have already fought multiple combats over the course of the evening and taken debilitating wounds. If this is the case, or if you simply would like a long-term antagonist for the PCs, do not have Sothelin and his carrion attack the PCs right away. Instead, assume the enraged Sothelin failed to find the PCs in the dark and so vowed to hunt the interlopers down and make them pay. If his father was slain and/or the estate burned down, Sothelin becomes completely obsessed with taking his vengeance.

Exactly how Sothelin attempts to fulfil his vow is up to you. You can simply use the carrion attack encounter previously described some time later, when the PCs are engaged in a different adventure. Sothelin will, of course, show up at the worst possible time and the PCs will no doubt be surprised when the Vonreuter family arises to smite them again. Alternately, you can use Sothelin as an even longer-term foe. He can become a mastermind who engineers all sorts of difficulties for the PCs while himself remaining in the shadows. It may take the PCs months or even years to discover who their secret enemy is and in that time Sothelin is sure to follow his father onto the path of the necromancer.

— AFTERMATH —

Once the PCs have escaped Schloss Vonreuter, a couple of days of walking will bring them to a road to civilisation. The exact circumstances will depend on where in the Empire the adventure has taken place, but the characters should not be too far from safety.

The aim of *Carrian Call* is for the characters to survive and escape, but that does not mean they have left Schloss Vonreuter behind forever. Depending on the events of the adventure there could well be one or more members of the Vonreuter family left alive, perhaps Ondurin Vonreuter himself. If the characters did not have to face him in *Carrian Call* then it is possible, indeed probable, that they will see him again as he seeks revenge for whatever chaos the characters wrought in his home. Jonah and Wilhelmina could likewise be dangerous foes for the future. Sothelin's use as a antagonist has already been discussed.

Even if the family themselves do not turn up again, Ondurin Vonreuter has done more than enough evil to have it live on. There are still Undead monstrosities kept at Schloss Vonreuter—even if the estate burned down they could have survived in cellars or

outbuildings the characters did not find. Moreover, Ondurin's enduring legacy could be his knowledge. After decades of monstrous experiments he built up a formidable library of necromantic secrets, just begging to be rediscovered and put to use by some impressionable young wizard or wicked sorcerer.

And finally, while the characters may have cut down the Vonreuter family tree, there is no telling what branches they may have missed. The family saw fit to forget one of their sons, Jonah—who is to say there are no more? Moreover, the family has generations in the past, too, and given the necromantic tradition Ondurin seems to have inherited, it is possible that his ancestors are still living (or at least, not dead). Perhaps the Vonreuters have an ancestral plot somewhere else in the Empire, containing the tombs of old Necromancers—monstrous, ancient creatures awoken by the characters' actions at Schloss Vonreuter. *Carrian Call* need only be the beginning in an epic campaign to foil the plots of the ancient and immeasurably evil Vonreuter clan.

Rather more immediately, there is a good chance that Wilhelmina or Anya will have got out of Schloss Vonreuter along with the characters. Wilhelmina is treacherous and untrustworthy—she will fit in quite happily with a band of cutthroats or swindlers, but anyone else she will rapidly abandon (preferably after getting what she can out of them with seduction and lies). Anya, however, is trustworthy. Though traumatised by her years exposed to the horrors of Schloss Vonreuter, she will recover, and will probably settle in the next large town the characters come to. She could even

join the characters, becoming an adventurer in her own right. But that, of course, would be another story entirely.

EXPERIENCE POINTS

Each PC receives 150 xp for successfully escaping from Schloss Vonreuter and another 50 xp if they confronted and defeated Ondurin. You can also award another 30-50 xp to each player for good roleplaying.

— DENIZENS OF SCHLOSS VONREUTER —

Game stats for the various members of the Vonreuter clan follow. You should not need stats for the Ghosts of Gustav Vonreuter or Sven Feirsinger.

Anya Vonreuter, Pure Heart

Career: Noble
Race: Human

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
22%	31%	26%	22%	32%	44%	40%	39%	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	9	2	2	4	0	3	0	

Skills: Blather, Charm, Common Knowledge (the Empire) +10%, Gossip +10%, Performer (Musician), Read/Write, Ride, Speak Language (Reikspiel) +10%,

Talents: Acute Hearing, Etiquette, Luck, Night Vision, Savvy, Schemer

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Moth-bitten dress, purloined history books

Elena Vonreuter, Child of the Night

Career: Noble
Race: Human

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
25%	22%	22%	35%	39%	33%	41%	45%	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	8	2	3	3	0	0	0	

Skills: Charm +10%, Gossip +10%, Performer (Musician), Silent Move, Speak Language (Reikspiel)

Talents: Night Vision, Undead, Unsettling

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Stuffed Toy

Skills: Common Knowledge (the Empire), Drive, Gossip +10%, Perception, Scale Sheer Surface, Search, Secret Signs (Thief), Silent Move, Speak Language (Reikspiel)

Talents: Excellent Vision, Flee!, Resistance to Disease, Strong-minded, Very Resilient

Insanities: Firebug

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: None

Lothar

Career: Bodyguard
Race: Human

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
41%	22%	65%	60%	22%	11%	30%	11%	
Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	13	6	6	3	0	6	0	

Skills: Common Knowledge (the Empire), Dodge Blow, Intimidate, Perception, Speak Language (Reikspiel)

Talents: Disarm, Hard, Street Fighting, Strike to Stun, Sturdy, Very Strong

Special Rules: *It's Alive!*: Lothar has been altered by Ondurin's ritual magic. While this has enhanced his Strength and Toughness considerably, it has also caused severe mental damage. Lothar's Intelligence and Fellowship are thus sub-standard and he has lost the use of several skills and talents he used to have.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Cudgel)

Trappings: Moth-eaten uniform

Ondurin Vonreuter, Patriarch and Necromancer

Career: Master Wizard (ex-Apprentice Wizard, ex-Journeyman Wizard)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40%	27%	29%	36%	37%	50%	65%	37%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	15	2	3	4	3	5	0

Skills: Academic Knowledge (Magic +10%, Necromancy +10%), Channelling, Common Knowledge (the Empire, Kislev), Gossip, Intimidate, Magical Sense, Perception, Read/Write, Ride, Search, Speak Arcane Language (Magick), Speak Language (Classical, Kislevian, Reikspiel)

Talents: Aethyric Attunement, Dark Lore (Necromancy), Dark Magic, Lesser Magic (Aethyric Armour, Dispel), Mighty Missile, Night Vision, Petty Magic (Arcane), Resistance to Disease, Savvy

Special Rules: *Side Effects:* Disfigurement (mortified skin over heart), Weakness

Insanities: Delirious Saviour

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Quarterstaff

Trappings: 3 Grimoires

Sanne Vonreuter, Brutalised Spouse

Career: Valet

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
26%	26%	25%	25%	32%	33%	19%	34%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	9	2	2	5	0	4	0

Skills: Academic Knowledge (Genealogy/Heraldry), Blather, Common Knowledge (the Empire), Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Breton, Reikspiel)

Talents: Acute Hearing, Etiquette, Fleet Footed, Seasoned Traveller, Suave

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Elegant but dated clothing

Sothelin Vonreuter, Loyal Scion

Career: Squire

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50%	35%	41%	36%	35%	28%	29%	29%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	13	4	3	4	0	3	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Animal Training, Charm, Common Knowledge (the Empire), Dodge Blow, Gossip, Ride, Speak Language (Reikspiel) +10%,

Talents: Etiquette, Night Vision, Specialist Weapon Group (Cavalry), Strike Mighty Blow, Warrior Born

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Hand Weapon (Sword), Lance, Shield

Trappings: Ring with family crest, Carrion mount with saddle and harness

Sothelin's Carrion Mount

Carrion are Undead beasts from the distant south. Ondurin's reach must have been long indeed to procure such a fell mount for his son.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
21%	0%	35%	41%	25%	—	—	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	3	4	2(6)	0	0	0

Skills: None

Talents: Flier, Frightening, Natural Weapons, Undead

Special Rules: *Dray Beast:* A Carrion can handle encumbrance values equal to its Strength Characteristic x 30.

Mindless: A Carrion has no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.

Shambling: A Carrion is relentless but slow. It cannot take the run action, even when flying.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Vicious beak

Wilhelmina Vonreuter, Femme Fatale

Career: Noble

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
22%	29%	25%	23%	39%	35%	35%	52%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	2	2	4	0	5	0

Skills: Blather, Charm, Common Knowledge (the Empire) +10%, Gossip +10%, Performer (Musician), Read/Write, Ride, Speak Language (Reikspiel) +10%,

Talents: Etiquette, Luck, Savvy, Schemer, Strong-minded, Suave

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger
Trappings: Moth-bitten dress, purloined history books

ONDURIN'S MINIONS

Game stats for the Ondurin's Undead creations follow. Should the PCs go into the woods before Ondurin's death and encounter Skeletons, use the stats on page 231 of the *WFRP* rulebook.

Canine Zombie

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
25%	0%	32%	31%	10%	—	—	—	

Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
3	13	3	3	5	0	0	0	

Skills: None
Talents: Frightening, Natural Weapons, Undead
Special Rules: *Mindless*: The Canine Zombie has no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.
Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Teeth

Dire Wolves

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
35%	0%	41%	35%	18%	—	—	—	

Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	10	4	3	9	0	0	0	

Skills: None
Talents: Frightening, Natural Weapons, Undead
Special Rules: *Mindless*: Dire Wolves have no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.
Savage Charge: The fierceness of their attack can overwhelm melee opponents. Dire Wolves can make two attacks during a charge attack.
Shambling: Dire Wolves are relentless but slow. They cannot take the run action.

Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Teeth and claws

Emaciated Zombies (2)

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
25%	0%	30%	30%	10%	—	—	—	

Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
1	10	3	3	4	0	0	0	

Skills: None
Talents: Frightening, Undead
Special Rules: *Mindless*: Emaciated Zombies have no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.
Shambling: Emaciated Zombies are relentless but slow. They cannot take the run action.
Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Hand Weapon (Club)

Lumbering Zombie

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
25%	0%	52%	55%	15%	—	—	—	

Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
2	15	5	5	4	0	0	0	

Skills: None
Talents: Frightening, Natural Weapons, Undead
Special Rules: *Mindless*: The Lumbering Zombie has no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.
Shambling: The Lumbering Zombie is relentless but slow. It cannot take the run action.

Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Claws

Ondurin's Guard-Beast

Main Profile								
WS	BS	S	T	Ag	Int	WP	Fel	
35%	0%	41%	42%	20%	—	—	—	

Secondary Profile								
A	W	SB	TB	M	Mag	IP	FP	
2	20	4	4	4	0	0	0	

Skills: None
Talents: Natural Weapons, Terrifying, Undead
Special Rules: *Bizarre Anatomy*: The Guard-Beast is a disgusting amalgam of body parts only vaguely humanoid in shape. Use Sudden Death Critical Hits only, as the normal Critical Effects simply do not apply.
Mindless: The Guard-Beast has no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.

Armour: None
Armour Points: Head 0, Arms 0, Body 0, Legs 0
Weapons: Claws and teeth

◦ SING FOR YOUR SUPPER ◦



Sing for Your Supper is an investigative adventure is ideal for small to medium groups of players, with characters in their first or second careers.

As there are multiple plot threads and information to this adventure, it can prove a challenge to run. GMs should read through this adventure several times before committing to it. It will take several sessions to finish this adventure, and that's if the players keep their heads about them.

This is an urban-based adventure set in the city of Nuln, although it can be set in any city or large town in the Empire. The adventure location needs the presence of a waterway suitable for carrying barges or other water-borne traffic, plus a large enough population to justify multiple butcher shops.

BACKGROUND

Herr Fleischer, a *nouveau riche* master butcher, has become well known and wealthy by opening his third butchery in town. He is attempting to move in more influential social circles by funding some charitable works via the town council and by donating food and money to the local temple of Shallya. Recently, he was involved in a public argument with Emil Stark (one of his most influential rivals) over trading licenses in the town. Stark has set out to destroy the trade that Fleischer has gained, as he believes that Fleischer cheated on a big supply contract over two years ago, leading to his ruin and (in Stark's mind) the death of his wife.

As part of his vengeance, Emil Stark has decided to destroy the love of Fleischer's life, his daughter Hanna. Stark is a cultist of Nurgle and has been adding "something special" (ground up Nurglings) to Fleischer's sausages for weeks. Furthermore, Stark has managed to enlist the aid of a Mutant with a powerful magical ability, and this creature has lured Hanna Fleischer into the clutches of the deranged butcher.

Throughout the course of this adventure, the PCs discover Stark's despicable acts, experience the entrancing powers of the Mutant Maria, and eat an awful lot of sausages. Clever characters can come out of this adventure with fat purses and the thanks of Herr Fleischer. Foolish characters may be responsible for the spread of Nurgle infection across Nuln.

PLOT OUTLINE

As this is an investigative adventure, much depends upon the actions of the PCs. If they are thorough and keen, it should be no problem to guide them through the plot. However, it is often the case in RPGs that the first thing the PCs do is the last thing the GM expects.

The following plot outline gives an ideal structure for your sessions to follow, but if your players veer off the path, don't panic. Each section of the adventure contains tips on what to do to get things on track.

Take your time reading through the plot and be prepared to improvise if necessary.

- **Getting Started:** The PCs arrive at the Reiks Platz after noon, and look through the various jobs advertised upon the Deutz Elm.
- **Red Herrings:** The PCs investigate the missing puppy (red herring), labourers wanted (red herring), and the missing earrings (gaining minor information for main plot).
- **The Plot Begins:** The following day, the PCs visit Fleischer and are commissioned to find his missing daughter.
- **The Nosy Neighbour:** Fleischer's nosy neighbour gives the PCs some clues about Hanna's lover (Hans) and a mysterious suitor seen under Hanna's window. They also learn about jewellery thefts, and a wondrous Tilean soprano. All the PCs need do to learn this is sweet talk a 79-year-old, and pay for a meal at Chez Louis...
- **Hot on the Trail:** The PCs investigate Fleischer's chain of butcher's shops. They learn about a series of mysterious break-ins, Fleischer's rival Stark, Hanna's sudden weight gain, and more about her lover. Pesky street urchins asking for money plague them.
- **The Plot Thickens:** The PCs investigate one of the butcheries after hours, and discover evidence of sausage meddling and other shenanigans.
- **The Witness:** The PCs track down Hanna's friend Carla, the last person to see her before she went missing. She points the PCs towards the Gunner's Arms, and mentions the wonderful soprano who was singing there that night.

ADVENTURE STRUCTURE

This adventure is separated into important scenes, which mirror the plot outline. Each scene describes the key information the players need to learn, the NPCs present, and the setting. Some also include optional information, which the PCs may or may not be able to learn, depending on their questions and what has already transpired.

After this comes the *Dramatis Personae*, a list of all the NPCs and their backgrounds. This section contains pertinent game information, as well as tips on roleplaying each character.

Finally comes the maps and handouts that you'll need to run the adventure. These are all suitable for photocopying.

— GETTING STARTED —

The best way to initiate the events of this adventure, assuming the PCs are looking for work, is to have them go to the Reiks Platz. This is the main square in Nuln, where itinerate adventurers and wanderers gather to look at the notices posted on the Deutz Elm, the huge tree that grows in the square. The ideal way to start the action is to have the PCs arrive in Nuln in the early afternoon, whether they disembark from a barge, get off a farmer's wagon, or arrive on foot.

Key Information

- The PCs should learn about all four jobs posted on the Deutz Elm.
- The PCs are unable to visit Herr Fleischer today, as it is past noon (the advert says "no callers after noon").
- The PCs should feel free to pick any of the jobs on offer.
- Optional Information
- Observant PCs may notice Greta Fischer rush away from the Reiks Platz to the Gunner's Arms (see *Greta's Secrets*, page 80).
- PCs who follow up on the "missing earrings" meet Frau Oppenheimer and learn her secrets (See **The Missing Earrings**, page 79).

As does *Through the Drakwald*, the adventure in the *WFRP* rulebook, this one features sections of shaded boxed text for you to either read aloud to your players or paraphrase.

The crowd jostles and pushes all around you. Most seem to be moving toward the hub of the city, the Reiks Platz. This is a large cobbled square in whose centre a gnarled

tree grows. Dozens of notices are pinned on its trunk and crowds of the desperate and unemployed circle it looking for jobs. While some notices are yellow with age, most seem to be fairly new.

If a literate PC chooses to read from the tree, give the players **Handouts 1A-1D** (see page 96). Otherwise, a student who is beside the tree reads out some of them to the uneducated masses around him (his kindness does not go unnoticed by an astute pickpocket, who indulges in a little learning himself a few minutes later).

Amongst the notices about the cheapest ale in town and advertisements stating that it's a man's life in the Imperial Army, four messages catch your eye.

1A: Printed on good quality card with a gilt trim:

LARGE REWARD

*Bonifaz has gone Missing.
Please help find my Sickly Great Aunt's
tiny pedigree puppy.*

*She doesn't know he's missing yet. Please Help.
Information to: Arne Zimmerman c/o The Green Bottle
Inn, Hauptstrasse.*

This handout leads to the events of **The Dog Mob**, page 79.

1B: Carefully hand-written on cheap paper:

Labourers required for several weeks of light work at the West Gate.

GOOD PAY. GOOD ALE. GOOD FOOD.

See Captain Wetzelberge of the Watch.

This leads to the events of **The West Gate**, page 79.

1C: Hand-written on good card:

MISSING

One pair of earrings in the vicinity of Chez Louis' Restaurant.

REWARD for pertinent information or return of items. Contact Frau Oppenheimer, Nordstrasse

This leads to the events of **The Missing Earrings**, page 79.

1D: Printed on Good quality paper:

Fleischer's Famous Farters, "The Sausage of choice for the Officers and Men of the Imperial School of Gunnery."

HELP WANTED

Several intelligent and resourceful individuals required for a matter of some delicacy.

Excellent rates of pay. Apply in person to Herr Fleischer, 182 Links Park. No callers after noon. No time wasters.

PCs cannot follow this up today, as it is after noon. Should they attempt to go to 182 Links Park, simply describe a rude butler turning them away.

(See page 96 for versions of these notices that you can photocopy and give to the players.)

THE PREACHER

After the party has digested the notices, the crowd parts and a figure in imposing black and white robes can be seen climbing

— RED HERRINGS —

The PCs now have a choice of four possible investigations (five, if they've noticed Greta). They are:

- **The Dog Mob.** The PCs must go to the Green Bottle Inn of Hauptstrasse (15 minutes away, middle class area). See page 79.
- **The West Gate.** The PCs must go, amazingly enough, to the West Gate (half an hour away, reasonably safe area). See page 79.
- **The Missing Earrings.** The PCs must go to the Oppenhauer Estate on Nordstrasse (25 min away, high class area). See page 79.

onto an improvised stage (the backs of two of her minions). This stern-faced woman in her mid forties stares at the crowd and the hubbub dies down. Once the onlookers have almost fallen silent, she sweeps her arm over the crowd with two fingers outstretched. At this point PCs may make an **Easy (+20%) Common Knowledge (the Empire)** Test to realize she is a preacher of Sigmar. Her arm then snaps back to her side and she begins to speak in a loud voice.

Sinners! Sinners beware! Our Lord Sigmar is watching you. Even now as I speak His glorious Empire is crawling with those who would smash it to dust and render us down as fodder for the nameless monstrosities that inhabit nightmares! You!

(At this point the preacher points at the toughest looking PC.) Have you not considered that your weapons and armour alone will not save you? You can be brought low by the tiniest of creatures! (This brings guffaws of laughter from the crowd, some of who point at the PC in question.) Or you! (Points at a young woman in the crowd.) Have you no shame? Do you not know that your actions weaken us all? (At this the young woman blushes and hurries off through the square.)

The preacher's comment is meant as a warning to the tough PC that size is not the only way to judge an enemy—there is more upon this subject in the final section.

If any of the PCs try to follow the young woman, have them make a **Perception Test**. If successful, they see her enter the Gunner's Arms, a nearby tavern, through the rear door. See **Greta's Secrets** on page 80 for more on this.

The preacher rants on for another twenty minutes calling on "goodly folk and brave hearts" and constantly admonishing the "doers and sayers of evil" but she never points again at any of the PCs. After she has finished she steps down off the backs of her minions, who then stagger to their feet and start to go round the crowd collecting donations for her mission. The moment the "entertainment" is over most of the crowd dissipates but some remain to slip a penny or two onto the wooden collecting plates of the preacher's apprentices.

Once the apprentices have gone around the crowd and collected donations from the spectators, all three of them leave to find another receptive audience to convert.

- **Chez Louis.** The PCs must go to Chez Louis, as mentioned on the Oppenhauer advert (10 min away, high class area). See page 82.
- **Greta's Secrets.** The PCs must follow the mysterious Greta after she flees from the preacher's accusations (12 minutes, high class area). See page 80.

Of course, players being difficult, they may want to go shopping, pick pockets, or do any other number of inane things. It's a big city, after all, with lots of possible distractions. If they show no interest in the plot, allow them to do whatever they like until evening, then use the events of **The Fisherman's Rest** on page 81 to get them involved.

THE DOG MOB

This scene is simply a red herring.

The Green Bottle Inn is mobbed with dozens of ne'er do wells standing outside a hastily barricaded front door. Almost every one of the assorted vagabonds and street urchins in the crowd is holding a puppy or in some cases a fully-grown dog. The noise from the crowd is terrible and the general demeanour of the mob doesn't improve when a frightened looking man in an upper window aims a blunderbuss at the crowd.

The man shouts, "Go away! I don't know what yer after, but I don't have it!"

Several of the more savvy individuals lop off but most of the crowd stay and start shouting for Herr Zimmerman. The Innkeeper looks confused and soon the crowd raises a chant of "Zimmerman, Zimmerman." The innkeeper then steps behind the window and out of view for a moment, as the chant gets louder.

Any PC with Sixth Sense has an urge to get away at this moment, for seconds later a chamber pot is emptied from a high window onto the street and the crowd below. The chanting ceases—replaced with laughter or stunned silence depending whether or not the individual was “rained” upon. PCs in the area must make a successful **Agility Test** or get hit with the flying filth.

The Innkeeper returns to the window and screams out at the top of his lungs, "There ain't no Zimmerman staying here. Now clear off or I'll call the Watch!" With that, he slams the window shut.

The mood of the crowd begins to turn ugly at this point, and the PCs would be wise to leave. Not only are they risking the attention of a number of pickpockets drawn to the commotion, but in less than two minutes time a patrol of the City Watch arrives, having been summoned by one of the Green Bottle's staff.

Give the PCs a chance to get away if they want. Otherwise, let them hear the whistles from the Watch and try to fight against the tide of a panicking mob.

The notice about Bonifaz the “pedigree puppy” was apparently a hoax, and one the staff of the Green Bottle Inn is not laughing about.

THE WEST GATE

This scene is another red herring.

Captain Wetzelberge is the Watch Captain on duty, and his office is in a converted cell in the base of one of the city walls' towers. Before getting into the specifics of the job, he notes that lodging in tents is provided and workers receive three hearty meals a day and a mug of ale for every hour of labour. The pay is only 4 *p* per day, but there is no cost of living for the duration of the week and a 1 *s* bonus for those who work a full week. When pressed about the work, he explains that it is dredging a blocked sewer outlet that runs into the river and installing a few gratings—just

to keep “things” out. He is used to people turning down the offer of easy if not pleasant work, so he won't be surprised if the PCs do also. If they are intent on doing this work, encourage them to quit sooner rather than later by giving them a tent that leaks when it rains and straw pallets full of fleas. If that doesn't work, a couple of disease tests ought to do the trick. They are, after all, wading in sewage.

THE MISSING EARRINGS

As the PCs make their way towards Nordstrasse, the sky gets darker and clouds threaten rain (play this up, as there is nothing like a paranoid PC!). Characters may make a **Very Hard (-30%)**

Common Knowledge (the Empire) Test to recall that the name Oppenheimer comes from the East and in particular the former province of Sylvania. Frau Oppenheimer and her house are well known by the locals in this middle class part of town, and inquisitive PCs are provided with guarded warnings and jokes about the Oppenheimer house. Comments generally fall into two camps:

- *"The Oppenheimer house, eh? I wouldn't go there, mate—she's supposed to be a witch."*
- *"Old tales—she's nothing but a harmless old widow. Take no heed of the kid's stories."*

By the time the PCs arrive at the house, they should be of two minds as to whether or not to actually go in and ask about the missing earrings.

Key Information

- Frau Oppenheimer explains that she was enjoying dinner at Chez Louis when the cabaret started. It featured an excellent Tilean soprano.
- At some point during the performance—she is not sure when—she must have taken off the earrings and then they were stolen.
- She can recount the entire menu and what arias were sung, but nothing about who was in the restaurant or even who waited on the table.
- The earrings were pearl drops with a garnet setting. They were worth about 100 *gc*, and have immense sentimental value as they were a gift from her late husband. *"Got them from deepest Ind, don't you know?"*

Optional Information

- She knows Rudi.
- She might pay the PCs to take a note of congratulations to Rudi for his part in throwing a rowdy Emil Stark out of a charity ball funded by Fleischer.

THE OPPENHEIMER HOUSE

The Oppenheimer House is a narrow, three-storey building set back from the street, with a long garden full of twisted growths in front of it. The tumbledown house is crammed between its neighbours and as the PCs look at it a slate falls from the roof. The house sits decaying between newer and better-maintained homes and the front gate practically needs to be barged down to provide access to the path leading to the front door. Picking their way along the rubble- and dead-branch-strewn path is a task in itself. If



pulled, the mouldy bell-rope snaps and the bell falls down. It peals a mournful note as it hits the ground—scattering a pair of ravens who were hidden amongst a crop of flame coloured mushrooms near the wall.

Once the door creaks open a pale withered lady in fine but faded dark silks peers out and regally demands, “Who disturbs my rest?” If the PCs haven’t started looking for religious symbols and garlic at this point, they may well be made of the stuff of heroes. Try to keep the players guessing whether she is or isn’t a creature of the night throughout the encounter.

If the PCs explain who they are, she looks them up and down and invites them in to her home. They are led down a poorly lit narrow corridor past faded and mouldy paintings of pastoral scenes (mostly of great forests and picturesque ruins). They finally arrive in a small sitting room with a roaring fire, and Frau Oppenheimer sits down and demands to know what the PCs know of her missing jewellery. You should portray her as a doddering old bat who has pretensions of grandeur, but who can still be as sharp as a razor when need be.

Encourage the PCs to question Frau Oppenheimer about the earrings and where she may have left them. No matter how searching their questions, however, they are unable to discover more than the facts in Key Information.

If the PCs mention they are working for Herr Fleischer (if at this point they are or even if they return at a later point) she becomes more animated and trills, “Ah yes, the good Herr Fleischer. What a marvellous artisan he is indeed—such fine meats, though a little too rich for my aged palette, I fear. However, he does wonderful things for those dear sweet orphans. I was at a function of his recently, don’t you know, and there was such a furore towards the end of the event. Dear Rudi, a darling boy, sent that awful Herr Stark packing. Such

a gallant act. Do you know, I haven’t seen him in ages—I really must send my card soon.”

If the PCs offer to take Frau Oppenheimer’s card to Rudi she furnishes them with the address of the Gunner’s Arms and a couple of shillings for their trouble and bids them farewell. This puts them in contact with Wolfgang and Leopold and the story they have to tell (see **The Gunner’s Arms** on page 86 for more on this).

Greta’s Secrets

The woman who ran from the Reiks Platz is Greta Fischer. Her embarrassment comes from her paranoia over her affair with a married man, Dieter, a drayman for the local brewery. It is this she wishes to keep quiet.

At a certain point, the PCs may come to think that Greta has information germane to the main plot. They can learn quite a bit about Maria della Miragliano (see page 93) if they question Greta intelligently. Greta can most easily be found in the Gunner’s Arms.

The moment the PCs start to question Greta, she becomes uncomfortable and starts to look guilty. She is convinced that they have been hired by Dieter’s wife to put her off seeing the drayman again, irrespective of the tack PCs’ line of questioning takes.

Should the PCs press on with their questioning, she can be convinced to reveal the Key Information, though she does try to stay quiet about her involvement with Maria della Miragliano at first.

Key Information

- Greta has managed to get herself involved with the ploys of Maria della Miragliano (see page 93), who has provided her with some small trinkets from her cache of ill-gotten wealth.
- She was working in the kitchen a few nights ago when the Tilean singer was working. She saw the soprano walking between the tables, still singing and helping herself to the patron’s jewellery.
- What amazed Greta was all members of the audience, including the staff, were as still as statues.
- During the aria Maria turned and noticed Greta and she froze. Almost at once the performance was over and people seemed to react normally and applauded.
- Maria came up to Greta later that night and offered her a lovely pair of pearl earrings (Frau Oppenheimer’s) if she’d stay quiet.
- Greta accepted the bribe and has since pawned the earrings. She has now entered into a business agreement with Maria and is acting as the lookout for the soprano during her thefts.
- Maria only sings in places where Greta works, so she can bar the door to prevent somebody unaffected by the song coming in unexpectedly. If Greta sees someone at a table who is unaffected, she distracts them by bringing a wrong order to the table.
- She does not know where Maria lives.

See **The Gunner’s Arms** on page 86 for more details on the tavern.

— THE PLOT BEGINS —

By now, the PCs should have spent the first day of the adventure dealing with the various red herrings and information opportunities that have come their way. Now they have settled in, it is time to get the main plot under way.

Should they fail to visit Herr Fleischer of their own accord, use the events of **The Fisherman's Rest** on this page to get them on track.

THE SAUSAGE MAN CAN

Links Park is easy enough to find. It is a pleasant, tree-lined avenue overlooking a narrow public garden. Number 182 is a medium sized and unimposing building compared to the others on this street. A long chain hangs outside (a successful **Perception Test** reveals that the chain's links are bright and new and that the paint on the front door is new also) and upon pulling the links a bell rings far off inside the house. A short wait later a thin, soberly dressed man opens the door and enquires the PCs' business. He leads the characters down an empty corridor (with a further **Perception Test**, the PCs notice empty spaces where paintings once hung) to a servants' dining room next to the kitchen. The dining room has one long table with a couple of benches against it. The butler leaves into the kitchen and a red faced woman appears through the same door carrying a tray covered in mugs of strong ale and a plate with a heap of sausages on it.

"Help yourselves," says the cook. "He'll no doubt be happy to see you all; he's been awfully unhappy these past few days."

With that she leaves before anyone can ask her a question. Once the PCs have finished the excellent sausages, the butler leads them to a small study where a sweating, corpulent, bearded figure sits.

The butler introduces Herr Fleischer to the party and then he leaves.

Herr Fleischer stands up and mournfully says, "Oh, praise Sigmar! Good. I knew someone would answer the job offer. Well, I'd better get to it then."

"I am Georg Fleischer and I want you to find my darling daughter, Hanna. She's been missing for three days and nights now, and I don't know what to do. I need you to ask around and find where she's gone. I don't understand it, I really don't. She's such a good girl! She'd never run off."

For payment, Herr Fleischer offers 5 *gc* per character up front with reasonable expenses covered and a further 25 *gc* each for the safe return of Hanna. Note that Fleischer can be bargained up an additional 5 *gc* with a successful **Haggle Test**.

ANY FURTHER QUESTIONS?

Due to his distraught state of mind he is not thinking properly, but for every successful **Gossip Test**, he adds one of the following details:

- "I last saw Hanna when she was on her way to her favourite restaurant with one of her friends, Carla Lindt. I asked Carla the next day where my daughter was, but she replied

that Hanna must have gone home early. That was the last Carla saw of her."

"I suppose you could try asking round at my shops. I've done that already but the boys might have forgotten something. Try the neighbours, merchants—anyone! Somebody must know where she is. I don't know if it is connected, but my oldest shop has been broken into a couple of times in the last few months. According to Erich, the butcher there, nothing has ever been taken. I suppose the Watch must have chased them off. Erich could let you know more, I think."

"Oh, I should give you this locket so you know what Hanna looks like. She has a matching locket with a picture of me in it. I commissioned them the month after her mother died, these seven long years ago..."

Fleischer seems lost in reverie when the butler politely knocks on the door and informs the PCs that their audience is at an end. He swiftly leads the PCs out and leaves them outside the front door. He gives them the address of Fleischer's newest butchery and looks them up and down.

"Don't come back until you have good news for the Master," he says curtly, and slams the door before anyone can say a word.

THE FISHERMAN'S REST

Should the PCs have failed to take up Fleischer's advert, have them stay at an inn called the Fisherman's Rest that night. In this scene, the characters (hopefully) save Fleischer from two muggers and are offered the chance to "earn some real money" the next day.

The Fisherman's Rest is a waterside inn popular with travellers, fisher folk, and individuals looking for casual work. It is a shabby two-storey building overlooking the wharf near the city walls. Out front a heavily built young man is rolling a barrel of ale from a cart and into a side door. This is Dieter the drayman. He returns a few moments later to get another barrel off the cart and take it to the inn.

Even though the inn is somewhat dilapidated it is bustling with trade—the staff carry trays of ale through the thronging crowd, and a seemingly never-ending supply of stew leaves in bowls from the side bar.

As you look round the common room, one man stands out amongst the patrons of the bar. He's dressed in the rich clothes of a successful merchant and has been loudly demanding ale for some time. The barman has so far refused and vociferously demands that he leaves the premises, as he's a drunken disgrace.

After a few jibes from the customers, who are not quite as far gone as he is, the man then turns drunkenly on his heel and staggers towards the doorway. As the drunken man makes his way to leave, his fine clothes and inebriation attract the attention of the two unsavoury types who are nursing their tankards near the door. Once the drunk passes through the door one of the men immediately follows. A few moments later the second fellow finishes his drink and also leaves. The folk of the tavern all studiously look away. It seems this is not too uncommon around here.



Fleischer travels down the street and is overtaken a block away. He is shoulder-charged by the first footpad into a side alley. The second thug then rushes into the alley as well. If any of the PCs have gotten up to follow, they see this mugging taking place.

Sympathetic PCs may well help out at this point. Unscrupulous PCs may try to mug the muggers. Assuming the PCs get involved with the muggers and that they drive them off, the drunken merchant grabs his now bleeding head and fumbles for a handkerchief to staunch the flow of blood. Before they have time to ask him any questions he faints dead away and any nearby PC may make an **Agility Test** to catch him before he hits the cobblestones. If the test is successful, the man gradually comes to and drunkenly congratulates the PC in question. After staggering to his feet he produces a small crumpled business card (Handout 2) and stuffs it into the PC's hand along with a couple of shillings. The man stares at the PC with bloodshot eyes half closed and says:

"(Hic!) I can use a fellow like you. How do you and your friends fancy earning a coin or two, eh? My card has my address on it. See me tomorrow, yes?"

With that Herr Fleischer stumbles toward the main street and hails a passing sedan chair to get carried home. Hopefully the PCs go to see Fleischer the next day and the adventure then proceeds to the **Sausage Man Can** on page 81.

— THE NOSEY NEIGHBOUR —

The PCs should have several potential leads to follow up now. Should they lack direction, have Marguerite Garten, Fleischer's neighbour, approach them. Should they decide to start asking around, make Marguerite's house the first one they approach. Either way, she should be the very next NPC they encounter.

Other than Frau Garten, the PCs can question a variety of neighbours, all of whom claim to know nothing about Herr Fleischer. The only other source of information in this area is in a local glassworks. Here the PCs may learn of Hanna's lover if they are clever in their questioning. See **Otto's Glassworks** on the next page for more on this.

Some groups may rush off to investigate Fleischer's chain of shops straight away. If this is the case, run the encounter with Marguerite, and then simply skip to **Hot on the Trail** on page 83. You can return to this section later if need be.

MARGUERITE GARTEN

Overlooking the alleyway that runs past the back of the Fleischer home (and past Hanna's bedroom window) is the home of Marguerite Garten, the woman who seems to know every bit of salacious gossip about anyone in the district.

Key Information

- Hanna is seeing Hans, from Otto's Glassworks.
- A "rival lover" serenaded Hanna for three nights before she vanished.

It is apparent from looking out Herr Fleischer's kitchen that Frau Garten's window looks directly into the garden of the Fleischer

house. Frau Garten is always willing to tell everything she knows—for a price. In this case she has been looking for an excuse to go to the restaurant Chez Louis (see **Chez Louis**, below, for more on this) and she has needed a gallant gentleman to take her there. This is when the PCs start drawing straws...

She has a prior arrangement with Lysette, who works for Louis, and she can get a table whenever she wants. In exchange for the dinner, paid for by the party, she'll provide the following pieces of pertinent information, some of which is even true:

- *"Hanna Fleischer was seeing a young man from Otto's Glassworks."* True—this is Hans.
- *"Herr Fleischer apparently cheated on a recent contract to the Imperial School of Gunnery."* False—this is a rumour propagated by Stark to discredit Fleischer.
- *"Three nights in a row Hanna was serenaded by a man dressed in a wide hat and dark cloak. This happened just before she disappeared. Perhaps the crooner was Hans, but I don't think he can sing."* True—this was Maria della Miragliano.
- *"Fleischer's sausages are so popular because the herbs he uses are rare ones from Kislev."* False—the herbs are mundane, but Stark's "additive" is from a little further north than Kislev.

CHEZ LOUIS

Chez Louis is the most exclusive restaurant in town. At the start of each season the waiting list for a table can be several weeks and even Countess Emmanuelle herself was refused a table—just the once. It is fabled for its fine fresh produce and remarkably

expensive brandy (this is a form of protest by Louis, the chef and owner, over the extortionate taxes on Bretonnian spirits.)

Depending on their funds and social class, the PCs may or may not be able to get into Chez Louis. The PCs may be here to investigate the claims of Greta Fischer, to bribe Frau Garten, or to track down the missing earrings. Whatever the case, they need to pick up at least the Key Information.

Key Information

- People have recently been robbed of their jewellery here.
- The “Tilean Songbird” (Maria della Miragliano) has been singing at Chez Louis.

If the PCs arrive before the restaurant opens (around 6 PM), they’ll find the place locked up. Investigating the rear of the building reveals a surly youth who self-importantly demands to know what the PCs are doing skulking in the alleyway. If quizzed the youth imparts two pieces of information in exchange for a small bribe, or if successfully intimidated:

- Several guests had their necklaces or earrings taken while they were eating or so they say. Louis was mortified and offered everyone who was robbed apologies and personally arranged for a senior officer of the Watch to attend the scene of the crime.
- Greta Fischer did work here but quit her job some two or three weeks ago, apparently after an argument with Louis. (Louis sacked Greta because she was always hanging around the front door before the cabaret and not at her post in the kitchen).

EATING AT CHEZ LOUIS

If the PCs come back during business hours they are refused entry unless they are all wearing Good or Best Craftsmanship clothes. A large gentleman who looks after the door “encourages” them to leave if they cause a scene. Assuming they are polite and well dressed then they are admitted and met by Lysette, the hostess, who slinks over to them in the height of Bretonnian couture and leads them to a nearby table.

Should they have arrived here with Frau Garten (see **Marguerite Garten** on page 82) they are led to a table regardless of their clothing, as “*the lady is vouching for them.*” Properly charmed, Frau

PCs investigating Fleischer’s shops can discover more about Hanna, as well as Emil Stark, Fleischer’s rival (and the villain of this adventure). You should try to ensure the PCs visit the newest butchery shop, then Albrechte’s, and then the oldest shop, to make sure the flow of information is correct. If at any point you feel the action is flagging, you can have **The Street Urchins** (see page 85) turn up.

UTER’S SHOP

Fleischer’s latest venture is located at the edge of the nicest part of town. Since it’s the shop nearest to his home, he spends more time here than at his other shops, personally overseeing day to day operations. He established this butchery to cater to the wealthy, since only they can afford the specialty cuts and rare meats the shop specializes in.

Garten can arrange for the PCs to speak to Louis via her friend Lysette. The minimum the PCs can spend is 6 s per head, for bread and water (and disdain from the wait staff). The maximum is limited only by their brandy capacity.

Once they are seated the PCs can get an audience with Louis in several different ways. They can try to bribe a waiter or charm Lysette. The best approach, however, is to eat a meal and then express a desire to compliment the chef. Louis is particularly well disposed to them if they flatter his sense of innovation or style.

As long as the PCs remain polite, Louis pours himself a glass of cognac and sits down at their table. Louis mournfully explains that two women were robbed last night. Both had their jewellery taken while they were eating and nobody saw a thing. Louis adds, “*I feel a leetle foolish myself, but mah eyes were full of tears due to a beautiful rendition of Voldini’s Lament sung by our amazing soprano. My she has powerful lungs, no?*”

If the PCs ask about the soprano, Louis says, “*Her name is Maria della Miragliano. You may ‘ave heard of her, no? She has been working here now for a couple of months and I think she enjoys the intimate atmosphere of a small restaurant rather than the opera. Myself, I am in love with such a woman, but alas she never notices me, even when she is delivered her fee.*”

OTTO’S GLASSWORKS

On the lane that runs past the Fleischer home is a low building that radiates heat from its doorway. The front part of the shop, although very warm, is not as unbearably hot as the rear part of the building, where the kilns for making the glass reside. Otto Uhl, the proprietor, happily introduces himself when the PCs arrive and talks animatedly about the different types of glass and the techniques used in his workshop. He knows very little about Hanna, other than the fact that she is Herr Fleischer’s daughter. However, he introduces his three apprentices, who might know more. Karl and Uwe know little, but Hans sheepishly admits this scene’s Key Information.

Key Information

- Hanna has been seeing Hans for three months, in secret.
- Hans is worried about a “rival suitor” who’s been seen serenading Hanna.

— HOT ON THE TRAIL —

Key Information

- Uter, the butcher, doesn’t know Hanna very well.
- Carla’s address.
- The address of Albrechte’s shop.

Optional Information

- Hanna might have eloped with her lover. (This is false.)

This butchery is nestled amongst the better class of shops on a short side street. The small shop is brightly painted on the outside and the marble counter inside is sparkling and hardly seems used. A smiling fellow in a straw hat and striped apron turns and greets you as you enter the shop. “Good day and welcome! What can I get for you?”

If the PCs explain that they are working for Herr Fleischer, Uter becomes very sombre. *"Oh yes, Hanna missing, eh? Terrible business, that. She's a lovely girl. I've only met her a few times but she doesn't seem the sort to run away. Let's hope that is all it is, yes?"*

If any of the PCs ask whether they noticed a change in Hanna recently, he says, *"No change in her personality. To be honest I didn't really know her. You know—always best not to get involved you're your boss's family. If you'd like, go and see Albrechte at the old shop. He's worked for Herr Fleischer much longer than I have."*

Uter can add no more as he said—he doesn't really know Hanna that well. He provides the PCs with the location of Albrechte's butchery and says that the other butcher might know more. See **Albrechte's Shop** for more.

However, Hanna's friend Carla can be tracked down easily enough. Franz, the delivery boy at the shop, says that Carla lives a few streets away and he describes the house. He knows where she lives because he's delivered to the house before. (See **Carla's House** on page 86.)

He also has some information on the disappearance of Hanna. If bribed, he'll say in a conspiratorial tone, *"I bet ya she's eloped with her fancy man."* Franz won't elucidate any more and seems ashamed he's even said this much.

ALBRECHTE'S SHOP

This shop is roughly half an hour away from Fleischer's home, and is thus not a frequent visit for the merchant. It is situated in a shabby but safe neighbourhood.

Key Information

- Hanna was seeing a lad named Hans.
- Emil Stark doesn't have any customers.
- The address of Erich's shop.

Optional information

- Stark was a competitor, but since he lost his wife his business has failed.

There is a marked difference between Uter's Spartan and sparkling clean shop and this one. A small crowd is crammed inside and almost everyone is squabbling about the price of the meat.

A wiry old man is cutting lamb chops as you enter. He looks up from his work and says, "I'll be with you in a minute, after I finish this." He shuffles off through a curtain and returns a few moments later. He reappears from out the back smacking his lips and with booze-soaked breath he says, "Hello, I'm Albrechte, what can I do for you?" He grips the counter tightly, like he's holding on to it for balance.

What the PCs won't realise at this point is that Albrechte has only one leg. The high counter stops them from seeing this.

Once the PCs explain who they are and for whom they are working, Albrechte is happy to help. He says, *"I dread to think how Herr Fleischer must be feeling. She is a beautiful young woman and you do hear such stories about how it isn't safe to walk the streets even in broad daylight. My cousin in Weissbruck was minding his own business when..."*

Albrechte loves the sound of his own voice more than anything else and he is always delighted to down tools to gossip with customers. *"You know,"* he says, *"Herr Fleischer's old house was just around the corner and he and Hanna were always in the shop helping out or dealing with customers. It's funny though,"* he adds, *"I haven't seen Hanna or her gentleman friend for some time. They were always going for walks down past here to the park."*

One of the customers pipes up, *"Albrechte, why don't do us all a favour and go to work for Herr Stark's Butchery! You can gossip all day in his shop."* To which another customer shouts, *"Yes, but only 'cos Stark hasn't got any customers!"*

If asked more about Hanna's beau, Albrechte says, *"I think his name was Hans. Yes, Hans, that's it. I'm afraid that's all I know. Remember, the best way to find Hanna is to keep faith with Our Lady of Mercy. Hanna will be well so long as She looks down upon her."*

Should anyone ask about Herr Stark, Albrechte says, *"Ah, poor Herr Stark. His business has suffered so. His wife's death hit him hard and he just never seemed to recover."*

Albrechte can also provide the address of **Erich's Shop** (see below) if needed.

ERICH'S SHOP

It takes perhaps 15 minutes of winding streets and crowds to reach this establishment from Albrechte's place. Fleischer is proud of this establishment, and so makes time to visit.

Key Information

- Hanna's been getting a bit fat recently.
- Albrechte's place was broken into, not this one.
- Off hours, Albrechte can be found at the Green Bottle Tavern.
- Albrechte can give them a key to his place.
- The address of **The Green Bottle Tavern** (see page 85).

The oldest establishment in Fleischer's empire is situated in a street lined with tradesmen of all kinds—weavers lie next to fishmongers and leatherworkers next to blacksmiths.

As you arriv you note the shopkeepers are packing up for the day. An assistant catches your eye as he unhooks the large wooden pig sign from outside the shop. "Early closing today" he says, "The Gunnery school's 'ad every bit 'o meat we got. Passin' out parade they said. Well, they is well known for their drinkin' I suppose..."

The flustered butcher's apprentice introduces himself as Karl. If asked about Hanna, he says, *"Yeah, I know Hanna. Didn't know she was missing—nobody tells us apprentices anything you know. She's a pretty girl but she's not really my type, especially as she's got a bit fat recently."* Astute PCs may think that Hanna is pregnant with Hans' child. Let them, as it only adds to the shock later.

The head butcher for the site, Erich, has been told the PCs may visit and has been instructed to help them. If he hears the PCs mention that this establishment was broken into, he looks shocked and says, *"Not this butchery. I keep the place well locked up at night. You're thinking of Albrechte's place. Herr Fleischer must have been confused due to his grief. Speak to Albrechte. Off hours, you'll find him at the Green Bottle, drinking his wages away. Once he's had a few drinks, I'm sure he'll let you have the key to his shop."*

THE STREET URCHINS

At any point there are some dozen or so street urchins playing or fighting in the alleyway and the surrounding streets near Fleischer's shop and home. Some of the assistants give food to them to make them move on but this only encourages them to come back.

These street urchins are important, because they ultimately tell the PCs where Hanna is, but for now, play them as cheeky, arrogant, and food-obsessed guttersnipes.

Key information

- A woman dressed up as a man has been singing under Hanna's window.

Optional information

- The urchins are often used to carry messages.
- The urchins will remember who the PCs are, for more "donations."

A sly and filthy looking group of street children has been eyeing you for some time. Finally, they seem ready to make their move. Whilst the main body of the small gang hangs back, jabbering to each other and making snide comments about your clothes, a tall lad with a ragged hat steps forward. "I 'ear yer askin' about the butcher's daughter all over town" he says. "Well, if its gossip yer after, reckon we might jest be the folk to speak to... Cost ya, tho!"

The leader of the group is called Hanke. He and his gang hang around all over town and see many things. In exchange for a few silver shillings he can tell the PCs about the singer at Hanna's window.

"Rich lady, yeah. Dressed up in a man's hat and cloak. She sings up at the butcher's place some nights, but she 'asn't done that for days now."

He doesn't know the identity of the woman, though he hints that he could find out more and attempts to extort whatever he can out of the PCs. The longer the conversation goes on, the closer the other children get, until the PCs are surrounded by nose picking, jabbering, begging little scoundrels. They treat Dwarfs as equals, but loudly whisper insulting things about Elves behind their hands.

— THE PLOT THICKENS —

The PCs should now suspect that Hanna ran away with her lover, or is somehow involved with the Tilean Songbird. As the story proceeds, the PCs can find the place where Stark has been grinding down Nurglings to infect Fleischer's sausages. This and other grisly discoveries propel the plot towards its conclusion.

THE GREEN BOTTLE INN

Albrechte's favorite haunt is now much quieter outside than it was previously (see **The Dog Mob** on page 79). There is nothing unusual or notable about this tavern. Albrechte can be found inside the smoky interior of the common room, wedged behind a long table in the corner. On the bench against the wall lies a stout stick (he has gotten so drunk he left his wooden leg at the butchery and had to scrounge a makeshift crutch). Once again he's sitting in such a way that the PCs cannot see he has a missing leg.

Key Information

- Three times in the past month his shop has been broken into.
- Whoever it was left gobbets of meat behind.
- They are free to investigate, as they're working for the boss.
- PCs must be given the key to the shop.

When he sees the PCs, he says, *"Hey, it's you folks. Have you found her yet? I hope you find her healthy, as nobody should have to put up with what my nephew from Talabheim had to put up with. Do you know that when he was buying a shirt somebody actually..."*

No doubt the PCs interrupt him and mention that Herr Fleischer and Erich have said they could get the key. If the PCs buy the old soak a pint, the key is forthcoming. Otherwise, the characters must spend half an hour listening to one of his interminable stories about missing relatives in far-flung places...

However, if they ask about the break-ins, Albrechte becomes slightly more lucid and tries to explain:

"Three times the past couple of months, I've opened up the shop and found things out of order. It looked like someone climbed the wall out back, got into the shed, and stole a few sausages. The strange thing is that each time I found blood and a few gobbets of flesh on the floor, but nothing of real value was ever taken. It is almost like the thieves are using the shed to run their own business!"

BACK AT THE SHOP

Once they have the key, encourage the players to investigate the shop as fast as they can. This scene should feel spooky and macabre, so feel free to ham it up.

Key Information

- Whoever has been breaking in somehow had possession of Hanna's locket.

The street outside the butchery is much quieter in the evening and the shop unlocks easily. The main part of the butchery is a large rectangular room with three steps leading up to the chest-high counter, which flips back easily enough to reveal the curtain covered doorway and the area behind the counter where the sales staff work.

The second area behind the curtain leads out to a small yard with a high wall on three sides terminating with a shed.

The shed is more of a windowless room, with a hatch in the roof to admit light and air. The door is unlocked and inside the large wooden slab-table and the hand cranked mincing machine make it obvious that this is the heart of Herr Fleischer's business.

The slab is a wide beam of wood with a channel that runs down the centre and bucket beneath it. Amongst the hundreds of

sausage links that hang from the ceiling, there is one chain of eight that are the latest of Stark's creations. Anyone with Magical Sense feels uneasy as they get closer to the sausages, but they won't know what's causing it or why. Feel free to taunt wizards with sounds of Rotwyrms wriggling in the Aethyr nearby.

As the PCs look around the room, have them make **Perception Tests** to notice three things:

- The hatch in the ceiling has a metal frame that is so rusty that it can never close properly. This would provide easy access to any thieves.
- Behind a barrel of sawdust (used to soak up excess blood on the floor) lies what looks like a bloodied human leg.

Anyone seeing this must make a **Will Power Test** or gain an Insanity Point.

- Next to the bundle of Stark's sausages hangs a small locket. This is the twin of Herr Fleischer's locket and has a miniature of Hanna and her father painted inside it.

The hatch was indeed the way Stark came in the first time but due to his bulk he had difficulty getting out. Consequently, he's employed Willi (his cultist flunkey) to do the climbing for him. The leg is the wooden one that Albrechte needs to walk properly. He's so drunk he's left it at his work place and will really regret it when he wakes up. Stark placed Hanna's locket next to the sausages as a sick joke. He really isn't all that witty.

— THE WITNESS —

BY now, the PCs should be thoroughly worried about Hanna's whereabouts, perhaps even suspecting that she has been made into sausages. Should they return to Fleischer's house and tell him this, he weeps at the thought, but orders the PCs out to find out every last scrap of information about Hanna's fate.

Should they return to Albrechte, he drunkenly tells them to get on with finding things out, and to bring his leg over if they have a chance.

Allow them to wrack their brains for a while. If they fail to remember that they haven't yet questioned Carla, feel free to remind them.

CARLA'S HOUSE

The Lindt family home is easy enough to find and exactly as Franz has described it. A short flight of steps leads to the front door and a heavy bell rope hangs beside it. The house is three storeys high with two windows on each floor and a neatly tended garden to the rear bordered by a low wall.

If the PCs failed to ask about Carla in the butcher shop, a few successful **Gossip Tests** about town can turn up the address. Should the PCs try to reach Carla before they have investigated Albrechte's shop in **The Plot Thickens**, a servant opens the door, and explains that the Lindts are away, but should be back any day. Otherwise, the scene unfolds as described.

A few minutes after the bell is rung, a pretty young woman with a tear-stained face opens the door. She asks the PCs to identify themselves and state their business. Once the PCs explain why they are there, she looks over her shoulder and steps out under the portico and closes the door behind her.

"I am Carla and I haven't seen dear Hanna for days now," she says, mopping a tear away. "We had such a nice time at the Gunner's Arms when there was the cabaret. But I lost sight of her during the dancing that came later and I assumed she must have left to take in the air outside. There were so many young officers there," she adds wistfully. "Then later, when I was leaving with darling Wolfie—my handsome escort—there was all that unpleasantness. Somebody had been robbed apparently, a lady in waiting to the Countess. A woman like that probably lost her necklace and then blamed someone else—the bitch!"

Key Information

- Hanna was at the Gunner's arms.
- Carla didn't see what happened to Hanna.

Optional Information

- The Tilean Songbird was singing at the cabaret.

Carla genuinely doesn't know where Hanna is, but fears "something awful" has happened to her. Her family is keeping her in until Hanna is found, meaning Carla can no longer see her darling Imperial Gunner, Wolfie (this is why she's crying). If asked about the Tilean Songbird, Carla can confirm that the soprano performed as part of the cabaret. Carla is somewhat vacuous, but honest.

THE GUNNER'S ARMS

The Gunner's Arms is a decent tavern frequented by many junior officers from the Imperial School of Gunnery. A small wooden replica of a cannon hangs outside the main door and is frequently "borrowed" by students from the university. A retired gunnery officer established the tavern some ten years ago, and it is a popular haunt with noblemen who want to play at being soldiers. The furniture is Spartan and barracks-style, and the place is in good order and very clean. The long bar occupies one side of the flagstone floor and a large banner of the Emperor's personal heraldry adorns the wall behind the low stage at the far end. A successful **Common Knowledge (the Empire) Test** or **Very Easy (+30%) Knowledge (Genealogy/Heraldry) Test** identifies the banner.

Non-military characters in the Gunner's Arms suffer a -10% penalty on **Charm** and **Gossip Tests** with the clientele.

Greta Fischer works here as the barmaid (see **Greta's Secrets** page 80 for more on her background). Should the PCs think to question her, she eventually confesses to her involvement with the Tilean Songbird. If asked about Hanna on the night of her disappearance, she tells the PCs that she thinks she may have seen her arguing with a young clerk (the Keeper of Permits no less!) from the Town Hall. "Something about dancing in unlicensed premises, I think."

WOLFGANG AND LEOPOLD

There are two other patrons of the Gunner's Arms who may attract the attention of the PCs. They are both well-dressed and well-drunk young men, talking loudly in upper class accents. "More

soup and ale, sir!" they demand. "And be quick about it!" These two are Wolfgang and Leopold, young nobles on a mission to punish their livers before their inheritances run out.

Key Information

- They know Rudi.
- Rudi has disappeared.
- Rudi had a load of sausages.

Optional information

- Rudi's address (leading to **Handout 4: The Stained Letter**).

If approached these two are sneering to social inferiors, friendly toward anyone who seems to be a noble, and utterly smitten with any pretty female who comes past their table. They were talking about their missing friend Rudi. *"His despicable butler walked off with all the food in our lodgings,"* Leopold asserts. If they are asked about Rudi, or shown the card from Frau Oppenheimer (gained from **The Missing Earrings** on page 79), Wolfgang says, *"He has probably just found himself a young filly and is seeing how she takes the jumps for a week or so."*

A successful **Routine (+10%) Perception Test** reveals that they don't really believe this. If the PCs come across as honest types, Wolfgang and Leopold are willing to trust them. They really don't know what has happened to Rudi and they want to find their friend, especially since he owes them months of back rent. Between them they'll offer the PCs 10 gc just to keep an eye open for Rudi. Leopold also notes, *"He came home with a load of lovely sausages just before he disappeared, which was a bit unlike old Rudi. It's probably nothing, but I thought I'd mention it just in case. We haven't cleared his room since he left either."*

If convinced by a noble or a pretty woman, or a **Hard (-20%) Charm Test** for anyone else, they allow the PCs to come to their lodgings to search Rudi's room for clues. The search won't take long, since Rudi had gambled almost everything of note. The only thing in his room other than dust and a simple bed is **Handout 4**, which you should give to the players now.

Wolfgang and Leopold know nothing about Hanna or the young clerk.

THE TOWN HALL

This scene provides the PCs with some information about Fleischer's rival and clarifies Rudi's involvement in all this. Any followers of Ranald or otherwise shady characters have a hard time at the Town Hall. Criminals are not made to feel welcome here.

Key Information

- The Permits Clerk knows nothing about Hanna or her disappearance.
- Fleischer had an altercation with Emil Stark at a fundraiser.
- A dashing young noble threw out Stark.
- Stark and Fleischer are rivals, and Stark is losing.

The Town Hall is a large imposing building taking up almost one whole side of the Reiks Platz. Its colonnaded front leads to a pair of large double doors flanked by two men in the livery of the Watch. Just inside the doorway



lies a long desk and behind it a harassed looking fellow in the sombre clothes of a scribe. He is reading parchments, signing some, and passing others to a small boy who is almost hidden behind the stack of papers he holds.

As you arrive the man looks up from behind the desk and smiles thinly. He coughs and says, "Welcome, citizens. I am the Keeper of Permits. It would be my pleasure to assist you." His tone of voice clearly implies that he really doesn't mean what he has just said.

If the PCs ask about meeting Hanna at the Gunner's Arm, the clerk says, *"I was inspecting the premises, as the proprietor seemed to lack several vital permits essential to the proper administration of a tavern, inn, or bawdy house. Seeing the ribald dancing and singing in a place without an Entertainments Charter was too much to bear, so I attempted to stop the illegal activities. Alas, the raucous crowd easily drowned out my lone voice, so I left and later served an injunction on the tavern. A timely payment of certain monies has since resolved the situation to my satisfaction."*

If the PCs mention they are working for Herr Fleischer, the clerk groans and sits down, looking very unhappy indeed. He dismisses the small boy, who staggers off down the corridor, barely able to see above the stack of scrolls he's carrying.

The clerk looks up from behind the desk and says, *"Herr Fleischer is indeed a good man, a generous man, and to be perfectly honest, a little—keen, shall we say? What, may I ask, has he sent you here for this time? Is it another gala function to help the homeless children? We really do appreciate what he has done for the poor, but the last event was a bit of a debacle to say the least... I mean, we practically had to call for the Watch when he and Herr Stark had that argument—I really don't wish to issue a license if we will have such problems again."*

The PCs may be a little confused here. The Clerk is assuming that the PCs are messengers or employees of Herr Fleischer on another one of the butcher's generous public service errands.

If they put him straight or even bluff him, he elaborates on the recent charitable function organized by Herr Fleischer. *"Four months ago, a charity event with dancing and fine foods was held in the Town Hall for the raising of funds to aid the city's poor. Everyone who was anyone was there, including some of the court nobles, but alas, not the Countess. During this very pleasant evening, where each benefactor was named and applauded by the guests, one Herr Stark stood up at the end and took the stage. From there he proceeded to lambaste Herr Fleischer about his greed and cruelty to some woman. Stark then swore he would get even with Fleischer. Fortunately, one of the young gentlemen took exception to Stark's unwarranted words and ejected this boor from the hall—to a much deserved round of applause."*

Should the PCs ask for details on Herr Stark, the clerk consults his files. *"It would appear that Herr Stark is a master butcher but his trade has been diminished. Apparently, his main rival for the better—ahem—cut of the market is Herr Fleischer. Some say Fleischer has been successful due to his better name being associated with all those good deeds for the poor and needy, but I have heard it said that there were some bribes involved. Nonsense, of course!"*

If asked about the identity of the woman from Stark's diatribe, the clerk can offer no more help. Furthermore he doesn't know who the Youngblood who dealt with Stark is, but he says, *"Try the Gunner's Arms. There are always young nobles in that place."* This should lead the PCs to Wolfgang and Leopold if they have not already spoken to them (see **The Gunner's Arms** on page 86 for more on this).

For further queries, the clerk recommends that the PCs ask Herr Stark in person. The clerk knows nothing about the robberies.

— STARK'S SHOP —

All the leads should now point towards Emil Stark. The PCs may have wild theories about what is going on, but once they find Hanna, the truth should prove even stranger than fiction. After an inconclusive interview with Stark, the street urchins can give the PCs the vital information they need to find Hanna. As the adventure is moving towards its climax, you should try to increase the pace of these next scenes.

STARK'S FINE MEATS

The note in Rudi's home may lead the PCs to Stark's place. If this is the case, run the scene as normal, but delay the **What Stark Does Next** events until the characters have visited the Town Hall.

This scene should feel like a dead end for the characters. If they accuse or threaten Stark, try to keep Stark outraged, but normal seeming. Should they push things into physical violence, Stark bolts for his passage into the sewers, releasing the mutated Rudi to slow the PCs down as he makes his escape. More details of these can be found in **Stark's Fine Meats—Reprise** on page 90. Assuming this is not the case, however, proceed with this scene as written.

The sign once read Stark's Fine Meats, but the paint is peeling and the timber beneath now shows through. The dilapidated two-storey building lies next to an abandoned chandlers and the side of a warehouse that backs onto the wharf. This is most definitely not a nice part of town, and the broken windows patched up with rough timber on the shop front only add to the air of decay and dilapidation.

The poorly lit shop has a rough curtain separating the shop proper from the butchery. As you enter the shop, the curtain is drawn back and a massively fat sweating bald man appears from behind the curtain. He grins a toothless smile and wipes blood from his hands onto his apron.

"Hello," he says cheerily, "pies yer after, is it? Or are you here for something else?"

Key Information

- He admits a "spat" with Fleischer.
- He did know Rudi, but claims to have apologized.
- He claims not to know where Hanna is.

Stark lies convincingly about Hanna. *"I simply don't know where she could be,"* he states unequivocally.

Concerning Rudi, he says, *"Ah, yes. I was treated rather roughly by a young man of that name, if I recall correctly. I was angry at first, but later I had to admit that it was my own lack of decorum that led to the events in question. I have since apologized to Rudi."*

Regarding Herr Fleischer, he says, *"It's true, we had a spat. That's all in the past though. Now I'm just trying to get on with my life. I have no time for feuds."*

Only one topic gets under Stark's skin: his wife. Should there be any reference made to her, Stark pales visibly and asks the PCs to leave, as he has an urgent appointment.

WHAT STARK DOES NEXT

The PCs may or may not believe Stark's claims. Whatever the case, once he believes they are gone, he writes a threatening letter to Fleischer (**Handout 3**) and pays one of Hanke's lads to deliver it for him.

If the PCs are watching the shop they see Stark hand the letter to a street kid. The urchin then speeds off.

Stark then prepares his back up plan, in case the PCs return (this involves his dog and some special sausages; see **Something Is Rotten** on page 89). He then prepares the hole into the sewers for his getaway and uses his *amulet of control* to summon Maria della Miragliano to the shop. This all takes about two hours, after which time any watching PCs see the Tilean Songbird arrive at the shop, looking a little odd.

STREET URCHINS... AGAIN

Hungry for money, Hanke sees the letter from Stark as a chance to make easy cash. Having received the letter, he and his gang seek out the PCs and offer them the letter. Hanke can't read but he can confirm that Stark didn't pay enough to deliver it so they kept it and are willing to sell it on...

Furthermore, the street urchins have noticed that Stark has been secretly visiting a particular hovel. This is Hanna's prison, but the lads don't know that. They just know he looks very guilty when he goes there. This knowledge requires a bigger payment, as these urchins are used to fleecing people. *"Ere mister, I saw where that fat*

bloke went. I might be able to remember, but as I'm so hungry I ain't thinkin' straight."

Key Information

- Handout 3
- Location of the hovel where Hanna is kept.

THE HOVEL

Hanna is being kept in a rundown hovel in the very poorest part of town. The boarded up door to the one room shack can be broken down with an **Easy (+20%) Strength Test**. Inside the room is a pile of rags and old sacks. Hanna lies whimpering on the floor under this makeshift blanket. One foot is visible chained to an iron spike hammered into the ground. If anyone pulls back the covers they must make a **Will Power Test** or gain an Insanity Point from witnessing her horrible transformation.

Hanna has become hideously mutated. Her body has doubled in size and open festering sores weep vile fluids from her rotting body. Her blonde hair is matted to her head with pus and grease and her left eye is closed and crusted over with filth. Through her blackened swollen lips she mumbles, "Daddy has sent you, hasn't he? Help me! By Shallya's Mercy, help me! The fat man's bad sausages have done this to me." Although she is foul to behold, it seems that a spark of her humanity remains.

Key information

- Stark's sausages have caused her to mutate.
- She was lured here by "magic songs."

Hanna very briefly talks in a delirious manner, moaning about "The sausages... so greedy..." and "Songs in my head...magic songs... couldn't stop myself..." With that she faints dead away, as the exhaustion of trying to stay conscious has been too much for her.

The PCs must now decide what to do with poor Hanna. Simply putting her out of her misery is the easiest answer but there is more to be gained by taking her to one of the temples in town.

— SHOWDOWN —

The PCs have now reached the finale of the adventure. They must stop Stark sending his infected sausages about town, and they must capture him, too. The foul fate of Rudi is discovered, the Tilean Songbird is captured, and Stark gets his just rewards.

SOMETHING IS ROTTEN

The PCs should know that Emil Stark is behind the disappearance of Hanna. By the time the trail leads back to Stark's Fine Meats, it should be nighttime. Before you run this scene, be sure the PCs know that Stark's sausages are hideously infected, and carry the chance of causing other folk to suffer Hanna's fate. The story picks up outside Stark's Fine Meats.

As you look about outside his building, you note Stark's silhouette in the upstairs window. A quick look about shows that nobody is in the shop downstairs and the street is empty.



Obviously, the temple of Shallya is the best option. If told about Hanna and her condition, the Shallyans are willing to come out to the shack (they are often on missions in the poor part of town anyway). Failing that, the PCs can lift Hanna if they make a stretcher from the sacks and use a couple of boards from the door of the shack. This method may well get the PCs noticed by zealots or just the causal bystanders of the city and from that there may be all kinds of complications.

Whatever happens, so long as someone can look after Hanna, the PCs can continue to hunt down Stark. Emphasise the fact that the clock is ticking and they should get after Stark as quickly as possible.

The PCs can try to break in quietly or noisily. They can get through the front door with a successful **Pick Locks Test** or a **Routine (+10%) Strength Test**.

Since the PCs visited him last, Stark's paranoia has got the better of him. He has put his dog in the shop and placed a collar round its neck with a small bell attached. When he hears the bell ringing, Stark pulls the string in his room that leads through the floorboards to a dozen links of his "specialty sausages." The string releases the sausage links, which fall to the countertop. The dog, of course, seeks to snatch up the tasty treats. Unless they want another Hanna-sized monstrosity on their hands, the PCs must get the sausages away from the dog before the tainted meat is ingested.

As you peer into the gloom of the shop, you notice a twitching chain of sausages drop from the ceiling towards the countertop. All of a sudden a white dog darts out of the



darkness, snatches up the squirming links, and bounds off the countertop and out a small window in the side of the building. A bell on the dog's collar marks its journey along the cobbles.

The PCs now have the option of giving Stark all of their attentions or chasing the dog. The side window is too small for even a Halfling to fit through, so the PCs must run around the side of the building to begin chasing the dog. Should the hungry poor or the dog eat the tainted sausages, it would be a very bad thing. If the characters don't figure this out on their own, have them make **Intelligence Tests** to remember that the sausage causes mutation.

Should the PCs not follow the dog, skip straight through to **Stark's Fine Meats—Reprise**, below.

CHASING TROUBLE

The dog runs towards a main street, where it darts and weaves amongst the nighttime crowds and revellers, trying to find somewhere to eat its prize. Catching the dog requires not just speed, but reflexes. The chase is resolved as an **Extended Routine (+10%) Agility Test**. Each pursuer can test once per round and must gain a total of 6 degrees of success to catch the dog. These can be accumulated from round to round (a PC might achieve 1 degree of success the first round, 3 the second, and 2 the third, for example, which would be enough to catch the dog). The PCs may be able to catch the job in less than a minute, but this is valuable time lost. If after 12 rounds the PCs still haven't caught up, the dog dives under a handcart on a street corner and growls at anyone who comes close. The sausages can be pulled from the dog's mouth with a successful **Weapon Skill Test** or the dog can be made to surrender them voluntarily with a successful **Charm Animal Test**.

A PC with Charm Animal can also convince the dog to find Stark with a successful test. The dog leads them to the barge on the wharf in this case. Otherwise, it simply follows them back to Stark's Fine Meats.

STARK'S FINE MEATS—REPRISE

The shop is now open and the light that was on upstairs has been extinguished. Picking their way through to the back room, the PCs are confronted with a horrifying sight. On the floor is a lit lantern, providing the light as Stark eases his bulk through a rough hole in the rubble strewn floor. Between the PCs and Stark is a flapping tentacled monstrosity—this is poor Rudi, whose mind has been twisted by the horrors of his mutating body. Stark holds high above his head a small medallion that glows with a faint green light. "Rudi, attack!" he says. "Destroy them!" And with that, the corpulent butcher drops out of sight. The PCs now have a real fight on their hands. Rudi is a slow but fearsome opponent. All the PCs must make a Fear Test, as Rudi is Frightening.

When Rudi dies, his tentacle arms thrash about and smash the lantern, spilling burning oil over the wall of the timber shop. Within moments the shop is ablaze. With Rudi dead and the shop ablaze all around them, there is only one thing to do—follow Stark into the sewers.

BENEATH THE CITY

The hole Stark made in the floor of his shop is roughly 1 yard in diameter and coated with a foul looking slime. It leads directly

down onto a spoil heap, which blocks the middle of a low sewer. A manic laugh can be heard off in the darkness along with the sound of splashing feet.

The sewers are almost completely dark, so unless the PCs all have Night Vision, they need a light source of some kind. Since there are plenty of burning timbers nearby, a crude torch is easily acquired.

The sewer is a pipe some 2 yards (1 square) in diameter and it runs straight with a gentle gradient downhill. Every 4 yards or so a small side pipe leads upwards back to the city above. After some 20 yards a similar section from the right joins the sewer and from this direction the same maniacal laugh can be heard. Stark has led the PCs into a trap, as he is standing near an exit point into the river and with him is his faithful cultist, Willi (whom the PCs may remember as one of the street thugs to mug Herr Fleischer). Willi has been waiting here with his crossbow since Stark warned him of the PCs' visit earlier. The moment Stark passes by, Willi raises his weapon and takes aim into the darkness. He has 5 bolts altogether and fires the first when the PCs emerge from the fork in the sewer. If the PCs don't have the presence of mind to extinguish their light source, Willi gains a +10% bonus to his BS when shooting at a torchbearer. The distance from Willi to the fork is 30 yards (15 squares). Due to the slippery footing and the cramped nature of the sewer it is impossible to run here. Furthermore, everyone's Movement Characteristic is temporarily reduced by 1 and characters that attempt a charge attack must first pass a **Challenging (-10%) Agility Test** or fall down.

Once Willi has fired all but his last bolt, he retreats through the broken sewer grate and into the shallow water of the river. If the PCs manage to rush him, he immediately fires once and retreats to the river.

— CONCLUSION —

So with the enemy vanquished and the heroes innocent of arson (at least as far as the City Watch is concerned), the PCs may well consider that a celebration is in order. Georg Fleischer is true to his word and pays a further 25 *gc* (plus up to 10 *gc* in expenses) to each player for the "saving" of his daughter and they each get a further pound of prime Nulver Wurst sausages for their trouble, although some of the PCs may decide they have seen enough in the way of sausages for a very long time...

That need not be the end of *Sing For Your Supper*, however, as there are several plot threads that can be used as the basis for further adventure. What of the followers of Nurgle, for example? The PCs may have found a letter on Stark's body from his ally in far off Altdorf. What will they do about this? The PCs also know that Stark's tainted sausages were sold in Albrechte's shop on at least three occasions. Did the ingestion of these sausages have any effect or were their numbers too small? Might other Mutants plague Nuln because of Stark's machinations?

What will the PCs do about Maria della Miragliano? The PCs may have discovered that she's a criminal but her role in Stark's scheme was done under the compulsion of magic. Assuming they never mentioned her jewellery thefts to the Watch Captain, gracious PCs may decide to let her go—a lady with such grace, charm and an impressive pair of lungs can always make a gold crown or two. If they do let her go then the party will have made an ally for life and guaranteed best seats in the house next time they are at the Opera. More zealous PCs may realize that she's a Mutant and thus touched by Chaos, despite her good looks. Such characters may prefer a fierier finale for Maria della Miragliano.

THE BARGE

Stark by now has managed to get aboard a barge that is moored to the wharf, and is in the process of untying the vessel from its mooring. Willi, if he survives, is hidden in the shadows by the water's edge, pointing his last bolt at the entrance to the sewer.

Maria della Miragliano is tied to the barge's mast and shrouded under a blanket. She is Stark's secret weapon. When the PCs arrive, Stark tears the blanket off her and cries, "Maria, you witch, use your voice—stop them!" Maria turns her tear stained face toward Stark and croaks, "No, no!" She shrieks horribly as Stark raises his amulet higher and it glows with an unearthly green light. Maria's eyes glow a similar shade, her face contorts, and then she begins to sing. Her voice is like the song of angels and every PC must make a **Challenging (-10%) Will Power Test** or stand transfixed by her song, unable to do anything except drool. If the PCs that fail this test have any Fortune Points left today, this is a good spot to spend them.

Stark and Willi now attempt to deal with any characters that resisted Maria's song. Those transfixed remain so until Maria stops singing or Stark lets go of the amulet. If the PCs can get the amulet away from Stark, Maria takes no further part in the combat. She was compelled to begin with, and now only wishes to see Stark get his comeuppance.

Hopefully, the PCs put an end to Stark's madness for all time. If they search his body, they find 20 *gc* and a letter (**Handout 5**). It'd be best for all concerned if the amulet fell into the river during the fight. If it didn't, smart PCs will get rid of it quickly, as it's a thing of Chaos.

Then there is Stark's dog. Any PC that befriended the animal during the adventure's climax has a new best friend. The dog is waiting outside the PC's inn. It runs up to the character and yaps excitedly. Certainly among animals, it would seem that loyalty is easily bought!

The PCs may also wonder what all the commotion about Bonifaz the missing puppy was about? Bonifaz is the code name for a spy working for a Bretonnian nobleman. Who knows what the message was all about?

Lastly, there is the question of Hanna's fate. In a fairytale, Hanna would beat her transformation, reunite with her father, marry Hans, and live happily ever after. But this is no fairytale. Hanna spends many months at the Temple of Shallaya but Nurgle's infection is too deep-rooted to reverse. With sad hearts, the priestesses of the temple turn Hanna over the Church of Sigmar and Hanna is never seen again...

EXPERIENCE POINT AWARDS

Sing For Your Supper is a detailed adventure with many points of information and encounters. It is thus best to use the Abstract Method of Experience Points (see *WFRP*, page 211), awarding each PC 100 xp for each 4 hours of playtime, with a maximum of 300 xp. You can also give out 20-50 xp for good roleplaying and inventive tactics.

— DRAMATIS PERSONAE —

This section contains background and roleplaying information on the significant characters of the adventure. Game stats have been provided for Emil Stark, Rudi, Maria della Miragliano, Willi, and Kurt, since the PCs are likely to encounter them in combat situations. The rest of the NPCs are only likely to talk to the PCs, so stats for them shouldn't be necessary. Should your players do something wacky (say, attempt to rob Otto's Glassworks), you should be able to find appropriate stats in Chapter 11 of the *WFRP* core rulebook.

DIETER

Role: Drayman

In Brief: Greta's lover, cheating on his wife.

Typical Quote: "Greta who?"

Description: Dieter is a well-built man in his early forties. He delivers barrels of ale from the local brewery to several of the inns, taverns, and restaurants in the city. This gives him unprecedented access to the scandals and secrets of the citizens. Recently, he has started an affair with Greta Fischer, who works for several of the inns in town as a cleaner. Dieter has not been too careful in keeping this under wraps and he now fears that his wife may have found out, but so far she has said nothing.

GRETA FISCHER

Role: Guilt-ridden Accomplice.

In Brief: Kitchen maid, Dieter's lover, minor criminal.

Typical Quote: "My husband may be dead, but I'm not."

Description: Greta Fischer is a pretty widow in her early thirties. Her husband died six years ago during a riot over firewood tax in the city square. Since then Greta has had an unhappy love life, moving in with one bad sort after another. Recently, she started an affair with a draymen who delivers barrels to several of the inns where Greta works. Dieter is married but this hasn't stopped the two of them continuing their illicit affair. Greta is now paranoid that Dieter's wife will find out about the affair and force Dieter to put an end to it. Since the age of seven Greta has been afflicted with deafness. She was lucky enough to survive the grey ague when it swept through her home village, but it took her hearing. As she can speak well enough, many people don't realise that she can't hear, although in conversation she does tend to stare pointedly at the face of the speaker while she lip-reads. Only this has made her immune to Maria's song, and she has turned this to her financial advantage.

GEORG FLEISCHER

Role: Patron and Victim.

In Brief: 48 years old, butcher and trader, nouveau riche, blackmail victim of Emil Stark, father of Hanna Fleischer.

Typical Quote: "The wild boar and pepper is exquisite, Madam, and would go well with this season's vegetables."

Description: Georg doesn't realize just how much Emil Stark hates him and just how far his revenge will go. Georg's wife and Hanna's mother died almost a decade ago and Georg has had to raise Hanna on his own since then. Since his business dealings take up most of his time, he and Hanna have grown apart over the years to such an extent that he no longer really knows his own daughter.

HANNA FLEISCHER

Role: Daughter and Kidnap Victim.

In Brief: Spoiled 17-year-old, daughter of Georg Fleischer, girlfriend of Hans.

Typical Quote: "Help me, help me. Urglll..."

Description: Hanna is Georg Fleischer's daughter and the apple of his eye. She's recently been seen in the company of Hans Oldenlitz, but now she's been missing for three days. She is currently a prisoner of Emil Stark and is bound and gagged in a hovel. She's also become terribly mutated after being fed Stark's special sausages.

MARGUERITE GARTEN

Role: Neighbourhood Busybody.

In Brief: 79-year-old crone, snoop.

Typical Quote: "I just happened to be looking out my window at midnight when I saw the strangest thing."

Description: Marguerite Garten is the local curtain twitcher. What she knows is sought after by spies and rumourmongers, and what she doesn't know isn't worth knowing. She lives in a room above the shop once kept by her long-dead sister, right next to Otto Uhl's. Her bedroom window looks directly over the alley behind the Fleischer home, and she has seen and heard the singer on several occasions. Previously she has noticed Hanna and Hans together and she is aware that Hanna must now have a new suitor, one with the voice of an angel.

RUDI HOLST

Role: Mutant Henchman.

In Brief: Young noble, gambler, and carouser turned creature of Chaos.

Typical Quote: "As you command, master."

Description: Rudi was once a gadabout noble playing his part amongst the city's young elite. He was a regular caller on Frau Oppenheimer, often looking in on his "relative from Sylvania." Although their blood ties were tenuous at best, Rudi flattered the old dame and won her affection. She bought him more than a few dinners out and turned a blind eye when he "borrowed" a few trinkets to fund his gambling addiction.

On the night of the charity fundraiser, Rudi "escorted" Herr Stark out of the Town Hall and threw him into the gutter. Stark followed Rudi home that night and the following day he had a packet of his special sausages delivered to Rudi's lodgings with a note (**Handout 4**). Rudi read the note after a drunken night gambling and woke his valet to make him cook some of the sausages for a late supper. This was the final straw for his man, who left the next day, stating that he could no longer work for a gentleman who was perpetually drunk and gambled away his family's fortune.

Within days Rudi began to transform. First he outgrew his clothes, as his weight vastly increased. Then he developed sores all over his body. When he couldn't take it anymore, he fled his home under the cover of darkness, afraid of what he was becoming. Emil Stark watched him leave and he invoked the amulet that Father Nurgle had gifted him. Rudi came under

Stark's control and now resides in the back of his butcher's yard, rotting and mutating into something that makes a mockery of the human form.

Rudi Holst

Career: Noble

Race: Mutant

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40%	25%	40%	50%	27%	22%	30%	24%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	4	5	3	0	6	0

Skills: Blather, Charm, Common Knowledge (the Empire) +10%, Consume Alcohol, Gamble, Gossip, Read/Write, Ride, Speak Language (Reikspiel) +10%

Talents: Etiquette, Hardy, Public Speaking, Specialist Weapon Group (Fencing), Specialist Weapon Group (Parrying), Very Resilient

Special Rules: *Chaos Mutations:* Grossly Fat, Short Legs, Tentacle-like Arms

Cloud of Flies: Rudi is surrounded by a buzzing cloud of flies that feed off his open sores. Melee opponents suffer a -10% WS penalty.

Nurgel's Resilience: Rudi's new form grants him a +10% bonus to his Toughness.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Sword)

CARLA LINDT

Role: Best Friend.

In Brief: 18-year-old party girl with a penchant for military men.

Typical Quote: "Let's have one more drink before we go the cabaret!"

Description: Carla Lindt is the pretty daughter of a well-to-do merchant family. The girl is a tear away and a bit of a lush. She is too much for her mother to handle and gives the distinct impression that she is a good time girl impressed only by rich handsome men. Her father is away in the country looking into some business affairs.

MARIA DELLA MIRAGLIANO

Role: Siren.

In Brief: "Tilean Songbird", jewellery thief, unwilling servant of Emil Stark.

Typical Quote: "Grazie, grazie."

Description: Maria della Miragliano is a famed opera soprano in her home nation of Tilea, but she is less well known in the Empire. Due to a recent incident involving a series of robberies of rich opera lovers, she has fled to the southern parts of the Empire and is carrying on as only a high-class kleptomaniac can. She is in her early forties but looks younger. She was born a Mutant, although to look at her you would never know. She cannot really speak normally due to her mutation—she simply manages to get two or three words out before squawking like a bird. She was born with the larynx of a harpy and thus when she



sings she can enthrall an entire audience and leave them dazed (ideal, considering how she finances her rich clothes and gourmet dinners). Although certainly not evil, Maria has been a little overzealous in her quest for money and jewellery. She is trying to fight her restless fingers but so far has been unsuccessful.

Stark has placed Maria under his control several times in the past. Recently, he has compelled her to sing to Hanna at night to encourage the taint of Chaos from the infected sausages to work on her faster. Maria was compelled to stand in the alley behind the Fleischer residence and sing to Hanna. Once Hanna had started to change, the magic of the song lured Hanna into Stark's clutches. Maria was fully conscious of what was going on, but due to the amulet she was unable to stop Stark. Stark then promised Maria that she was free to go once he had Hanna safe and sound. The singer is a woman who is driven by her kleptomania and now, due to Stark's amulet of control, her hatred of the butcher as well.

Maria della Miragliano

Career: Entertainer

Race: Mutant

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	25%	26%	31%	35%	38%	30%	48%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	2	3	4	0	4	0

Skills: Charm, Common Knowledge (the Empire, Tilea), Consume Alcohol, Evaluate, Gossip, Lip Reading +20%,

Perception, Performer (Singer) +10%, Sleight of Hand, Speak Language (Reikspiel, Tilean), Swim

Talents: Lighting Reflexes, Public Speaking, Savvy, Suave

Special Rules: *Siren Song:* When she wishes, Maria can sing an enchanting song. Those who hear it must make a **Challenging (-10%) Will Power Test** or stand transfixed by her song, unable to do anything. Furthermore, victims don't remember anything but the haunting beauty of Maria's song. This effect lasts as long as Maria sings.

Armour: None

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

MATTERSPITTLEGLEE

Role: "Special Ingredient."

In Brief: Daemon of Nugle, not bad tasting with the right seasoning.

Typical Quote: *"Put your back into it, you fat oaf! I'm not going to grind myself."*

Description: MatterSpittleGlee is a foul little Daemon and depraved servant of "Papa Nurgle." He always enjoys his visits to the world of men and doing the bidding of his master. MatterSpittleGlee is proud that little bits of him brought about such beautiful change in Hanna and Rudi. He loves to taunt poor Emil Stark and always makes sure to sing his heart out as he goes into the grinder. If anything should happen to the butcher, MatterSpittleGlee will be sad to lose such an excellent host.

HANS OLDENLITZ

Role: Suitor.

In Brief: Hanna's secret boyfriend, hard worker, 18 years old.

Typical Quote: *"Yah, I heard she has gone. I don't know what to do... You know, I am thinking of asking her father...the big question...when I have my own shop next year."*

Description: Hans is an apprentice of Otto Uhl, a glassblower whose shop is two doors down from Fleischer's largest shop. Hans and Hanna have been seeing each other secretly for three months now. Hans is absolutely smitten with Hanna and will happily help the PCs to the extent of getting in the way and constantly quizzing them of their progress.

FRAU OPPENHEIMER

Role: Creature of the Night?

In Brief: Noble from Sylvania, lost her earrings, friend of Rudi.

Typical Quote: *"The Empire has changed so much since I was a young lady."*

Description: Frau Oppenheimer is a fixture on the Nuln social scene, and has been as long as anyone can remember. Her family is from Sylvania, which has led to many dark rumours about her. Although her finery is aged and fading, she retains a regal bearing.

EMIL STARK

Role: Villain.

In Brief: Kidnapper of Hanna, rival of Herr Fleischer, cultist of Nurgle.

Typical Quote: *"Have another sausage, my dear. You'll never guess the secret ingredient..."*

Description: Emil Stark has had a run of bad luck and he knows exactly who's to blame: Georg Fleischer. At 45 years of age, Stark

has decades in the butcher's trade under his belt, but his once thriving store is nearly bankrupt thanks to Fleischer's "dirty tricks." Stark also blames his rival for his wife's death two years ago.

The way Emil sees it, if Fleischer had been less greedy with the contracts to the Gunnery School, maybe his wife would have got the expensive medical treatment she needed. Once she was dead, all Emil could do was poison the doctor who failed to save her life. No one ever made the connection to the doctor's sudden death and his last meal of Stark Sausages. Killing the doctor couldn't bring his beloved wife back, but it at least made Stark feel better.

His clever use of tainted food for murderous purposes brought Stark to the attention of the Lord of Decay. Father Nurgle marked him out as a man who could promote his filthy work in the city. Three months ago Emil had a strange dream. He saw his wife and she appeared happy and well, apart from a pustule on her neck. She explained that she was in a far better place and the *Good Father* was looking after her. Miraculously, she was pregnant, and she claimed the child would be in the house when he woke up. The pustule on her neck then erupted, giving rise to a torrent of gibbering and screaming tiny figures that danced gleefully and rushed towards Stark...

He awoke in a cold sweat in the early hours of the morning, and he noticed that on the end of the bed there was something that snored contentedly to itself. Emil fumbled for the tinderbox and lit the candle beside the bed. On the end of the bed sat a grossly fat, rat-sized, mottled green ball of evil with a strange amulet around its neck. It was a Nurgling, a minor Daemon in the service of the Chaos God of Decay and Pestilence. He prodded the fat little creature and its glowing red eyes opened slowly. The Nurgling sleepily said, *"Grind me up and feed me to them, father."* At this point Emil Stark's mind snapped and he fell writhing to the floor in an apoplectic fit. Once he had recovered, he found he had somehow gone out to his butchery below his house and was part way through mincing the little being. It twisted in the grinder, singing a happy chant and giggling all the time as it was minced into raw meat.

A sallow faced Emil knew what he needed to do. He placed the Nurgling meat into a bag, went to the butchery of his most hated rival, and broke in. Then he added the Nurgling meat to the sausage mix, threw in a few handfuls of herbs to disguise the taste, and made the tainted mix into a chain of sausages. After hanging the sausages on a hook in the cold store, he tidied up and left for home. On two other occasions, Willi helped him with the break-ins and placing the tainted sausages. Father Nurgle has continued to bless him with new "sons" as Stark enacts his foul plot.

Emil Stark

Career: Artisan (ex-Tradesman)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30%	25%	40%	43%	36%	32%	37%	28%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	13	4	4	4	0	4	0

Skills: Animal Care, Common Knowledge (the Empire), Drive, Evaluate, Gossip, Haggie, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel),

Trade (Butcher +10%, Merchant)

Talents: Dealmaker, Savvy, Very Resilient

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Cleaver)

Trappings: *Nurgel's Amulet of Control*: This coin-sized amulet is the shape of the fly-rune of Nurgle and hangs from a filthy string. Only those who have sworn to serve the Lord of Decay can use. Such followers of the Fly Lord can mentally dominate Chaos creatures and Mutants for short periods of time. Stark uses the amulet to control Rudi and Maria.

OTTO UHL

Role: Neighbour.

In Brief: Hard working tradesman, employer of Hans, Karl, and Uwe.

Typical Quote: "Someday soon, Hans will take over and I can retire."

Description: Herr Uhl is the owner of Otto's Glassworks. He is well known and liked amongst the community. He knows that Hans has a girlfriend but doesn't know who it is. Otto is planning on retiring in a year or so and plans to sell the shop to Hans. He also employs two apprentices, Karl and Uwe. These 12-year-olds are troublesome and boisterous and would rather be playing outside than working the life of apprentice glassblowers.

WILLI AND KURT

Role: Footpads

In Brief: Local thugs; Willi is also a Chaos cultist.

Typical Quote: "I bleedin' well" [thump] "told you" [thump] "what's yours is mine!" [thump]

Description: Willi and Kurt are typical young thugs. They prey on the weak and run away from anyone who puts up too much of a fight. If you use the initial mugging encounter (**The Fisherman's Rest** on page 81), it is important that Willi gets away, as he is a

cultist of Nurgle and is a follower of Emil Stark. Kurt is just a normal opportunist ne'er-do-well, and occasionally works with Willi. Kurt doesn't know that Willi is a cultist.

Willi and Kurt

Career: Thug

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	26%	32%	31%	33%	25%	30%	28%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	4	3	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Secret Language (Thieves' Tongue), Speak Language (Reikspiel)

Talents: Acute Hearing, Disarm, Lightning Reflexes, Quick Draw, Resistance to Poison, Strike to Stun, Wrestling

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Cudgel), Knuckle-dusters

Trappings: Hooded Cloak

WOLFGANG AND LEOPOLD

Role: Youngbloods

In Brief: Rakish young nobles, friends of Rudi.

Typical Quote: "What a boor. Let's leave this pigpen at once."

Description: Wolfgang and Leopold are both lesser nobles residing in the city. They are inveterate gamblers and layabouts. Rudi was the third of their little group and a somewhat stabilising influence. Since he has gone missing, taking his butler with him, they are unsure where their lives are going.

— HANDOUTS —

a

REWARD

Bonifaz has gone Missing.
Please help find my Sickly Great Aunt's
tiny pedigree puppy.
She doesn't know he's missing yet.
Please Help.

Information to: Arne Zimmerman c/o
The Green Bottle Inn, Hauptstrasse.

b

Labourers required for a week of light work at
the West Gate.

GOOD PAY. GOOD ALE. GOOD FOOD.

See Captain Wetzelberge of the Watch.

Handouts ia, ib, ic and id

d

MISSING

One pair of earrings in the vicinity of Chez Louis' Restaurant.
REWARD for pertinent information. Or return of items.
Contact Frau Oppenheimer, Nordstrasse

Fleischer's Famous Furters,
The Sausage of choice for the Officers and Men of the
Imperial School of Gunnery

HELP WANTED

Several intelligent and resourceful individuals required for
a matter of some delicacy.

Excellent rates of pay. Apply in person to Herr Fleischer,
182 Links Park. No callers after noon. No time wasters.

Handout 2

Georg Fleischer

Master Butcher - Rare Cuts a Specialty

182 Links Park, Nüln

Don't expect to see your daughter again.
I have you to blame for all of this.
Soon my vengeance will be complete.

Handout 4

Handout 3

STARK'S FINE MEATS

Dear Rudi,

I am sorry about my insensitive conduct at
Herr Fleischer's recent fundraiser.
Please accept these by way of apology.

-Emil Stark, Master Butcher

Handout 5

✓o The Kemperbad Lady, Aldorf

Dear Master Infector,

The plans are now in their final stage and almost ready to be released upon these unworthy fools around me. How it pains me to gift them such wonderful lesions when all they will do is complain and seek solace under a surgeon's hand.

I am delighted to receive your latest work of art it is amazing that such a simple object can cause such mayhem. I have thrown the first one you sent over the wall at the gaol. I heard shouts as prisoners fought over it so I can only imagine what surprises are "developing" as I write this! I await your visit with glee.

Infector Lutz

Wanted! Bold Adventurers!

Are you ready for a life of danger and excitement? Can you tell the difference between an unspeakable cult and a social club for gentlemen? Are you willing to go into the darkest corners of the Empire and face unimaginable horrors with little more than your sword and your wits? If you answered yes to any of these questions, we may have some work for you. We are not responsible for any dismemberment or insanity that may result...

Plundered Vaults is an adventure anthology for *Warhammer Fantasy Roleplay*. Game Masters will find six ready-to-run scenarios inside, complete with NPC stats, maps, and handouts. Plunge your players into a grim world of perilous adventure with:

- *For Love or Money*: In which a young woman learns a hard lesson about love... and corruption.
- *The Haunting Horror*: In which an ancient evil must be undone.
- *Carrion Call*: In which a young noble's dying wish leads to peril in a strange old mansion.
- *Rough Night at the Three Feathers*: In which a quiet evening at the inn becomes very eventful indeed.
- *Sing For Your Supper*: In which a simple kidnapping is the appetizer to a main course of horror.
- *Grapes of Wrath*: In which love turns sour but vengeance tastes sweet.

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